

COALITION SOURCEBOOK I



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INTRODUCTION

I have seen numerous letters and even E-mail on what does this do, how can that be, why so much stuff, and my personal favorite I argue with my GM a lot about how the game is played, what he/she is doing, and why things work. Well, he/she can't answer me because he/she says the information needed is not in the books. My favorite excuse for getting away with murder is, "it's not in the books". All of the players in my campaign use this and our GM can not say a word, because he knows we are right. I write this letter to you to help explain how and why all of this exists.

Well, this netbook is for all of those who need more than just a general over view. I realize that your GM is not going to have all of the answers, but he/she shouldn't have to defend every decision he/she makes. We, the writers, knew several years ago that this day would come. We hope that this new updated book will help you the Players/GMs. We also apologize for the delay.

The Rifts world expanded so fast and so quickly, that Palladium had to stop and catch their breath. We decided to make a revision book in order to help the game play flow a lot smoother, this book is just an introduction into the Coalition society and how it works, the other republics and specific areas will be discussed in future books by Palladium. Just remember that this is only a game and it was created for those people who have that "over active imagination." Hopefully, in several years or so, you'll be sitting around the fire reliving the experiences of the game, with old friends bonded through the numerous adventures you shared. Some say the strongest friendships are that were the two share a danger. Putting their lives in each other's hands.

I realize that there are a lot of discrepancies and material that needs more explanation. We also understand that the GM isn't going to have all of the answers, but with what we are doing he/she will have most of them. These games are also designed to where you have to read each book thoroughly, and even resort to researching in a library.

Let me, the writer, have the headaches of creating this mess. You the players/ GMs enjoy the adventures that you may never experience in real life. Thanks to your imagination you'll be able to take some wild adventures and even gain some experience playing in someone else shoes. Role Playing is like acting, but without the cameras, lights, glamour, and of course those high salaries. Later on you'll be able to talk about those wild adventures, and share the good times. All of this doesn't just apply to this game, but to all of the games you may play now and for the ones you may be playing in the future. All of the material will be in the books (HOPEFULLY!), enjoy the game.

Now to update you on what is going on, this book is a deeper look inside the Coalition. We, the writers, tried to make this coincide with the other books already out, we tried not to out do the other books. The writers realize that this was a growing trend, and was not particularly pleasing to a lot of the Palladium fans, GM's, and especially it's players. The writers apologize for this on be half of Palladium.

There is a method to our madness, this book is the foundation for most if not all the other books in this particular game. Now you may ask why didn't Palladium just do this in the first place. Well, how can prepare for that which you yourself do not understand. Hey look we know its frustrating at times, but this game is so broad that we decided to narrow the band width a little. Just to give all of you, including Palladium, an idea of what the game is really like, or can be. All role playing games start with one's imagination.

Well, you need references in order for everyone's imaginations to function collectively. There is material purposely left out and others that were not meant to be left out. What ever the reason we have decided to expand the knowledge of you the players and GMs. We know this book won't answer all of your questions, but just remember that's the way it is. Well, without further ado, on with the game.

Oh! one more thing, Thanks to all of the Palladium/Rifts fans for whom without, none of Palladium Books games would exist. Also thank to all of the staff, friends, family, etc. over the years for the support and encouragement. It's time to look into the future.

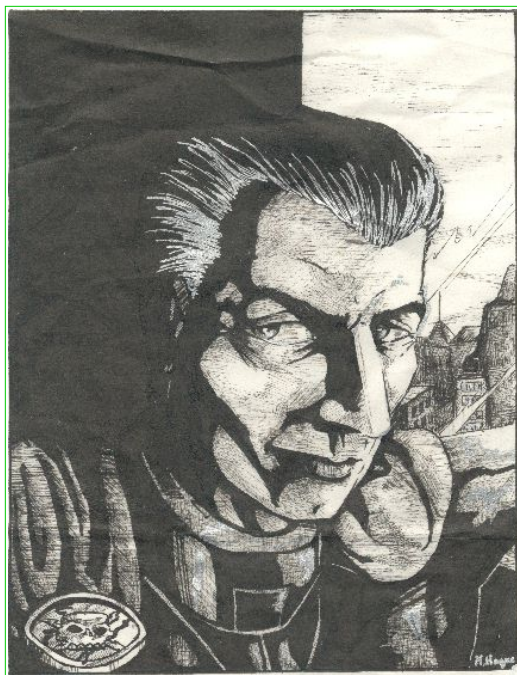
Creating the World of Rifts

Well, to start off, we need to explain the works of Erin Tarn, you will see her works in future books you can count on it. Erin Tarn wrote her latest book, *Traversing Our Modern World*, in 99 P.A. She actually started compiling this book in and around 78 P.A. During that time span she took notes, kept a journal, and even took her own personal diary along with her. The information in the *RIFTS RPG Book* is a minimal 10 to 15 years old and is not current. She had a lot of information to research and to compress into this now infamous book. The information was true at the time she explored these regions of the world. This book is in its third printing, she continually makes updates as she receives the information.

Her first book, *Humankind's Rise From Chaos*, was released in 63 P.A. as she gathered information on the young developing Coalition. Karl Prosek had not yet taken power, although, he was a major part of the military. Karl actually was in charge of the department of defense (This was before the current selection for the Coalition). The order and organization of the Coalition in this book were lobbied by the young Karl for years before he became the chairman elect. He didn't official put his ideas into effect until 80 P.A. eight years after taking office.

Erin Tarn has her own views and interpretations of the Rifts world. Most of her writings deal with her emotions and not entirely on the facts. Although the Coalition has outlawed her books, they themselves take a glimpse to see what is going on in the world of Rifts. Even the Coalition knows that these books are more than just pure observation and emotion, and that these books are not entirely true, but hey, you never know.

Journal Entry Underhill Bio-Audio Data Entry: A1D3H567: Personal Log: 15:01 hr.



On Dec. 26, 98 P.A. at 14:00 hours Emperor Prosek ordered his son Joseph Prosek II and all of his current military leaders and advisors to a priority meeting. Attending this meeting was myself, General Cabot, Colonel Thaddeus Lyboc, Kyle Wilport and Headhunters etc. Upon entering the meeting chamber, one could feel the emotions that Emperor Prosek had, he was not in the best of moods. One could also notice that the normal compliment of CS security officers was replaced with soldiers in a Heavy Body Armor, but there was something strange about these soldiers. The soldiers' armor were painted royal blue! There were also twenty soldiers instead of the usual ten. Emperor Prosek ordered Colonel Thaddeus Lyboc, Kyle Wilport and Headhunters to stand before him. Emperor Prosek began to read the following message aloud, "*Congratulations gentlemen, for your honorable service to me and the CS. I offer you a chance to serve me like no*

other soldier can. . . From the bowels of Hell! Your services to me and the CS are no longer needed!" Thaddeus, Kyle, and Headhunters looked at each other then charged Emperor Prosek. Several of the soldiers in Royal Blue armor stepped in their way and began to fire at the mad charging group, using some type of Heavy Plasma Cannon. Of course, the chargers were stopped dead in their tracks so to speak.

Joseph Prosek II stood up and said, *"Father, what is the meaning of all of this? Why? They served the Coalition well."*

Emperor Prosek replied, *"My son, it is time for a change. Our existence is limited by the forces that oppose us. We must make our armies, weapons, and our vehicles ready for war. Contact all of our Republics and tell them to destroy any and all traitors, protesters, and prepare for war. Tolkeen is the first to fall to the might of the CS. Prepare my shuttle I must go to Free Quebec. Gentlemen, the time has come for us to move against our enemies. General Underhill, the order is so given."*

Several Guards and I leave the room. As we were leaving, I stopped and turned to Karl with an expression of "why?". Karl responds by turning around and facing the window over looking the ruined city below.

END of Underhill Log 15:20 hr.

Journal Entry Prosek Bio-Audio Data Entry: 01A-2150: Personal Entry: 21:00 hr.

I've ruled over the Coalition and its republics for many years now and with the use of our massive army, it's still not enough. My Political goals are all but complete, my Personal goals haven't even been touched. I've been calm and patient against my better judgment. My empire is vulnerable to magic attack, so I will order the Icons to be put in place. My son, well, what he doesn't know won't hurt him, but I do realize that someday I will have to tell him. Just taking a country or several republics just doesn't seem enough. The world would suit my needs, the problem is how?

This time I shall make Tolkeen pay for their treachery, this time I shall not be defeated. Tolkeen and the Federation of Magic shall know the vengeance of the Prosek family. The Coalition military is almost complete and, hopefully, with the new changes and additions I have made, those bastards won't stand a chance.

The time has come to make my position a more permanent fixture in the minds of the people. It is time to conquer all those who are weak and oppose me. This Father, Emperor has now become the Lord and Master of that which he rules. The land is mine and those who deny that faith, must be eliminated for the New PROSEK Order. All will bow and kneel at the feet of their new Lord!

END of Prosek Log 21:35 hr.

The CS Government

Trying to explain this government is as difficult as trying to explain how our government works today. We will try our best to sum up the government and it's functions as best we can. You must remember that Prosek has been compared to the old 20th Century tyrant Adolph Hitler.

Well the Coalition States are based on a dictatorship society. There are no elections, no political campaigns, none of the hypocrisy of today's society. The current dictator as of 72 P.A. is trying to create a family dynasty. Most of these details can be found in the Rifts RPG on pg. 191.

Even though Karl Prosek has been compared to the pre-rifts tyrant Adolph Hitler, Prosek and Hitler only share one view and one view only "The Perfect Ordered Society". Hitler felt that the blonde hair and blue eye society would be the perfect society. Prosek's vision is similar, except that his perfect ordered society is dominated by humans and not by D-Bee's, psychic's, magic, demons, dragons, etc. D-Bee's, psychic's, magicians, demons, dragons, etc. to Emperor Prosek they are The Evil. Over the years, Prosek's vision of the future went from a political campaign promise to an obsession. He knows there has to be a leader of this society, he feels that it should be him.

This tyrant still has political officials, a governmental structure, and incredible arsenal at his disposal. Through the use of the military and the unknown, Karl Prosek has been able to keep a strong hold on Chi-town. The other states are held through the use of fear by the military might and show of force, it wasn't always so. There was a time that there was almost no Coalition as we know of today. After Karl Prosek, he followed in his fathers foot steps, took office so to speak he found ways of feeding his citizens, clothing them, and creating jobs for them. One way of creating jobs was through the use of the military. His vision of the new society didn't include psychics or practitioners of magic, well for the obvious reasons. He thought that the human race was the perfect society. Karl was not afraid of new technology, as a matter of fact he encouraged the use of technology.

One way of implementing the use of technology is paying workers with bionic and cybernetics more money than those who had none. He had hoped that this would encourage the development and design of new and better cybernetics and bionics. Ten years after this policy was implemented, the technology was reached for the synthesized touch. Borgs on the other hand can be traced all the way back to pre-rifts societies. Most citizens of Chi-Town are pretty oblivious to the military and rarely see the mecha (The public mainly sees the Robots) and have never seen the Full Conversion Borgs, except the Royal Guard.

A brief history of the Coalition

Joseph Prosek first took power in and around in and around 49 P.A. The young General was elected due to the enormous military Campaigns that he began. The policies of this General began a new level of thinking among the people of Chi-town. During a raid on Chi-town the Glory hungry Joseph took it upon himself to lead the counter defense against the invading magicians and psychics. During the defensive the General was killed defending his people. In 72 P.A. his son Karl rose to power after a landslide victory over his opponents.

As Karl Prosek took power after the elections this young and ambitious chairman elect took it upon himself to take a broken and unmotivated chi-town military and attack the source of all of his problems, Tolkeen. Tolkeen still harvested some of the most powerful magicians of the Federation

of Magic. The failure of this task was due to an unorganized military, an unmotivated military, plus the introduction of the Xiticix. The ill prepared forces of the Chi-town military were easily pushed away and this started the now know infamous aggression against Tolkeen. There were several failed attempts by spies to see if Tolkeen is still harvesting magic and D-Bees.

The insane attack against Tolkeen was revenge. He had to vindicate his father's death. You see Joseph Prosek the first was leading one of the newly developed SAMAS power armor divisions on maneuvers. This small force of about 12 SAMAS power armors ran into a group of highly powerful magicians just 20 miles outside of Chi-town.

In 77 P.A. there was a major infiltration into the newly formed Coalition, it was magic. Several unknown magic figures and D-Bees claiming to be from the Federation of Magic, supposedly sabotaged certain facilities relating to cybernetic and Borg technology, plus the infamous Chi-Town Library.

Several years later the next heir to the throne was born, this meant that the Prosek family would dominate the throne of the Coalition for generations to come. Unfortunately the Mrs. Karl Prosek was killed in a raid on Chi-town by the so called resistance of Human supremacy. This made Karl more determined than ever to destroy all non-humans. In 86 P.A. new orders were given to then a young General Ross Underhill to eliminate all non-humans within and outside the Coalition States.

A Break down of the current CS Government

There are many departments to this government, but one thing that must be made clear is that Prosek makes all of the final decisions, regardless of the opinions of his staff.

The Propaganda Machine

- **Propaganda for the citizens** - This represents the way of life and set standards. This is a story of news programs, plus television Programs geared to give examples how the people should live. The news and ads placed over Chi-town are protesting the use of magic and psionics, the papers are filled with stories on how the military, police, and hero citizens have captured or killed practitioners of magic and/or psionics, real or not.
- **Propaganda for the Military** - This represents the training instructions of the military. It is drilled into the soldiers head that magic and psionics are of the Evil. The machine possesses false and true reports on victories in various locations on the demise of the Evil. Since the propaganda of the civilians, they support 100% what the military is doing. This helps the morale of the troops and instigates the premise that what they are doing is right.
- **Department of Agriculture** - These are the people responsible for watching over the food production, limits and divides land for agriculture and livestock, testing new foods and growing techniques. Above all else Emperor Prosek regards this one of his top priorities, this even some times surpasses the military in order of importance. Prosek knows that without food and water the citizens and troops would not follow him. Some even say that the Emperor himself visits farms and farming communities and gives these people his support and bonuses. Certain officials have said that Prosek is very passionate and very adamant about this.

These departments and organization represent the civilians.

- **Department of Civil Defense** - Is a milituous police force that protects the citizens against the Evil. Also, helps protect Coalition citizens from each other. A note to remember that the death penalty is enforced religiously. Among the citizens, the punishment fits the crime. Example if you steal something, your hand(s) are cut off to remind you not to do that again.
- **Department of Criminal Law** -
- **The Treasury Department** - This departments major concerns are the expenditures of the government, balancing the budget, plus raising, lowering and collecting taxes from the citizens and the other political Coalition officials of the other towns and cities of the Coalition States.
- **Labor Department** - This is the department that is responsible for the creation and stimulation of the civilian job market(s). They try to make sure that workers are not overworked and underpaid. They also instigate and give incentives to hire people with cybernetics and bionics.
- **Environmental and Waste Disposal Management** - This is the department that is responsible for making sure that the citizens, military, and other Coalition states abide by the Environmental Laws. Prosek is very passionate about the environment and has agreed with this department to find other power source than Nuclear.
- **Medical and Research Management** - This area is where they regulate the medical facilities through out the Coalition states (Republics). They also, make sure that all legal Coalition citizens have a minimal health care plan. They encourage medical growth, to discover new cures for diseases (Heart cancer, Cataract, MS, etc.), to find new technologies for patient comfort in operations (C.A.T. scans, Nano-tech surgery), etc.
- **Department of Cybernetics and Bionics** - They regulate the legal cybernetics & Bionics. They make sure that all Bionics and Cybernetics are registered with the Coalition (and the Military). Obviously they won't allow citizens to have weapons implants or military used items. (These will be listed later).
- **These departments and organizations represent the political force Secretary of Foreign Relations** - The people appointed to this position are highly skilled in Bureaucracy, backward, two-faced politics (sorta like today's politicians). The men & women in this area deals with all Foreign Politics outside the Coalition, but on the North American continent. They also, deal with delegates from South America, Triax, NGR, etc. They do occasional travel to other lands, but mainly work from within the current Coalition boundaries. They can actually tell Prosek who would make a good ally or easy & naive enemies. This person would negotiate a piece treaty with someone like free Quebec, NGR, etc.
- **Secretary of Internal Affairs** - Is responsible for the department under him/her, and coordinating the efforts of the various departments to handle political and military leaks, and is partly responsible for the tight security inside Chi-town.
- **Internal Security** - This is like the Secret Service, protecting Prosek, his family, and Top political and Military officials, plus any threats to the Coalition states and it's citizens. This section is responsible for the deployment of the Royal Guard.
- **Secretary to the Foreign ambassadors and Embassies** - These people represent the Coalition states and it's republics on foreign soil. The deal with the Coalition allies or potential allies outside of the North American continent.

- **Secretary to the Domestic ambassadors and Embassies** - These people represent the military, bureaucracy, and views of the current chairman elect, Karl Prosek, in the various Coalition states and republics.
- **Public Relations** - This is the area that coordinates with the Propaganda Machine to help the relations between Prosek and the citizens of the Coalition and Chi-town. The Propaganda machine uses this department for their indispensable media resources.

These departments and organizations represent the Military Secretary of Defense - Coordinates the Coalition Military into the awesome fighting force that it has become.

- **Secretary of the Air Force** - Coordinates all the Coalition Air Force commanders, troops, ships and mecha. He/she is responsible for giving the orders, planning out patrols, and is the man to speak to if you need a air lift.
- **Secretary of the Army** - Coordinates all of the Coalitions Army commanders, troops, tanks, APC's and certain ground mecha used in supporting the marines. He/she is responsible for giving the orders, planning patrols, and is the military's last line of defense.
- **Secretary of the Marines** - Coordinates all of the Coalitions Marine commanders, troops, vehicles, etc. This is the first line of defense and the first sent in to combat. He/she is responsible for all ground based units under a certain jurisdiction (Marines only). This is the Coalitions strongest and most well trained soldiers, pilots, etc.
- **Secretary of the Navy** - Coordinates all of the Coalitions navel activity, Navel commanders, etc. This the Coalitions newest branch of their armed forces. They have been developed to patrol up and down rivers, seas, etc.
- **Secretary of Research and Development of Military Vehicles** - This is the men and women that represent and discuss new mecha development, new weapons for the troops and mecha, also present and show the testing and development of the aforementioned.
- **Secretary of Borg Development and Control** - This is the person in charge of new borg development and how to control these awesome machines. Some if not all of the controlling devices were given to the Coalition by Triax.
- **Secretary of Research and Development of Mutant and Mutant Control** - This is the person in charge of Rogue mutants, such as Dog boys. Their job is to track them, ask a whole lot of questions (Interrogation) and last but not least kill them.
- **Secretary of Special Forces** - This is the person responsible for the deployment of all branches of the military. Their job is to take highly trained individuals such as a Seal or Green beret, and assign them or the entire team to covert operation. Such as spying on Triax, South America, Free Quebec, etc. The main goal is to see if the Coalition allies are trustworthy or to gather information to use against an unwanted foe, such as Tolkeen.

Some Other Notes of Reference About the Coalition

Chi-Town Parades

Prosek from time to time puts on parade marches, displaying the Coalition War Machine to help inspire his citizens of all generations. The usual compliment that is displayed are at least two Platoon's Robots between 20 & 30 feet tall, at least minimum of two legions of his Infantrymen in full dress body armor, and at least 6 divisions from the CS's fully mechanized tank divisions. General Ross Underhill usually leads the CS Mechanized Division through the parade. There are no Glitter Boys of any kind, no Power Armor of any kind, no Borgs what so ever except; the Coalition Royal Guard, no APC's, etc.. These are Propaganda ploys by the government to show the people and visitors of Chi-Town the incredible might of the Coalition. These parades are used like pep-rallies to inspire the people and troops, for support of the military.

Despite the "Dead Boy" motif, Prosek feels that the Coalition citizens would be too frightened of the ominous looking equipment. During these parades the Infantry-men walk with a dress uniform that is slick and pleasing to the eye, the mecha are as they are, the Royal Guard is very pleasing to the eye (well those that are in the public eye). Of course the guards at the entrances and exits to Chi-Town wear the traditional "Dead Boy" motif body armor, Prosek felt that the people would not respect the military if they were completely freighted of it. His feeling is the better he relates to his public, the more support he gains to carry out his unending task for human supremacy.

The CS Navy

The Coalition citizens have no idea that there is a huge and complete, fully armed Navy. From time to time rumors have floated about there even being a CS Navy around for years, but the Coalition has denied the reports. Although the government has acknowledged the testing and possible formation of a CS Navy, but the idea is still on the drawing board and an actual Navy doesn't exist as of in at this date and time. The formation of the Navy stretches back to the beginning of Chi-Town. This once small and unorganized Navy has grown into one of the world's largest. Although this Navy stays pretty much near the CS State/Republics. Some are ordered to do deep sea patrols to search for possible threats to the Coalition.

The Criminal Justice System

Even with the use of the Law officer, these officers have to bring their, living, captured law busters before a panel of judges. There are least three judges that sit and decide the fate of those brought before them. Nine times out of ten most psychics and/or magicians that are brought before justice, and convicted, are usually sentenced to the "Death Drop" the others are sentenced to the "PSI - Program". Under most circumstances the punishment fits the crime, this has managed to keep the crime rate down across the Coalition States/Republics down at almost minimal levels. The bigger the city the tougher and more severe the law officials and judges are, in smaller communities (If they have a justice system) the system is corrupt and would remind you of the early 1920's. Crime pretty much runs these areas, like the organizations that control gambling, drug distribution, etc. The Burbs are patrolled by an elite team of psi-stalkers, Dog Boys, skelebots, & full Conversion

Borgs. Out here the law is applied very differently, usually every type of crime is met with death. In a lot of cases some of these people have been sentenced for "Experimental Refit".

After the Law Breaker is caught there is no longer the usual Lawyer Trials. There is a panel of no less than three judges that decides the fate of the individual(s) in question. The number of judges increases depending on the severity of the crime, between capture and sentencing the time is between 2 to 8 hours. If the individual is convicted of committing the crime (Almost all usually are) the sentence is carried out immediately.

The "PSI-Program" - This is where psychics and/or magicians or related peoples are transformed into Full Conversion Slave Borgs and sentenced to Hard Labor for the life of their power source.

The "Death Drop" - This is where, in extreme cases, people have been sentenced to death. The convicted individuals are loaded onto a Death's Head Transport, then flown over the over the line that separates the Vampire Kingdoms from the Coalition States, and then dropped (sometime with parachutes) to their fate.

The "Experimental Refit" - People are taken to laboratories, where they do genetic experiments, drug tests, live autopsies (I mean live), refitted with experimental bionics and/or cybernetics, etc. These experiments are unlimited.

Of course, you the players and/or GM's can decide what happens to these people, these are just examples of what the Coalition is about and how they operate.

Coalition in Space

Well actually to tell you the truth the Coalition is not in space yet. Over the years the Coalition has tried to get a space program of the ground. They actually did launch some small rockets that carried satellites, etc., but the endeavor never got off the ground so speak. For one reason or another, the CS scientists lost contact with the rockets after the rockets achieved orbit.

As of an order given by Prosek, in the year 78 P.A. he canceled his space program. You see, Prosek, realized that he has bigger problems on Earth, like trying to claim human supremacy, space would complicate this matter. Before the order was given, the space budget was starting to cut into his valuable military budget and to Prosek this was intolerable. Prosek has vowed to continue his space endeavors after he has obtained his goals in human supremacy.

The Arena

Prosek was impressed with some of the ancient methods to help curve the population from becoming criminals and/or traitors. One of which was the events held in ancient Rome, more specifically the Coliseum. He liked the idea so much now that one night a week, the worst of all criminals are put into this arena. These are evens are usually televised and broadcasted all over the Coalition Republics/States. The events usually have Dog Boys up against psychics, Royal Guardsmen taking on magicians, etc. Most of the events are staged, but are an excellent propaganda ploy.

The arena itself is bigger than four football fields and is located on the roof of Chi-Town. Of course other events are held here, but the gladiatorial events attract more people. Most citizens pay good money to see these events. The reason for the Gladiatorial games is to set by example, this is what happens if you get caught practicing magic or psionics, or a sympathizer thereof. They say

the arena is what motivates and fuels the Human Supremacy Movement.

Some excerpts from a Coalition News Cast

"This is Chi-Town news on 6 at 6, Chi-Towns news leader with anchors Pam Sawyer, Julian Checha, with weather Debra Conner, and with sports Chi-Towns very own Tedd Karr." (Pans to the anchors).

"Good Evening! I'm Pam Sawyer, and I'm Julian Checha," (as the camera moves in on Pam).

"Tonight's top story is about three men accused of treason." (camera close up of Pam with a news reel running with the three men in question as they are being escorted by Royal Guardsmen).

"Three men from the cabinet of Emperor Prosek, were executed today for collaborating with one of the underground magic groups "SAGA". The men were caught due to a four month internal investigation into cabinet members being sympathizers. When asked why they did this, they simply replied "NO COMMENT". Other charges of selling books on the Black Market could never be proven. The report was the three men were attempting or learning the practice of magic. Emperor Prosek taped this message in response to today's executions," (The tape runs with Prosek at his desk with two of the Royal Guardsmen in the background).

"People of Chi-Town and the Coalition Republics, <sigh> Today was one of the most difficult decisions of my term, I had to order the death of three of my best generals, and my close personal friends. Although they were highly decorated and respected members of the Coalition War Machine, they were caught in the act of conversing and practicing "THE EVIL". These men were executed in the Arena before the first bought. <sigh> I urge the citizens of Chi-Town and all of you in the Coalition Republics not to aid, help, or even speak to someone you think may be practicing "THE EVIL". If you believe someone is engaged in the activities, please contact the local authorities or contact your nearest Coalition Military office. These types of practices is outlawed and those that are caught will be dealt with stern punishments. I urge and plea with you the citizens of the Coalition, ban and discourage those around you of practicing "THE EVIL". Thank You." (camera is on Julian)

" Now in other news....."

RULES

THE PERCENTAGE POINTS SYSTEM (OPTIONAL)

NOTE TO All Players/GM's: (This is a new system and all of the bugs have not been worked out of it yet, but do they ever get completely worked out. Also, there is no Percentage Points system for spells and psionics yet. We included it just in case you guys can figure something out for it. Provided you use it at all. This is essentially the Experience Points system, so all you would need to do is remove the decimal point to make it as normal).

The experience table has been changed for the games we play. This is another optional subject as well, but the information is here if you would like to use this chart and other things you'll need to know are below. I feel that anyone can learn skills at anytime if someone can teach them. Yes! it requires training time and saving percentage points.

What are percentage points? These take place of the whole experience point system that is in the other books. The percentage points can go to the skills that were used during the battle or that mission. That's right these points go straight to the actual skill. After the skill gets to 75% - 85% it will take two percentage points to raise that skill one point. After the skill reaches 86% and above it will take three percentage points to raise that skill one point. The reasoning behind this is that the higher up you get the more often you use that skill. Look below at the next paragraph for a better example. Note: If the skill already starts off at 75% this rule still applies. No one can have a skill higher than 98%, there is still a chance of error. Example: If your radio basic skill is 55% and you receive 5 points you can add all five points to the skill or just one point to it and add the others to another skill.

When you roll up your character, he or she is rolled up as normal. That means rolled up as a first level character. If the O.C.C. tells you that you some many skills after a certain level, ignore that. It will not apply to this system. Your character will learn new skills as the character grows in the games and adventures. Everyone can use any skill in the book even if they do not posse that particular skill. The restriction is that they can only use that skill at half the base.

I feel if you don't use the skill how can it increase. Those skills that are not used that often will decrease by 1D6 percentage points per every six months not used. Reminder: The more common the mission the less points you will get, what is meant, if you work at a job that is repetitive you over learn that one particular thing that you are doing, to the point of being able to do this particular task in your sleep. (This applies to raising the skills as well). On some missions you may not gain even one point, so GM's keep this in mind. NOTE: This will not only work in the Robotech, Rifts, and Macross II eras, but the entire Palladium Books Megaverse.

THE ACTION	POINTS
Performing a critical skill	.025
Clever, but futile idea.	.025
Clever, useful idea or action.	.100

Quick thinking idea or action.	.100
A critical plan that saves the character's life and/or a few comrades.	.200
A critical plan or action that saves the entire group or many people.	.400 - 1.000
Endangering the character's own life to help others. Self- sacrifice (or potential self-sacrifice) in a life or death situation (like leaping in front of a blast meant for someone else to save that person, even though likely to die; or offering own life to save the group or another).	.500 - .700
Avoiding unnecessary violence	.050
Deductive reasoning and/or insight.	.050
Good Judgment.	.050 - .100
Playing in character bonus.	.025 - .050
Daring (clever or not).	.025 - .050
Killing or subduing a minor menace.	.075 - .100
Killing or subduing a major menace.	.150 - .300
Killing or subduing a great menace.	.300 - .500
Upholding the law (mainly for training).	.100
Obeying orders faithfully.	.100
Foolish, unnecessary self-sacrifice/death or foolish act of bravado that risks personal safety.	- .200
Jeopardize teammates or innocents by refusing to help or work as a team includes acts of cowardice.	- .300
Unnecessary violence.	.100
Foolish action that jeopardizes the team or its mission.	- .100
Disobeying orders (used in military type situations).	- .100
Willfully cheat, hurt, or deceive teammates for selfish reasons.	- .100
Willfully betray teammates (torture is not willfully, revenge, wealth are).	- 1.000
Really stupid idea.	- .050
Rescuing a hostage.	.200
Becoming a hostage.	- .100
Accidentally killing a hostage.	- .100 each
Playing in character.	.050

Playing character ignorance. (May be more depending on the nature of the character/player. This can also work in reverse if the player is not playing character ignorance. This means subtract points from the characters overall score, for each infraction).	- .050 each
Combat bonus.	.050 each
Surviving the entire mission (mainly for training).	- 1.000

No one can get more than 20 percentage points on one mission or adventure. In order to get 20 points you have to have gone on one hell of a mission.

How can you gain hit points, I.S.P. and P.P.E.? Well here it is. For Hit Points, 20 percentage points equals one roll on the six-sided die. For I.S.P., 30 percentage points equals one roll on the eight-sided die. (This is not a set standard, roll or raise the I.S.P. level what every its for that specific character). For P.P.E., 40 percentage points equals one roll on the ten-sided die. (This is not a set standard, roll or raise the P.P.E. level what every its for that specific character).

Spells Percentage Table Coming Soon!!!

That's right in order to increase to the so called next level, you must save these points in order to move to, as we call the next horizon, in these specific areas. NOTE: Doing this will not raise the skill levels, this only applies to the specified categories above.

Optional Ways to Round Out Your Character

I've found that many players like as much background and details about their characters as possible. Consequently, I've assembled a series of optional tables to satisfy those details. All tables require the roll of the percentile dice. A note to remember your GM has the final say on any and all decisions in the games/adventures you play. This dose not only apply to these optional rules, but all decisions in the game. Just like in Baseball if the Umpire says your out if you were actually safe, your out. If you don't like what the Umpire told you he will send you to the showers. You the player has to listen to your GM and actually read, not skim, the books. Granted all the information is not in the books now. Palladium is trying to help the GMs and players, by adding more information to the books. We feel that the more detail you have the better the game play will be. We still want to leave enough room for the imagination to wander. Our goal is not to take away from the imagination, but to feed it.

Here are some optional rules for rolling up characters. Keep in mind the standard rolls for human character attributes. They are 3D6, unless otherwise stated in the books. If there is a set way to roll up a character in the book then the methods I & II are not available.

- I. A person can roll the usual plus one extra die, and pick the best of the three die. EX.: if the ability uses 3D6, you can roll 4D6 and pick the best three out of the four. Each role is for one attribute only. Will not work with method two.
- II. A person can roll up three sets of attributes for each character and use the best one set of attributes of the three sets of attributes. this means roll the I.Q., M.E., M.A., etc. three

separate times and picking the best of the three sets, no mix matching.

NOTE: As usual, a roll of 16, 17, or 18 provides a bonus roll of 1D6. This only applies to method two. On method one, if you roll 16, 17, or 18, you do not get the bonus roll. The only way to increase the attributes under method one is through the physical skills.

Here are some tables to help create some well rounded characters. This can be used when rolling player characters and/or non player characters. These are also optional, but they are here if you need them. We suggest trying this out at least once to see if it helps. If the character roll up in the books is different than what is below, use what is already dictated in the books. If you start off with the below chart, you need to finish with these charts. Its all or nothing. All of the rules below can be used in the Palladium Megaverse.

GENDER	AGE	ALIGNMENT	BIRTH ORDER
01 - 50 Male	01 - 25 Teens, 17, 18, 19	01 - 15 Principled	01 - 30 First Born
51 - 00 Female	26 - 50 20 - 25	16 - 30 Scrupulous	31 - 60 Second Born
	51 - 70 26 - 28	31 - 45 Unprincipled	61 - 90 Last Born
	71 - 85 29 - 31	46 - 60 Anarchist	91 - 00 Illegitimate
	86 - 00 32 - 36	61 - 75 Miscreant	
		76 - 90 Aberrant	
		91 - 00 Diabolical	

WEIGHT (MALE)	HEIGHT (MALE)	WEIGHT (FEMALE)	HEIGHT (FEMALE)
01 - 20 90 - 149lbs.	01 - 30 5' - 5'9"	01 - 20 85 - 109lbs.	01 - 30 4' 9" - 5'5"
21 - 40 150 - 180lbs.	31 - 70 5'10" - 6'1"	21 - 40 110 - 140lbs.	31 - 70 5' 6" - 5'9"
41 - 60 181 - 200lbs.	71 - 00 6'2" - 6'5"	41 - 60 141 - 160lbs.	71 - 00 5'10" - 6'2"
61 - 80 201 - 220lbs.		61 - 80 160 - 180lbs.	
81 - 00 221 - 250lbs.		81 - 00 181 - 220lbs.	

DISPOSITION

(Roll Three Times on This Table)

- 01 - 05 Hates all aliens.
- 06 - 10 Loves combat.
- 11 - 15 Shy.
- 16 - 20 Cocky.
- 21 - 25 Timid.
- 26 - 30 Parental.
- 31 - 35 Overbearing.
- 36 - 40 Blabber Mouth.
- 41 - 45 Paranoid.
- 46 - 50 Trusts no-one.
- 51 - 55 Tends to be a loner.
- 56 - 60 Gung-Ho.
- 61 - 65 Complainer.
- 66 - 70 Nice.
- 71 - 75 Friendly.
- 76 - 80 Self reliant.
- 81 - 85 Wild-man.
- 86 - 90 Tough-guy.
- 91 - 95 A Lone wolf.
- 96 - 97 Quick-tempered.
- 98 Nervous & Cautious.
- 99 Feels, superior to others.
- 00 Schemer.

(Roll Once on This Table)

- 0 Works well in a group.
- 1 Worry-wart.
- 2 Snob
- 3 Hot-headed.
- 4 Foul mouth.
- 5 Hates to work in a group.
- 6 Constant liar.
Very prejudice
- 7 (01 - 50 Aliens)
(51 - 00 People of other alignments).
- 8 Sees self as hero.
- 9 Natural leader.

Rifts Character Creation Table

FAMILY ORIGIN

01 - 50	Earth Native. Character is human.
51 - 65	D-Bee: human (or close to it), but parents came through a rift from another dimension.
66 - 75	Earth natives, but human mutants with a history of psionic powers in the family. Player character may or may not have psionic abilities.
76 - 85	One parent was a native Earthling the other a D-Bee. The character may look human, but.....

	Earth Mutant (1-50%), or D-Bee (51-90%), or alien (91-00%) that is humanoid but has unusual features. Roll twice on the following random table to determine the character's appearance or select two different features.
01 - 05	Has a long bushy dog-like tail.
06 - 10	Has a long monkey-like tail.
11 - 15	Has a long lizard-like tail.
16 - 20	No body tail.
21 - 25	Body is covered in short fur.
26 - 30	Body is covered in long fur.
31 - 35	Body is covered in tough lumpy skin (+ 2D6 S.D.C.).
36 - 40	Body is covered in scaly skin (add 3D6 to S.D.C.).
41 - 45	Body is extremely thin and tall (add one foot to height).
46 - 50	Facial features are very feline.
51 - 55	Facial features are very ape-like.
56 - 60	Facial features are very lizard-like.
61 - 70	Skin is an odd color like orange, green, purple, etc.
71 - 80	Teeth are fangs.
81 - 85	Teeth are large and flat; large mouth too.
86 - 90	A pair of small horns protrude from the fore head.
91 - 95	Large round eyes and unusual color.
96 - 00	Larger or oddly shaped head.
86 - 00	

TYPE OF ENVIRONMENT

01 - 20	Little farm community.
21 - 40	Small wilderness town.
41 - 60	Small to medium city.
61 - 80	Wilderness town or city with magic and/or psychics.
81 - 00	Coalition City or Burbs.

SENTIMENTS TOWARD THE COALITION

01 - 20	Like the Coalition. Have mostly seen and heard good things about them and believe that they are humankind's salvation.
21 - 40	Indifferent. Never personally had a bad experience with them.
41 - 60	Wary. Heard lots of things about the Coalition and the bad seems to outweigh the good.

61 - 80	Dislike and distrust the Coalition. You are well informed and know a lot about the CS's philosophies, laws, and activity, and they seem to be pretty unjust if not outright evil.
81 - 00	Hate the Coalition. You have seen the Coalition in action and know them to be cruel and vindictive. Nor can you abide the CS's human supremacist attitude and the horrible actions they inflict on non-humans.

SENTIMENTS TOWARD NON-HUMANS

01 - 10	Hates and distrusts all non-humans!
11 - 30	Hates all demons and supernatural creatures (including dragons) and does not like not trust D-Bees, mutants, psychics, and aliens/monsters.
31 - 50	Hates demons, but will give all other non-humans the benefit of the doubt. Still, tends to be wary and suspicious of non-humans.
51 - 70	Hates demons, but believes that all races can live and work in harmony together. Treats humans and non-humans equally, but is a bit suspicious of creatures who are supernatural or whose appearance is extremely inhuman.
71 - 85	Is wary of demons, but has had mostly good experiences with non-humans and treats them as equals, without doubt or suspicion.
86 - 95	Prefers the company of non-humans over humans (had bad experiences with humans, perhaps the subject of ridicule and/or prejudice, but was treated kindly by friendly non-humans).
96 - 00	Suspicious of everybody, humans and non-humans alike! Tends to be a bit paranoid, because "in these times you never really know who's human and who's not. Even the human can have unusual powers these days. I mean, is a Juicer or Crazy truly human?"

Note: We feel that the more distinct the player/non-player characters background, the more diverse that particular character can be. Also, for the GM's you can plan out missions based on a characters past life, if you don't know it how can you create it. Hopefully all of these rules and tables will go into the game to add that new twist in your games.

Some Updates

How to Strike

The procedure for ascertaining a strike is unchanged. The attacker rolls a 20 sided die (1D20). A roll of 1, 2, 3, or 4, is an automatic miss (there are optional charts for this). A roll of 5 or higher is

a strike/hit.

The only way a target can avoid being struck is by dodging out of the way or parrying the attack if possible or for those who can do an Evasive Action, a Stunt, or doing a Tilt Dodge (please read this carefully).

There are some vehicles, including aircraft, that can do an Evasive action or a Stunt, the character must make a successful roll to avoid the objects. The character can do this in place of a dodge, but losses all attacks next round regardless of the vehicle. The character is compensating for all moves and maneuvers during this round in order to keep control of the vehicle while maneuvering out of the object(s) way.

Another option is the Tilt Dodge, only for aircraft. A character can tilt dodge out of the way of incoming object. This will include volleys, only one volley at a time, but no more than 16 mini-missiles, 10 short range missiles, 8 medium range missiles, or 6 Long range missiles. The character can not tilt dodge the fore mentioned, a stunt or evasive action is possible. All this can be determined by the GM or the players.

Remember, Armor Ratings (AR) do not apply to Mecha, or when up against weapons that inflict mega-damage (M.D.).

Called Shots

A character may attempt to shoot a specific target or area. This is done by clearly stating what the exact target is before the roll to strike is made. Once the shot is made. Once the shot is "called" the player rolls the usual 1D20 to strike. A successful roll, above a 12, hits exactly whatever the intended target was, unless the opponent dodges.

Called shots can be an important strategy enabling characters to disable Mecha rather than destroy the whole unit. This means a character can destroy specific targets on Mecha and vehicles, such as radar antennas, weapons barrels, sensors, mechanical legs, arms, etc.

Note: Any shot which is not called will strike what is identified as the main body of the Mecha or vehicle. The main body is the largest bulkiest part of the target and is the most likely to be hit. If a player calls his/her shot, but misses by rolling under a 12, but above 4, he/she still strikes, but hits the main body instead of the specific, "called" target.

I avoid random hit location tables because I feel the randomness is too fluky and unrealistic. The fact is if the character can pick a specific location and shot it seems to be more realistic.

How do you determine a hit factor if a portion of the target is exposed from behind the barrier it's using for cover?

Well, depending on how much of the target is exposed usually between 12 and 18, this acts sort of like the "called shot". If the target is completely hidden behind a wall or bar, you can take wild shots (full melee of course) with a 17% chance of hitting the target, plus the target only takes half damage unless a "natural 20" is rolled. Obviously anything other than a full melee is just about impossible to hit your target, unless it is one of the huge mecha. This has helped us out of some jams before maybe it can help you.

To Roll with a Punch, Fall, or Impact

This is a saving throw of sorts, or a second dodge, to minimize damage. Player of Heroes Unlimited will already be familiar with this rule. It is much like the hand to hand combat rule. In

this case, if the player fails his/her dodge and is about to be hit by a missile(s), he/she has a sort of second dodge or saving throw, where the character tries not to resist the explosive impact and rolls with it. A successful roll with impact works like a dodge. The player must roll 1D20 and match or better the roll to strike. A success means the character suffers only half damage. A failed roll means a direct hit doing full damage. In the game, a character can roll with the impact from explosive missiles, punches, body blocks, falls, and similar impact damage.

You can not roll with the impact of attacks from auto cannons, machine guns, energy weapons (lasers, particle beams, etc.), plasma/napalm missiles, plasma/ napalm grenades, rail guns, fusion block, any and all magic (unless otherwise stated), or any and all psionics (unless otherwise stated), etc.

The Dodge

The dodge for Mecha is identical to its hand to Hand counterpart. The defender must roll a twenty-sided die (1D20), and match or better the attacker's roll to strike. A successful roll means the defender has moved out of the way and takes no damage. A failed roll means the dodge was not a success and the character is hit, taking full damage.

There are some vehicles, including aircraft, that can do an Evasive action or a Stunt, the character must make a successful roll to avoid the objects. The character can do this in place of a dodge, but losses all attacks next round regardless of the vehicle. The character is compensating for all moves and maneuvers during this round in order to keep control of the vehicle while maneuvering out of the object(s) way.

Another option is the Tilt Dodge, only for aircraft. A character can tilt dodge out of the way of in coming object. This will include volleys, only one volley at a time, but no more than 16 mini-missiles, 10 short range missiles, 8 medium range missiles, or 6 Long range missiles. The character can not tilt dodge the fore mentioned a stunt or evasive action is possible. All this can be determined by the GM or the players.

Special Missile Defense Tactic

If a missile can not be dodged, the Mecha can sacrifice its arms by covering its main body with them, thus allowing the arms to take the damage instead of the body. The disadvantage of this tactic is that the arms are likely to be blown to smithereens. If the arms are not destroyed, unless they have some kind of protection (such as arm shields), I strongly suggest the GM, or the player(s), roll on the Optional Critical Damage Tables under "arms", to determine specific damage

and side effects.

There are some vehicles, including aircraft, that can do an Evasive action or a Stunt, the character must make a successful roll to avoid the objects. The character can do this in place of a dodge, but losses all attacks next round regardless of the vehicle. The character is compensating for all moves and maneuvers during this round in order to keep control of the vehicle while maneuvering out of the object(s) way.

Another option is the Tilt Dodge, only for aircraft. A character can tilt dodge out of the way of in coming object. This will include volleys, only one volley at a time, but no more than 16 mini-missiles, 10 short range missiles, 8 medium range missiles, or 6 Long range missiles. The character can not tilt dodge the fore mentioned a stunt or evasive action is possible. All this can be determined by the GM or the players.

Mini Missiles

The only real difference is the inclusion of mini-missiles. The factions in the game of Rifts posses heavy weapons and vehicles utilize mini-missiles; small, powerful bazooka type rockets that inflict mega-damage. Range is generally half as great is the standard short-range missiles, but the mega-damage is comparable.

Unlike its larger predecessors, the mini-missile is not self-guided and has no special bonuses to strike. Strike bonuses are the same as modern weapon proficiencies; aimed (firing no more than one missile, +3), bursts (firing a volley of missiles in any quantity, 3 to 60) and wild (firing a missile or volley of missiles without taking time to stop and aim and/or get a weapons lock).

What are the exact sizes of the mini-missiles?

The actual size of the mini-missile is: (Fragmentation, Armor Piercing, High Explosive, Smoke, etc.; except the Plasma) is 10 inches long and 4 inches in diameter. The Plasma missile is 20 inches (about 1 1/2 feet) long and 5 inches in diameter.

Optional Rules

Here are some optional rules that may change the level of intensity at the gaming level. We feel that these should be optional so if the players do not like these new restrictions, then you can resume as normal. It was discovered that this adds a little excitement to those foul 1, 2, 3, and 4 rolls on the twenty sided. These apply to all guns with bullets or lasers, well you get the idea, we do mean all guns. Not just machine guns and lasers, but particle beam, hand, rail, etc. This will help players to become more restrictive if they know that their gun will explode in their hands.

A note to remember that even in this awesome world of technology that things can still have manufactured defects. None of these misfires hit their targets, unless other wise stated.

Rules for laser and machine guns by rolling 1 or 2 on a 1D20

01-25	misfire - no ammo spent
26-40	misfire - spent that burst or blast
41-55	misfire - no ammo spent
56-75	misfire - discharged 1/2 ammo
76-85	misfire - no ammo spent
86-90	misfire - gun jams (75% chance for overload on lasers)
91-92	misfire - no ammo spent
93-95	misfire - wasted entire ammo - back fire (holder takes 3/4 damage)
96-97	misfire - gun jams (gun is useless)
98	misfire - no ammo spent
99-00	machine guns - gun jams, laser gun overload (damage. 1D4 or 1D6x10 - depends on gun, GM discretion)

Rules for lasers and machine guns by rolling 3 or 4 on a 1D20

01-25	misfire - no ammo spent
26-40	misfire - jammed for two attacks
41-55	misfire - no ammo spent
56-75	misfire - spent that burst or blast
76-85	misfire - no ammo spent
86-90	misfire - misfire wasted entire ammo
91-92	misfire - no ammo spent
93-95	misfire - gun jams (gun is useless)
96-98	misfire - no ammo spent
99-00	machine guns - gun jams, lasers - gun overloads (take no damage)

Even in this era of technology things can still be made defective. This not only applies to guns, but missiles as well. Take in mind that none of these misfires are going to hit their target, unless otherwise specified. We have found that this will add a little spice to your game play. As stated before these are optional and don't have to be used. We suggest that you at least try these a couple of times, to see if it works for you and your campaign.

NOTE: In our games when we fire missiles, we tell the GM from which pod, and which row the missile is coming from. GM's if the players don't give you this type of information before firing, you can then decide for yourself which pod and row the missile is coming from.

Rules for mini, short, medium and long range missiles if you roll a 1 or 2 on a 1D20

01-20	firing mechanism messes up, can't fire 25% of missiles
-------	--

21-70	firing mechanism messes up, missiles don't fire
71-80	firing mechanism messes up, can't fire 50% of missiles
81-85	firing mechanism messes up, can't fire missiles from that pod
86-90	firing mechanism messes up, missiles fire, the rest from that pod can't
91-95	firing mechanism messes up, all missiles fire (from that pod)
96-98	firing mechanism messes up, all missiles fire (total payload)
99-00	missiles explode in pod take full damage (all weapon systems inoperative)

Rules for mini, short, medium and long range missiles, except Reflex, if you roll a 3 or 4 on a 1D20

01-25	missiles fires and hits the target doing the damage it takes to detonate the missiles
26-45	missile fires goes 500ft and explodes
46-65	missile fires hits target does no damage
66-90	missile fires and doesn't arm
91-95	all missiles fire (from that pod)
96-97	all missiles fire (total payload)
98-00	missiles explode in that pod and take full damage

Rules for firing a Reflex missile. If you roll a 3 or 4 on a 1D20

01-25	missiles fires and hits the target doing the damage it takes to detonate the missiles
26-45	missiles fire and has no radar
46-65	missiles fire and doesn't arm and has no radar
66-80	missiles fire and has no radar, armed and heading for the ground
81-90	missiles fire radar works, not armed and heads for the ground
91-97	all missiles fire from that pod
98-00	missiles explode in pod, mecha takes full damage

Do not laugh at this next one. It can happen and has happened before in the past. One must take in the consideration of the speed of their mecha before firing missiles. You can't fire a 500 mph missile if you are going MACH 3. It's common sense, but sometimes during battle we lose our heads and forget that. So to make it a little more realistic, try this out the next time that scenario happens in your battles. Trust me it happens to the best of us. **Note:** This for those mecha that have pods that raise up and have to fire missiles forward. For those that have missiles mounted under wings this rule doesn't apply.

If the Mecha is going faster than it's missiles look at chart below:

01-55	DUD! missile(s) don't explode
56-75	firing mechanism messes up can't fire missiles from that pod
76-90	firing mechanism messes up can't fire 1/2 of missile payload
91-97	firing mechanism messes up can't fire all missiles and guns
98-00	missile(s) explode, mecha takes full damage. Chances are all other missiles in that pod are going to explode as well. look at the MDC of the missile to determine this factor.

The next ones are used to add some realism into the game because the further away a target is the more difficult it is to hit. First of all you need to get a weapons lock, what is a weapons lock? That's right just because you read your radar does not necessarily mean that the actual crosshairs are on the target(s) you see on your radar. You can only fire on one target per attack, and you have to get a weapons lock on each target. Some mecha and/or ships have automatic lock ons but they lock on the first available target and is not very choosy on which target(s) it locks on to. Now the charts below are only part of this, the other parts such as the actual time it takes your guns or missiles to actually reach that target, this needs to be taken into consideration. If it takes more than 15 seconds to reach its target, the target can easily move out of the way (even if you fire 4 or more missiles).

The only exception to this is if the missiles use radar (smart bombs) to attack their target, or if the enemy does not know its coming. Remember if its a mecha usually the collision alarm goes off and gives that pilot a chance to avoid missiles (actually one chance). The collision warning does not go off on lasers, bullets, shells, rail guns, etc.

Rules for firing missiles at faraway target(s) with and with out weapons locks.

Range	with weapons lock	without weapons lock
200 miles away	18 or better	no chance at all
150 miles away	17 or better	no chance at all
100 miles away	16 or better	no chance at all
50 miles away	14 or better	18 or better
25 miles away	12 or better	17 or better
15 miles away	10 or better	16 or better
7 miles away	8 or better	14 or better
3 miles away	6 or better	13 or better

1 to 2 miles away	5 or better	12 or better
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Yes! there is a percentage chance of hitting the target if it gets close so the chart below should take care of this other problem.

6 or better to hit	if you rolled a 5 = 25% chance of hitting target
8 or better to hit	if you rolled a 6,7 = 24% chance of hitting target
10 or better to hit	if you rolled a 8,9 = 22% chance of hitting target
12 or better to hit	if you rolled a 9,10,11 = 20% chance of hitting target
14 or better to hit	if you rolled a 10 - 13 = 18% chance of hitting target
16 or better to hit	if you rolled a 13 - 15 = 15% chance of hitting target
17 or better to hit	if you rolled a 14 - 16 = 12% chance of hitting target
18 or better to hit	if you rolled a 15 - 17 = 10% chance of hitting target

Even if the missile still reaches its target there is a chance it won't do the full damage if you had to look on the above chart, then this one will apply to make the excitement level rise for both parties.

01 - 25	hits target does no damage.
26 - 75	hits target doing the damage it takes to detonate the missile.
76 - 90	missile hits doing 1/2 damage.
91 - 97	missile hits doing 1/3 damage.
98 - 00	missile hits doing full damage.

To triangulate a person or object, the mecha or such object has to fire missiles (can't triangulate laser, bullets, etc.). First, The Basic Math skill has to be rolled, then the Computer Operation, then the Computer Programming skill, finally the Read Sensory Instruments skill. If one of these rolls are missed all attacks are nullified. The person will have start over on the next round. Reminder: That most mecha have laser targeting systems. Lasers go in a straight line and can not penetrate buildings, trees, etc. Nor can you arc a laser so the rules above apply when shooting a target you know is there, but your targeting system will not see.

Some of your adventures might have the inevitable security code locks on some of the doors. In order to by pass with out setting off the alarm you must roll in this order Math Basic, Math Advanced, Basic Electronics, and then Computer Operation. If one of these skills is missed then all the attacks for that round are nullified. It will take approximately 15 minutes (60 melees) before the character will know if they broke through. That's right 60 melees to find out whether or not you cracked the code. The Computer Hacking Skill, the rules above apply except you add the Computer Hacking skill instead of Computer Operation skill and will knock the time in half 7 1/2 minutes (30 melees).

OPTIONAL CRITICAL DAMAGE TABLES

NOTE TO THE Players/GM's: (This was also, a last minute addition and has not been polished. We understand what we mean with all of these tables, hopefully you modify as necessary).

Damage is determined by hit location. Use these tables when mecha is struck with a critical blow (double damage still applies in addition to the side effects listed under each appropriate table). A Critical hit is always one of the following: 1) A natural, unmodified roll of 20 to strike on a 20 sided dice. 2) Hand to Hand critical strike bonus; usually an unmodified roll of 18, 19, or 20. 3) Mecha Hand to Hand critical strike bonus (same as normal hand to hand).

G.M.'s Note: Remember, these are optional tables and not hard and fast rules. Use them if you like or discard them entirely.

Random Critical Hit Damage Tables (Roll Percentile Dice for each table)

Arm

01 - 20	Arm immobilized; still intact, but will not respond to controls. Lose one attack per melee in hand to hand combat.
21 - 40	Arm damaged, but functions; does half damage in hand to hand combat, cannot lift or carry more than 200lbs.
41 - 59	Arm suffers triple (not double) damage.
60 - 85	Sluggish response; -2 to strike and parry in hand to hand combat.
86 - 00	Arm blown clean off! Lose one attack per melee. In the case of Glitter Boys and Power Armors, this will kill the pilot because of their construction (Does not apply to all GB's and PA's).

Leg

01 - 25	Suffers triple (not double) damage.
26 - 46	Mobility slightly impaired, stiff; -2 to dodge.
47 - 69	Mobility greatly impaired; walks with a noticeable limp, reduce walking/running speed by half. - 4 to dodge.
70 - 89	Immobilized leg; will NOT respond at all, stiff, but can be dragged along like a leg in a cast. Reduce walking/running speed by 80%.

	Leg blown off at the knee. Roll percentile dice again.
01 - 50	Falls over, losing all attacks for one melee until mecha can prop itself up. Then stuck in that place, unable to move. -1 to strike, -4 to parry, -8 to dodge. In the case of the Glitter Boys and Power Armors, this would kill the pilot, because of their leg construction (Does not apply all GB's and PA's).
51 - 00	Falls to one Knee, loses attacks that melee. Can still crawl along at a speed of 1D4 miles per hour.
90 - 00	Exceptions: The Robots 41 feet and taller, which suffers quadruple damage instead of leg being blown off. The Spider Skull Walker and these type designs, topple over because of their leg construction (unless otherwise stated). All penalties are the same as those described in 01 - 50. In the case of the Glitter Boys and Power Armors, this would kill the pilot, because of the construction of their leg (Does not apply to all GB's and PA's).

Main Body

01 - 10	Massive engine and systems damage, overheating; all systems will shut down in 4D4 melees.
11 - 20	Lose targeting computer, weapons -2 to strike.
21 - 30	Lose all communications and exterior audio systems; effectively deaf.
31 - 40	Lose radar/sonar; pilot visuals only.
41 - 45	Lose video monitors, pilots visuals only.
46 - 56	Severe internal damage; reduce speed by half, - 1 attack per melee, -2 to parry and dodge.
57 - 65	Pilot stunned for 1D4 melees; helpless.
66 - 74	Knocked off feet; lose two attacks that melee.
75 - 82	Electrical system damage; control panel catches fire, control cabin filled with smoke. -4 to strike, parry and dodge until fire is put out.
83 - 88	Weapons system damage; lose 1D4 weapons.
89 - 94	Power failure; everything temporarily dead for one full melee.
95 - 00	Severe damage; All mecha takes triple damage instead of double.

ANOTHER SET OF OPTIONAL DAMAGE TABLES

The following tables can be rolled on when a specific hit location has suffered major damage (a loss of 70% of its M.D.C.).

Hands

01 - 30	Immobilized; cannot flex fingers.
31 - 69	1D4 fingers shot off; cannot do articulate work, grasp, pick up or hold the item well.
70 - 00	Hand is shot off; gone.

Arms

01 - 25	Immobilized; still intact, but cannot operate.
26 - 49	Sluggish Response; lose one hand to hand attack.
50 - 74	Structurally Weakened; cannot lift, carry or hold more than 200lbs. Does half damage in hand to hand attacks.
75 - 00	Joints Lock, temporarily immobilizing the arm. Roll percentile dice once every melee. 1 - 55 means that the joints lock that melee. Loses half of hand to hand attacks each melee the joints are locked.

Legs

01 - 25	Immobilized; leg will not respond, but can be dragged along. Reduce speed by 80%.
26 - 49	Stiff Joints; catch and tremble, unsteady. Reduce speed by 1/3, -2 to dodge.
50 - 74	Structurally Weakened; cannot continually support the weight of the mecha, gives out periodically. Roll percentile die once every six melees.
75 - 00	Mobility impaired, -4 to dodge.

Main body

Special: One of the following is lost for every additional 40 M.D.C. points of damage. All damage is accumulative.

1. Radar and Sonar lost.
2. Targeting system lost; -2 to strike with weapons.
3. Spotlights/Head lights lost.
4. Optics (binocular, telescopic, video) lost; pilot's visuals only.
5. Communications lost.
6. Internal lights lost; operates by control board lights and touch. -1 to strike, parry and dodge.
7. Sensors all lost; - 6 on initiative.
8. Lose one secondary weapon system.
9. Speed reduced by half.
10. Lose one secondary weapon system.
11. Pilot stunned, 1D4 melees.
12. Severely damaged, poor mobility; lose one attack per melee. -2 to parry and dodge.
13. Speed reduced by half.
14. Lose main weapon system; looks bad.

NOTE TO THE Players/GM: (The Mecha Combat section was done in this fashion in order to coincide with the skill list above. I hope you will consider keeping this, but I know that this is subject to deletion).

THE SKILLS LIST

This skills list that you are about to see is from all of of the Palladium Books Megaverse. Unfortunately a lot of the books are different in the description and Base Skill level. So I tried to include the description of all and get a good average Base Skills percentage, in order to make the Megaverse truly compatible. If this will not suit your needs then refer to the books. Otherwise continue onward. This Skill list has more than just the skills in the books, a ton of extra skills added by me, and others from all over the net have contributed to this list. Although what you see listed is what I use in my campaigns.

The Revised Skills List

[[Communication](#)] [[Computer](#)] [[Cowboy](#)] [[Cultural/Domestic](#)] [[Electrical](#)] [[Engineering](#)]
[[Espionage](#)] [[Industrial](#)] [[Mechanical](#)] [[Medical](#)] [[Medieval Civilization Skills](#)] [[Military](#)]
[[Physical](#)] [[Pilot Skills \(Air, Ground, Mecha, Space, Water\)](#)] [[Pilot Related](#)] [[Rogue](#)] [[Science](#)]
[[Spatial](#)] [[Technical](#)] [[Weapon Proficiencies](#)] [[Wilderness](#)]

Looking for an alternative to the Experience Points system... Well then I would advise you to check out the the section below.

The Percentage Points System

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The Average Coalition Soldier

The average soldier is not much different than the average citizen. These men/women are not inherently evil, but often the unwitting tools of Lord Prosek and the government. Their alignments range the full gamut of good, selfish, and evil. They are soldiers in a war and they are dedicated to crushing the enemy.

Still, it does not matter if the Coalition soldier that one is fighting is of a principled good alignment, is a wonderful family man, caring, compassionate, merciful, and hates war, if he is trying to blow your brains out because he believes you are the enemy who threatens all that he holds dear. And that's the tragedy of war. It's kill or be killed. The Coalition soldiers are out there to do their job, and that job is all too often acts of aggression against non-humans and magicians. Or in other words, eliminate, exterminate, destroy, kill, or capture the enemy. Like all good soldiers, theirs is not to question why, theirs is just to do or die!

In a life and death conflict, one tends to try his/her hardest to defeat the other. There is little time for thoughts of morality when one is wrestling with an opponent who trying to kill him/her.

Coalition Recruitment

For the past ten years Coalition has adapted the enlistment program of Triax & NGR. At the age of 17, all male citizens born in a Coalition State/City (anyone wanting citizenship in the Coalition) must serve five years in the military or eight years as a laborer/technician at a Coalition manufacturing facility. All such laborers are paid minimum wage during that eight year period regardless of advancement. Females are strongly encouraged to join the military or a Coalition manufacturing facility as a minimum wage earner before pursuing a career or family, but are not currently required to do so. Note: Females are required to serve only half as long as men. Also the age requirement for females is 18.

It is interesting to note that minimum wage earners at Coalition manufacturing facilities and Coalition soldiers in the military do receive excellent training and experience. The best workers are encouraged to stay on as valued employees at normal pay. The most common areas of training include electrical and mechanical engineering, weapon systems, cybernetics, chemistry and chemical analysis, medical practice, and computer sciences (operation, programming, hacking and repair).

GM Note: The decision to adapt this program has been an extreme success. The Coalition's military has multiplied twenty fold! This has made the citizens of the Coalition very happy (more loyal) and extremely proud to be Coalition citizens. This program has given them a chance to become something more than the average joe or vagabond. Being in the military is considered to be the hip thing to do, and those who are not are treated with distane and are teased. The plan to mimick the Triax &NGR program was conceived by Joseph Prosek II. He is now looked upon with even greater respect and admiration than before. Emperor Prosek is also very pleased and now feels that he is ready to expand his empire into the rest of North America and then the world!

Coalition O.C.C.'s

The Coalition military is broken up into four different branches; Army, Navy, Air Force, and Marines. When the player character chooses an O.C.C. he/she must decide which branch of the military they're going into. Characters will receive additional skills from the military branch that they pick. Note: Characters can only choose one branch of the military per O.C.C. The different skills of the military branches are listed as follows, these are in addition to the O.C.C. Skills (you can consider these secondary skills).

Army: (+15% on all below skills)

Running

Swimming

Pilot: Automobile

Pilot: Tank

Pilot: APC

Navy: (+15% on all below skills)

Swimming

S.C.U.B.A.

Pilot: Warships/Patrol Boat

Pilot: Motorboats

Navigation: Water

Air Force: (+15% on all below skills)

Navigation: Air

Weapons: General

Pilot: Military Hovercraft

Pilot: Jetfighters

Read Sensory Instruments

Marines: (+15% on all below skills)

Body Building

Climbing

Running

Wilderness Survival

Land Navigation

Military Occupational Specialty (M.O.S.)

M.O.S. skills are divided by the skill categories. These M.O.S. categories are used only by the Coalition Military. Exactly which M.O.S. categories are available will be listed under each O.C.C. The GM has the power to limit these M.O.S. categories for any of the O.C.C.s listed below. Such as limiting the Military Specialist to Military Intelligence (Basic Only!) where it is listed Military Intelligence (Basic through Expert). These M.O.S. categories replace the secondary skills completely. Types of M.O.S. and skill limitations by category are as follows:

[[Communication](#)] [[Electrical Engineer](#)] [[Military Intelligence](#)] [[Mechanical Engineer](#)]
[[Medical](#)]
[[Combat](#)] [[Weapons](#)] [[Pilot](#)] [[Science](#)]

Communication MOS

COMMUNICATIONS Basic M.O.S.

Radio: Basic and a choice of 6 skills from the Communications category. Skill Bonus: + 10% on all M.O.S. skills.

COMMUNICATIONS Advanced M.O.S.

Read Sensory Instruments, Radio: Basic and a choice of 6 skills from the Communications category. Skill Bonus: + 15% on all M.O.S. skills.

COMMUNICATIONS Expert M.O.S.

Read Sensory Instruments, Radio: Basic and a choice of 8 skills from the Communications category. Skill Bonus: + 20% on all M.O.S. skills.

Electrical Engineer MOS

ELECTRICAL ENGINEER Basic M.O.S.

Basic and Advanced Math and a choice of 2 skills from the Electrical category and 2 skills from the Technical category. Skill Bonus: + 10% on all M.O.S. skills.

ELECTRICAL ENGINEER Advanced M.O.S.

Basic and Advanced Math and a choice of 4 skills from the Electrical category and 2 skills from the Technical category. Skill Bonus: + 15% on all M.O.S. skills.

ELECTRICAL ENGINEER Expert M.O.S.

All Electrical skills, Basic and Advanced Math and a choice of 4 skills from the Technical category. Skill Bonus: + 20% on all M.O.S. skills.

Military Intelligence MOS

MILITARY INTELLIGENCE Basic M.O.S. (Espionage)

Select 6 from the Espionage category. Skill Bonus: + 10% on all M.O.S. skills.

MILITARY INTELLIGENCE Advanced M.O.S. (Espionage)

Demolition's, plus choose 6 skills from the Espionage category. Skill Bonus: + 15% on all M.O.S. skills.

MILITARY INTELLIGENCE Expert M.O.S. (Espionage)

Demolition's, Demolition's: Disposal, plus choose 6 skills from the Espionage category. Skill Bonus: + 20% on all M.O.S. skills.

Mechanical Engineer MOS

MECHANICAL Basic ENGINEER M.O.S.

Basic and Advanced Math and a choice of 4 skills from the Mechanical category. Skill Bonus: + 10% on all M.O.S. skills.

MECHANICAL Advanced ENGINEER M.O.S.

Basic and Advanced Math and a choice of 7 skills from the Mechanical category. Skill Bonus: + 15% on all M.O.S. skills.

MECHANICAL Expert ENGINEER M.O.S.

Basic and Advanced Math and a choice of 10 skills from the Mechanical category. Skill Bonus: + 20% on all M.O.S. skills.

Medical MOS

MEDICAL Basic M.O.S.

Basic Math and a choice of 3 skills from Science (excluding astronomy) and a choice of 2 skills from the Medical category. Skill Bonus: + 10% on all M.O.S. skills.

MEDICAL Advanced M.O.S.

Basic Math, Computer Operation, and a choice of 4 skills from Science (excluding astrophysics) and a choice of 3 skills from the Medical category. Skill Bonus: + 15% on all M.O.S. skills.

MEDICAL Expert M.O.S.

Basic Math, Computer Operation, Computer Programming, and a choice of 6 skills from Science (excluding astrophysics) and a choice of 4 skills from the Medical category. Skill Bonus: + 20% on all M.O.S. skills.

Combat MOS

COMBAT Basic M.O.S.

Select 3 from the Physical category and 3 additional Weapon Proficiencies. Skill Bonus: (when applicable) + 10%.

COMBAT Advanced M.O.S.

Select 4 from the Physical category and 4 additional Weapon Proficiencies. Skill Bonus: (when applicable) + 15%.

COMBAT Expert M.O.S.

Select 5 from the Physical category and 5 additional Weapon Proficiencies. Skill Bonus: (when applicable) + 20%.

Weapons MOS

WEAPONS Basic M.O.S.

Sniper, plus a choice of any 4 Weapon Proficiencies. Skill Bonus: (when applicable) +10%; + 1 to strike with all weapons he/she is skilled in.

WEAPONS Advanced M.O.S.

Sniper and Weapon Systems, plus a choice of any 6 Weapon Proficiencies. Skill Bonus: (when applicable) +15%; + 1 to strike with all weapons he/she is skilled in.

WEAPONS Expert M.O.S.

Sniper and Weapon Systems, plus a choice of any 8 Weapon Proficiencies. Skill Bonus: (when applicable) +20%; + 1 to strike with all weapons he/she is skilled in.

Pilot MOS

PILOT Basic M.O.S.

Navigation: Land and a choice of any 8 vehicle types, excluding Robots & Power Armor and Robot & Power Armor Mecha Combat (Basic through Elite). Skill Bonus: + 10% on all M.O.S. skills.

PILOT Advanced M.O.S.

Navigation: Air, Land, and a choice of any 6 vehicle types, excluding Robots & Power Armor and Robot & Power Armor Mecha Combat (Basic through Elite). Skill Bonus: + 15% on all M.O.S. skills.

PILOT Expert M.O.S.

Navigation: Air, Land, Water, and a choice of any 4 vehicle types, excluding Robots & Power Armor and Robot & Power Armor Mecha Combat (Basic through Elite). Skill Bonus: + 20% on all M.O.S. skills.

Science MOS

SCIENCE Basic M.O.S.

Computer Operation, Basic and Advanced Math, and a choice of any 4 additional Science skills. Skill Bonus: + 10% on all M.O.S. skills.

SCIENCE Advanced M.O.S.

Computer Operation, Computer Programming, Basic and Advanced Math, and a choice of any 5 additional Science skills. Skill Bonus: + 15% on all M.O.S. skills.

SCIENCE Expert M.O.S.

Computer Operation, Computer Programming, Basic Math, Advanced Math, Expert Math, and a choice of any 4 additional Science skills. Skill Bonus: + 20% on all M.O.S. skills.

Note: That a good portion of the CS is still illiterate. Those who are literate read only CS manuals of operation, which are written like children's books. In other words, the soldiers have basic reading skills. Those O.C.C.'s that have bonuses on Literacy are at the advanced level of reading. Lord Prosek and a few of his officials are experts in literacy.

O.C.C.s

- [Coalition Mystic Specialist](#)

- [Coalition Power Armor Specialist](#)
- [Coalition Robot Specialist](#)
- [Coalition Military Specialist](#)
- [Coalition Infantry man](#)
- [Coalition Communications Specialist](#)
- [Coalition Technical Specialist](#)
- [Coalition Field Scientist](#)
- [Coalition Cyber-Medical Scientist](#)
- [Coalition Glitter Boy Pilot](#)
- [Coalition Borg](#)
 - [Coalition Borg O.C.C.](#)
 - [Partial Reconstruct Borg](#)
 - [Full Conversion Borg](#)
 - [Military Borg](#)
 - [Slave Borg](#)
 - [Domestic Borg](#)
 - [Labor Borg](#)
 - [Royal Guard](#)
- [Coalition Law Official](#)
- [Coalition Psi-Stalker](#)
- [Updates to the Coalition Dog Boy](#)
- [Coalition Seaman](#)
- [Coalition General Pilot](#)
- [NON-Military](#)
- [Updates to the Ley Line Walkers](#)

Coalition Mystic Specialist O.C.C.

This new O.C.C. was developed to greatly enhance the fighting ability of the CS soldiers. The Mystic Specialist is a walking dictionary on all (or most) information that relates specifically to magic, D-Bees, and Demons/Monster Lore. A Mystic Specialist will always accompany a platoon of soldiers whenever confronting non-human civilizations. They are also sent out on scouting missions beyond the boundaries of the Coalition States. The Mystic Specialist are always officers and all Mystic Specialist are Minor Psionics from the following categories: This O.C.C. can serve in all branches of the military.

Sensitive

Empathy

Object Read

Total Recall

* Plus 1D4 others from the Sensitive Category.

This is a secret organization hand picked by Prosek himself.

Attribute Requirements: I.Q.: 14 or higher; M.E.: 15 or higher; P.E.: 12 or higher, but is not required.

O.C.C. Skill

Language: European (+25%)

Language: (Pick 2) (+15%)

Literacy: (Pick 2)

Lore: D-Bee (+15%)

Lore: Demons & Monsters (+25%)

Lore: Faerie (+10%)

Lore: Magic (+15%)

Tracking: D-Bee and Supernatural (+15%)

W.P. Energy Pistol

W.P. Energy Rifle

Hand to Hand: Martial Arts Only!

M.O.S. Skills:

Any one M.O.S. (Basic thru Expert) Category of skills, except Military Intelligence (Advanced and Expert), can be selected. The most common among the Mystic Specialist are Combat (Basic thru Expert), Weapons (Basic thru Expert), Pilot (Basic Only!), and Communications (Basic thru Expert).

Other Skills: Select 8 other skills. Plus select two additional skills at level three, one at level six, one at level nine, and one at level twelve. All new skills start at level one proficiency.

Communications: Any (+5%)

Computer: Any

Domestic: Any

Electrical: Basic Electronics Only! (+5%)

Engineer: None.

Espionage: Any (+10%)

Mechanical: Automotive: Basic Only!

Medical: First Aid or Paramedic (but the latter counts two other skills).

Military: Any; except Paired weapons.

Physical: Any

Pilot: Any; except Pilot: Robot (all Types), Power Armor (all Types), and Glitter Boy (all Types) plus Mecha Combat: Robot (Expert and Elite), Mecha Combat: Power Armor (Expert thru Elite), and Mecha Combat: Glitter Boy.

Pilot Related: Any (+5%)

Rogue: Any

Science: Math Basic and Advanced only!

Technical: Any (+10%)

W.P.: Any

Wilderness: Any

Secondary Skills: The character also gets to select ten secondary skills, depending on the M.O.S. the character has selected, from the previous list of “other” skills above. Read the M.O.S. category for full details. These are additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis (). All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the “other” skills list above. Note: it will take twice the amount of Secondary skills to equal one “other” skill selection. For Example: if the skill says at the cost of two “other” skill selections, here it will cost the character four Secondary skill selections.

Standard Equipment: Coalition “Dead Boy” series I or II (GM’s choice), energy rifle and sidearm of choice, four extra E-clips for each, four grenades, three signal flares, survival knife, distancing binoculars, disc recorder, pocket computer, utility belt, air filter and gas mask, walkie talkie, uniform, combat boots, canteen, food rations for up to two weeks, and additional non-energy weapon of choice. Conventional military vehicle of choice (motorcycle, jeep, hovercycle, etc.) for daily use, unless otherwise stated.

Equipment available upon assignment: Vehicles include hovercraft, motorcycle, jet pack, tank, and APC. Military vehicles include Sky Cycle only. Any weapon types, extra ammunition, surveillance equipment, camera equipment, sensory equipment, and optical enhancements. Also has access to computer equipment, laboratory facilities, and vehicle equipment repair. Note: All weapons and equipment are given out on as needed basis, with the commanding officer deciding whether or not the item(s) is/are really necessary or not. If the officer doesn't like the character(s), the availability of the items may be extremely limited.

Money: The mystic specialist gets a private apartment, food, clothing, and all other basic necessities for free as a part of his pay, as well as access to military facilities. Plus, a monthly salary of 4000 credits. The character starts of with 1D4 months pay, unless otherwise stated. The officer's quarters is a private apartment with a private bathroom, living room, bedroom/study complete with CD stereo system, personal computer, large screen television and VCD, mini-refrigerator, desk, dresser, and comfortable bed.

Cybernetics and Bionics: None and never will acquire any.

Coalition Power Armor Specialist O.C.C.

The Power Armor Specialist Pilot is the very elite of the Coalition Military. These characters are the only people trained to pilot these incredible versatile mechas. The Power Armor mecha is the most versatile and mobile of all the mecha and is the backbone of the CS. See Power Armor Descriptions.

The Power Armor Pilot is taught every aspect of his/her machine under the most difficult combat conditions on land, air, and in the water (for those in the Coalition Navy). Since the reintroduction of the Power Armor mecha, the response of pilots is overwhelming. Only 10% of those who apply

and train actually become a full fledged Power Armor Pilot. The training is intense and sometimes fatal.

Each different type of Power Armor has its own unique characteristic. That is why the character can not specialize in all of the power armors, they however, can specialize in a specific Power Armor; except the Glitter Boy (all versions). The character must pick a Mecha Combat for the pilot skill picked in order to use it efficiently. This ranges from (Basic to Elite). GM's have the power to limit the mecha types, the mecha themselves, what mecha the character can and can not pilot, plus on what level the character can use the mecha in combat (Basic through Elite). Each additional Mecha Combat skill counts as one "other" skills, this applies to Basic, Advanced, and Expert. Elite will cost Two "other" skills. This O.C.C. can serve in all branches of the military.

In addition to the O.C.C. skills listed with bonuses in parenthesis, the player can select "other" skills areas. These additional skills are limited as stated.

Attribute Requirements: I.Q.: 10 or higher, P.S.: 8 or higher; M.E.: 10 or higher; high P.P. is preferred, but not a prerequisite.

O.C.C. Skills

Literacy: American (+25%)

Language: American

Radio: Basic (+15%)

Pilot: Power Armor (pick two) (+10%)

Mecha Combat (Elite): Power Armor (pick two)

Read Sensory Instruments (+10%)

Weapon Systems (+10%)

W.P. Energy Pistol

W.P. Energy Rifle

* Hand to Hand: Expert

* Hand to Hand: Expert can be upgraded to Hand to Hand: Martial Arts or Hand to Hand: Assassin (if the character is an Anarchist or of an Evil Alignment) at the cost of One "Other skills".

M.O.S. Skills:

Any one M.O.S. (Basic through Expert) category of skills, except Military Intelligence (Advanced and Expert), can be selected. The most common among the Power Armor Elite are Combat (Expert Only!), Weapons (Basic and Advanced Only!), and Pilot (Expert Only!).

O.C.C. Related Skills: Select 8 other skills. Plus select two additional skills at level three, two at level six, one at level nine, and one at level twelve. All new skills start at level one proficiency.

Communications: Any (+5%)

Computer: Any

Domestic: Any (-5% penalty)

Electrical: Basic Electronics Only! (+5%)

Engineer: None

Espionage: Wilderness Survival Only!

Mechanical: Aircraft: Basic and Automotive: Basic Only! (+10%)

Medical: First Aid Only!

Military: Any (+5%)

Physical: Any; except acrobatics

Pilot: Any (+15%); except Pilot: Robots (all types) and Glitter Boy (all types) plus Mecha Combat: Robot (Basic thru Elite) and Mecha Combat: Glitter Boy

Pilot Related: Any (+10%)

Rogue: Streetwise Only!

Science: Math Basic and Advanced only!

Technical: Any

W.P.: Any

Wilderness: Land Navigation and hunting Only!

Secondary Skills: The character also gets to select eight secondary skills, depending on the M.O.S. the character has selected, from the previous list of “other” skills above. Read the M.O.S. category for full details. These are additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis (). All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the “other” skills list above. Note: it will take twice the amount of Secondary skills to equal one “other” skill selection. For Example: if the skill says at the cost of two “other” skill selections, here it will cost the character four Secondary skill selections.

Standard Equipment: Coalition “Dead Boy” series I or II (GM’s choice), energy rifle and sidearm of choice, four extra E-clips for each, two grenades, three signal flares, survival knife, utility belt, air filter and gas mask, walkie talkie, uniform, combat boots, canteen, and additional non-energy weapon of choice. Conventional military vehicle of choice (motorcycle, jeep, hovercycle, etc.) for daily use and (Power Armor of Choice) for field use Only!, unless otherwise stated.

Equipment Available upon Assignment: Vehicles include SAMAS, SAMAS Phase II and other power armor, hovercraft, skycycle, jet pack, tank APC, skull heavy Transport, and aircraft. Any weapon types, extra ammunition, camera, disk recorder, optical enhancements, and food for weeks. Vehicle and equipment repair. Note: All weapons and equipment are given out on as needed basis, with the commanding officer deciding whether or not the item(s) is/are really necessary or not. If the officer doesn't like the character(s), the availability of the items may be extremely limited.

Money: The Power Armor Specialist gets a roof over his/her head, food, clothing, and all other basic necessities for free as a part of his pay, as well as access to military facilities. Plus, a monthly salary of 2000 credits. The character starts of with 1D4 months pay, unless otherwise stated. The soldier's quarters is a nice dormitory arrangement shared by four individuals. Each gets a private bedroom/study complete with CD stereo system, television and VCD, mini-refrigerator, desk, dresser, and comfortable bed.

Cybernetics: None to start and usually restricted to medical implants and prosthetics, not augmentation.

Coalition Robot Specialist O.C.C.

The Robot Specialist Pilot is the elite grunt of the Coalition Military. These are the characters who operate the giant mechanized Robot mecha into the jaws of death, fighting tooth and nail against an inhuman enemy. Whether they are the lumbering giants or the smaller, faster models, Robots represent some of the most powerful weapons of war ever created by man. Each individual Robot packs more firepower than a 20th century tank division.

As technology improves, the trend to make simpler and simpler mecha so that minimal training is necessary. Do not think this makes for a less capable Robot pilot. Although, the Coalition still makes all of the old model Robots, unfortunately they can not update the piloting features, but can simplify the weapons control operations.

Most of the cadets who apply for this O.C.C. are accepted. Unlike the Power Armor Specialist, the training is not as intense nor is the pilot taught every aspect of the Robot. Believe it or not, it is cheaper for the Coalition to produce Robots than the Power Armor. Robots are interchangeable and parts can be salvaged to reconstruct a new one. The Power Armor operates on a different principle and is not very interchangeable. The Coalition will accept the loss of a Robot more than they will accept the loss of any Power Armor Mecha. Therefore, the Robot pilot is more expendable.

Just like the Power Armor, each Robot has its unique characteristic and the pilot can not specialize in all of the Robots. However, they can specialize in a specific Robot; except the Glitter Boy (all versions) and Power Armor (all versions). The character must pick a Mecha Combat for the pilot skill picked in order to use it efficiently. This ranges from (Basic to Elite). GM's have the power to limit the mecha types, the mecha themselves, what mecha the character can and can not pilot, plus on what level the character can use the mecha in combat (Basic through Elite). Each additional Mecha Combat skill counts as one "other" skills, this applies to Basic, Advanced, and Expert. Elite will cost Two "other" skills. This O.C.C. can serve in all branches of the military.

In addition to the O.C.C. skills listed with bonuses in parenthesis, the player can select "other" skills areas. These additional skills are limited as stated.

Attribute Requirements: I.Q.: 8 or higher, P.S.: 10 or higher, high P.P. is preferred, but not a prerequisite.

O.C.C. Skills

Literacy: American

Language: American (+25%)

Radio: Basic (+15%)

Pilot: Robot (pick 2) (+10%)

Mecha Combat (Elite): Robot (pick 2)

Read Sensory Instruments (+10%)

Weapon Systems (+10%)

W.P. Energy Pistol

W.P. Energy Rifle

* Hand to Hand: Expert

* Hand to Hand: Expert can be upgraded to Hand to Hand: Martial Arts or Hand to

Hand: Assassin (if the character is an Anarchist or of an Evil Alignment) at the cost of One "Other skills".

M.O.S. Skills:

Any one M.O.S. (Basic through Expert) category of skills, except Military Intelligence (Advanced and Expert), can be selected. The most common among the Robot Elite are Combat (Expert Only!), Weapons (Basic and Advanced Only!), and Pilot (Expert Only!).

O.C.C. Related Skills: Select 8 other skills. Plus select two additional skills at level three, two at level six, one at level nine, and one at level twelve. All new skills start at level one proficiency.

Communications: Any (+5%)

Computer: Any

Domestic: Any (-5% penalty)

Electrical: Basic Electronics Only! (+5%)

Engineer: None

Espionage: Wilderness Survival Only!

Mechanical: Aircraft: Basic and Automotive: Basic (+10%)

Medical: First Aid Only!

Military: Any (+5%)

Physical: Any; except acrobatics

Pilot: Any (+15%); except Pilot: Power Armor (all Types) and Glitter Boy (all Types) Plus Mecha

Combat: Power Armor (Basic thru Elite) and Mecha Combat: Glitter Boy

Pilot Related: Any (+10%)

Rogue: None

Science: Math Basic and Advanced only!

Technical: Any

W.P.: Any

Secondary Skills: The character also gets to select eight secondary skills, depending on the M.O.S. the character has selected, from the previous list of "other" skills above. Read the M.O.S. category for full details. These are additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis (). All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the "other" skills list above. Note: it will take twice the amount of Secondary skills to equal one "other" skill selection. For Example: if the skill says at the cost of two "other" skill selections, here it will cost the character four Secondary skill selections.

Standard Equipment: Coalition "Dead Boy" series I or II (GM's choice), energy rifle and sidearm of choice, four extra E-clips for each, two grenades, three signal flares, survival knife, utility belt, air filter and gas mask, walkie talkie, uniform, combat boots, canteen, and additional non-energy weapon of choice. Conventional military vehicle of choice (motorcycle, jeep, hovercycle, etc.) for daily use, and a (Robot of choice) for field use Only!, unless otherwise stated.

Equipment Available upon Assignment: Vehicles include Spider Skull Walker, Enforcer UAR-1, other robot vehicles, hovercraft, skycycle, jet pack, tank APC, skull heavy Transport, and aircraft. Any weapon types, extra ammunition, camera, disk recorder, optical enhancements, and food for weeks. Vehicle and equipment repair. Note: All weapons and equipment are given out on as needed basis, with the commanding officer deciding whether or not the item(s) is/are really

necessary or not. If the officer doesn't like the character(s), the availability of the items may be extremely limited.

Money: The Robot Specialist gets a roof over his/her head, food, clothing, and all other basic necessities for free as a part of his pay, as well as access to military facilities. Plus, a monthly salary of 2000 credits. The character starts of with 1D4 months pay, unless otherwise stated. The soldier's quarters is a nice dormitory arrangement shared by four individuals. Each gets a private bedroom/study complete with CD stereo system, television and VCD, mini-refrigerator, desk, dresser, and comfortable bed.

Cybernetics: None to start and usually restricted to medical implants and prosthetics, not augmentation.

Coalition Military Specialist O.C.C.

The Military Specialist is highly trained in combat and espionage. Their specialized background may include demolitions, sniper, espionage, weapons and piloting (such as assault helicopters, etc.) They are the brave men and women assigned to reconnaissance, intelligence gathering, tracking fugitives, infiltrating enemy strongholds and clandestine operations.

The Military Specialist's training does not include mecha. However, the character can learn to pilot any Robot by selecting Mecha Skills among the "other" skills available. Most will avoid the larger, artillery type mecha, sticking to the most versatile Robots. Pilot: Glitter Boy (all types) and Pilot: Power Armor (all) types are not available, even to these specialists.

Even though the character may be able to pilot the mecha, the character is not proficient with it in combat. This O.C.C. is not specifically trained for mecha, but for out of mecha techniques. Therefore, the character can not select any of the Mecha Combat (Basic through Elite) sections. Each mecha has its unique characteristic. They are not specialized in all of the power armors. They however, specialize in a specific Robot; except the Glitter Boy (all versions). The character must pick a Mecha Combat for the pilot skill picked in order to use it efficiently. This ranges from (Basic to Elite). GM's have the power to limit the mecha types, the mecha themselves, what mecha the character can and can not pilot, plus on what level the character can use the mecha in combat (Basic through Elite). Each additional Mecha Combat skill counts as one "other" skills, this applies to Basic, Advanced, and Expert. Elite will cost Two "other" skills. This O.C.C. can serve in all branches of the military.

In addition to the O.C.C. skills listed with bonuses in parenthesis, the player can select "other" skills areas. These additional skills are limited as stated.

Attribute Requirements: I.Q.: 10 or higher; M.E.: 10 or higher; P.P.: 10 or higher is recommended, but not a requirement.

O.C.C. Skills

Language: American (+25%)

Literacy: American (+25%)

Intelligence (+15%)

Interrogation (+15%)

Pilot: Automobile (+10%)

Prowl (+5%)

W.P. Blunt

W.P. Energy Rifle

W.P. Energy Pistol

* Hand to Hand: Martial Arts

* Hand to Hand: Martial Arts can be upgraded to Hand to Hand: Assassin (if the character is an Anarchist or of an Evil Alignment) at the cost of One "Other skills".

M.O.S. Skills:

Any one M.O.S. (Basic through Expert) category of skills, except Electrical (Advanced and Expert), Mechanical (Advanced and Expert), Medical (Advanced and Expert), and Science (Advanced and Expert), can be selected. The most common among the Military Specialist are Military Intelligence (Expert Only!), Combat (Basic through Expert), Weapons (Expert Only!), and Communications (Basic through Expert).

O.C.C. Related Skills: Select 10 other skills.

Communications: Any (+10%)

Domestic: Any

Electrical: Basic Electronics Only! (+5%)

Espionage: Any (+10%)

Mechanical: Automotive: Basic Only! (+5%)

Medical: Paramedic Only!

Military: Any (+15%)

Physical: Any; except acrobatics

Pilot: Any; Except Pilot: Power Armor and Glitter Boy plus Mecha Combat: Robot (Expert and Elite), Mecha

Combat: Power Armor (Expert and Elite) and Mecha Combat: Glitter Boy

Pilot Related: Any (+5%)

Rogue: Any

Science: Math: Advanced and Basic, Chemistry Only! (+10%)

Technical: Any (+5%)

W.P.: Any

Wilderness: Any

Standard Equipment: Coalition "Dead Boy" body armor, energy rifle and sidearm of choice, four extra E-clips for each, four grenades, three signal flares, survival knife, distancing binoculars, robot medical kit, disc recorder, pocket computer, utility belt, air filter and gas mask, walkie talkie, uniform, combat boots, canteen, food rations for up to two weeks, and additional non-energy weapon of choice. Conventional military vehicle of choice (motorcycle, jeep, hovercycle, etc.) for daily use and a Spider Skull Walker (for field use only!), unless otherwise stated.

Equipment available upon assignment: Vehicles include SAMAS, SAMAS Phase II, Spider Skull Walker, Enforcer UAR-1, other robot vehicles, hovercraft motorcycle, jet pack, APC, and aircraft. Any weapon types, extra ammunition, surveillance equipment, camera equipment, sensory equipment, and optical enhancements, and food for weeks. He or she also has access to computer

equipment, laboratory facilities, and vehicle and equipment repair. Note: All weapons and equipment are given out on as needed basis, with the commanding officer deciding whether or not the item(s) is/are really necessary or not. If the officer doesn't like the character(s), the availability of the items may be extremely limited.

Money: The Military Specialist gets a private apartment, food, clothing, and all other basic necessities for free as a part of his pay, as well as access to military facilities. Plus, a monthly salary of 2500 credits. The character starts of with 1D4 months pay, unless otherwise stated. The officer's quarters is a private apartment with a private bathroom, living room, bedroom/study complete with CD stereo system, personal computer, large screen television and VCD, mini-refrigerator, desk, dresser, and comfortable bed.

Cybernetics and Bionics: Have to select four augmentations from cybernetics (any category) and two from bionics (optional) from the category of weapons or a bionic appendage (hand and arm, leg, etc.). Note: All augmentations and/or cybernetics is paid for by the Coalition as long as the character is currently serving the CS.

Coalition Infantryman O.C.C.

This character is trained in ground combat exclusively. Their training includes ground attack and defense, how to survive in the forest on minimal food and water, and hand to hand combat. These are the people who work at the check points, guard key military buildings, and are called upon to clean out civilians from towns.

The character is not trained in piloting or combat in mecha and can not start off with any mecha skills. Later on as the character grows in experience, he/she can pick up mecha skills as listed in the Skill Descriptions area. This O.C.C. can serve Army and Marines branches of the military only!

In addition to the O.C.C. skills listed with bonuses in parenthesis, the player can select "other" skills areas. These additional skills are limited as stated.

Attribute Requirements: None; anyone can be an Infantryman.

O.C.C. Skills:

Language: American (+25%)

Literacy: American (+25%)

Math Basic (+10%)

Pilot: Hovercraft (ground) (+10%)

Pilot: Automobile (+10%)

Land Navigation (+10%)

Weapon Systems: General (+10%)

Radio: Basic (+10%)

Running

W.P. Energy Pistol

W.P. Energy Rifle

* Hand to Hand: Expert

* Hand to Hand: Expert can be upgraded to Hand to Hand: Martial Arts at the cost of one other skill or can be upgraded to Hand to Hand: Assassin (if the character is an Anarchist or of an Evil Alignment) at the cost of Two "Other skills".

M.O.S. Skills:

Infantrymen can only choose from the M.O.S. categories of Communications (Basic and Advanced Only!), Combat (Expert Only!), and weapons (Basic Only!).

Other Skills: Select 8 other skills. Plus select two additional skills at level three, two at level six, one at level nine, and one at level twelve. All new skills start at level one proficiency.

Communications: Any (+5%)

Computer: Any

Domestic: Any

Electrical: Basic Electronics Only!

Engineer: Any

Espionage: None

Mechanical: Automotive: Basic Only!

Medical: First Aid Only!

Military: Any (+15%)

Physical: Any; except acrobatics

Pilot: Any; except Pilot: Robot (all Types), Power Armor (all Types), and Glitter Boy (all Types) plus

Mecha Combat: Robot (Expert and Elite), Mecha Combat: Power Armor (Expert thru Elite), and Mecha Combat: Glitter Boy

Pilot Related: Any (+5%)

Rogue: Any

Science: Math Basic and Advanced only!

Technical: Any

W.P.: Any

Wilderness: Carpentry, hunting, land Navigation Only!

Secondary Skills: The character also gets to select six secondary skills, depending on the M.O.S. the character has selected, from the previous list of "other" skills above. Read the M.O.S. category for full details. These are additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis (). All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the "other" skills list above. Note: it will take twice the amount of Secondary skills to equal one "other" skill selection. For Example: if the skill says at the cost of two "other" skill selections, here it will cost the character four Secondary skill selections.

Standard Equipment: Coalition "Dead Boy" series I or II (GM's choice), energy rifle and sidearm of choice, four extra E-clips for each, two grenades, three signal flares, survival knife, utility belt, air filter and gas mask, walkie talkie, uniform, combat boots, canteen, and additional non-energy weapon of choice.

Equipment Available upon Assignment: Vehicles include SAMAS, SAMAS Phase II, other power armor vehicles, hovercraft, skycycle, jet pack, tank APC, skull heavy Transport, and aircraft. Any weapon types, extra ammunition, camera, disk recorder, optical enhancements, and food for weeks. Vehicle and equipment repair. Note: All weapons and equipment are given out on as needed basis, with the commanding officer deciding whether or not the item(s) is/are really necessary or not. If the officer doesn't like the character(s), the availability of the items may be extremely limited.

Money: The Infantryman gets a roof over his/her head, food, clothing, and all other basic necessities for free as a part of his pay, as well as access to military facilities. Plus, a monthly salary of 1850 credits. The character starts with 1D4 months pay, unless otherwise stated. The soldier's quarters is a nice dormitory arrangement shared by four individuals. Each gets a private bedroom/study complete with CD stereo system, television and VCD, mini-refrigerator, desk, dresser, and comfortable bed.

Cybernetics: None to start and usually restricted to medical implants and prosthetics, not augmentation.

Coalition Communications Engineer O.C.C.

The Communications Engineer a soldier with specialized training in the art of communication. The character not only maintains the vital transmission of information and communications for the CS, but is involved in breaking secret codes, scrambling and unscrambling messages. This character is the backbone of the CS, linking the troops with each other, with Chi-Town and all the small outposts.

This character has an in-depth knowledge of state of the art communication systems. Training includes combat orientation, enabling the Communications Engineer to coordinate, the Power Armor and Robot pilots, interrupt sensory data, and relay that information correctly and quickly to combat personnel. This character can be a field operator as a part of a recon or security unit or a deck officer on board a ship in the Coalition Navy. This O.C.C. can serve in all branches of the military.

In addition to the O.C.C. skills listed with bonuses, the player selects "other" skill areas. These additional skills are only limited as stated. Players should try to select skills that reflect the character O.C.C. and combat conditions.

Attribute Requirements: I.Q. 10 or higher; M.E. 12 or higher is helpful but not a requirement.

O.C.C. Skills:

Language: American (+25%)

Literacy: American (+25%)

Radio: Basic (+35%)

Radio: Advanced (+15%)

Math: Basic: (+20%)

Computer Operation: (+15%)

W.P. Energy Pistol

W.P. Energy Rifle

Hand to Hand: Expert only!

M.O.S. Skills:

Communications can only choose from the M.O.S. categories of Communications (Basic thru Expert), Combat (Basic thru Expert), and weapons (Basic Only!).

Other Skills: Select 12 O.C.C. related skills. Plus select two additional skills at level three, two at level six, one at level nine, and one at level twelve. All new skills start at level one proficiency.

Communications: Any (+15%)

Computer:

Domestic: None

Electrical: Basic Electronics only

Espionage: None

Mechanical: None

Medical: First Aid only

Military: Any

Physical: Any (+10 when applicable)

Pilot: Any; except Pilot: Robots (all Types), Pilot: Power Armor (all Types), and Pilot Glitter Boy (all Types) plus Mecha Combat: Robots (Basic thru Elite), Mecha Combat (Basic thru Elite) and Mecha Combat: Glitter Boy

Pilot Related: Any (+10)

Rogue: Any

Science: None

Technical: Any (+10%)

W.P.: Any

Wilderness: Land Navigation

Secondary Skills: The character also gets to select six secondary skills, depending on the M.O.S. the character has selected, from the previous list of "other" skills above. Read the M.O.S. category for full details. These are additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis (). All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the "other" skills list above. Note: it will take twice the amount of Secondary skills to equal one "other" skill selection. For Example: if the skill says at the cost of two "other" skill selections, here it will cost the character four Secondary skill selections.

Standard Equipment: Coalition "Dead Boy" series I or II (GM's choice), energy rifle and sidearm of

choice, four extra E-Clips for each, four grenades, three signal flares, survival knife, pocket computer, long-range directional radio, radio scrambler, tool kit if applicable, distancing binoculars, disc recorder, pocket computer, utility belt, air filter/gas mask, walkie talkie, uniform, combat boots, canteen, food rations for three weeks, and additional non-energy weapon of choice. Conventional military vehicle of choice (motorcycle, jeep, hovercycle, etc.) for daily use, unless otherwise stated.

Equipment Available Upon Assignment: Vehicles include hovercycle, motorcycle, jet pack, tank/APC, and Sky Cycle only. Any weapon type, extra ammunition, surveillance equipment, camera equipment, sensory equipment, optical enhancements, and food rations for three weeks. Also has access to computer equipment, laboratory facilities, and vehicle/equipment repair.

Money: The soldier lives in a dormitory apartment and is provided with food, clothing, medical care, and all other basic needs provided free as part of his/her pay, plus a monthly salary of 2000 credits. The character starts off with 1D4 months pay.

Cybernetics/Bionics: Cybernetic language translator and universal headjack and ear implant to start. Others may be purchased or awarded for acts of heroism and performance of duties.

Coalition Technical Specialist O.C.C.

The Technical Specialist is a highly regarded member of the military. It is the duty of the Technical Specialist to service, repair, modify and maintain the mecha in perfect working order for the Coalition. He or she can recharge energy clips for weapons, repair conventional vehicles and may have a number of other mechanical and/or electrical skills.

Although the character can fix and maintain mecha with astounding skill, he/she can not pilot mecha. No Mecha Combat skills are available (not even the "basic" training category). This is not some odd oversight on the part of the military, but is intentional. It was feared that knowledge of the mecha mechanics and nuclear energy combined with the knowledge of piloting mecha would make the Technical Specialist a security threat. A disgruntled Technical Specialist or spy could, theoretically, have easy access to mecha, steal one, and sell the mecha and his or her services on the black market. To help curb this, the CS brass made a decision to prohibit a Technical Specialist from learning mecha piloting and mecha combat skills. This O.C.C. can serve in all branches of the military.

In addition to the O.C.C. skills and "other" skills available, the Technical Specialist has a number of special skills.

SPECIAL SKILLS (Exclusive to the Technical Specialist)

1. Repairing Mecha

Base Skill: 25% + 5% per level of experience.

This special skill enables the character to build, repair, custom modify and maintain all types of mecha. This means the Technical Specialist can restore M.D.C. armor, replace damaged limbs, replace/repair damaged weapons and parts, and "hot rod" a mecha.

Repair Penalties

The following penalties apply whenever the character tries to build, repair or modify a mecha. The

penalties generally reflect the complexity and difficulty of the job. All penalties are accumulative. For Example: Working on replacing the arm of a SAMAS, the character is -25% to replace the limb, but also -10% because he/she does not have the electrical engineering skill and then add -30% because the character does not have Robot Electronics. Total penalty is -65%. Another -20% would apply if it were a rush job and/or -10% if improper tools were being used. Note: Robot, Power Armor, and Glitter boy electronics, maintenance, repair, build, reconstruct, etc. Requires the maintenance skills required for each of the three categories specified. In other words you can not repair a Robot if the Technician has Power Armor mechanics and any other related skills to Power Armor. Nor can someone possessing Power Armor related skills work on a Glitter Boy of any type. If the character has the Telemechanics psionic ability, reduce the penalties below by half.

Mecha Repair Penalties

- 30% if the character does not have Robot, Power Armor, or Glitter Boy electronics.
- 10% if the character does not have the electrical engineering skill. Electrical skill is important for repairs.
- 25% replacing a limb (hand, arm, leg, etc.). A failed roll means a frozen, lock controls, an impaired leg will reduce running speed by half and -2 to dodge. An impaired arm means (minus) -1 melee attack and -1 to parry.
- 10% replacing or repairing sensory equipment like radar, optics, etc. A failed roll means the sensor is not working.
- 5% aircraft construction; any type of aircraft work other than maintenance.
- 25% propulsion systems, hover jet(s) etc. A failed roll means a fault in the system; best speed and altitude are half of normal. Also -2 to dodge.
- 20% weapon systems repair, replacement or instillation. A failed roll means the weapon does not function. No penalty if the person has the Weapons Engineer skill, unless otherwise stated.
- 5% electrical wiring. A failed roll means not connected properly.
- 45% on adapting non Coalition equipment to fit the mecha.
- 60% on adapting an alien power source with no knowledge of how it works. A failed roll means that the power source fried all of the systems and the mecha is useless. The power source was incompatible with the systems on the mecha.
- 30% on adapting an alien power source with the knowledge of how it works. A failed roll means that the power source fried all of the systems and the mecha is useless. The power source was incompatible with the systems on the mecha.
- 20% adding M.D.C. by replacing or patching the armor. Difficult and time consuming work. Must have replacement armor available (salvaged from another mecha or factory material). A failed roll means the weight and design are awkward. Reduce maximum speed by 20% and -10% to all piloting skill rolls. You can tear it down and try again.
- 10% own original design modification.
- 20% rush job; takes half the usual time, but may be flawed (a failed roll).
- 10% for every 20 hours of continuous work without at least six hours of sleep.
- 10% improper tools. Takes twice as long as normal and quality may be inferior (a failed roll).

Time Restrictions

The amount of time needed to work on a mecha varies with the complexity of the task. The player and game master will have to work on deciding how much time will be needed to do the work properly. Also the hours of work required may be interrupted with breaks for food, rest, sleep and

combat. Precision work requires an alert mind and hand not dulled by fatigue. Some estimates for work time are:

1. Simple maintenance such as an oil change, cleaning, lubrication, and changing rail clips will take ten to twenty minutes, even in the middle of a forest.
2. Adapting alien power sources for human use in Coalition mecha will take on average Two to three days.
3. Equipment repairs of separate units like radar, radio targeting computer and so on can get complicated taking anywhere from one hour to six or eight hours. Use of Mecha repair facilities will reduce the time by half.
4. Add on another 2D4 hours to completely replace the equipment mentioned in #3.
5. Major engine work; 8 to 48 hours (applies to automobiles, etc.).
6. Replacing or repairing a weapon system; 2 to 16 hours.
7. Replacing M.D.C. armor requires about two (2) hours every 10 M.D.C. points restored. Replacement armor must be salvaged from other mecha. Most of the Coalition bases and towns have the proper facilities for replacing and repairing M.D.C. armor. Heavy equipment and mecha welding and bonding tools are required. Field repairs are difficult, even with bonding equipment and at least one mecha to assist with the heavy work for the full duration takes three times longer (six hours per every 10 M.D.C.
8. Replacing a mecha limb is also difficult and is best done at a mechanics facility. Under the best conditions, an entire appendage can be replaced in 10 or 12 hours. In the field, a mecha will be needed to assist in the heavy work (a Coalition UAR-1 Enforcer Robot arm weighs nearly two tons and will take twice as long. This also applies to similar mecha.

2. Recognize Mecha Quality

Base Skill: 45% + 5% per each additional level of experience from the firsthand examination. 15% + 5% per each additional level when observing from a distance.

Technical Specialist is so adept at his/her trade that the character can size up the quality, condition and/or damage of any mecha, Robot, Power Armor, or Glitter Boy, by looking at it of course, first hand inspection is best). Their expert eye can estimate the vehicle's capabilities, approximate M.D.C., speed, maneuverability, weapons, etc.

Attribute Requirements: I.Q. 9 or higher, M.E. 10 or higher; high P.P. is preferred, but not mandatory.

O.C.C. Skills:

Language: American (+25%)

Literacy: American (+25%)

Math: Basic: (+30%)

Radio: Basic (+5%)

Basic Mechanics (+20%)

Mechanical Engineer (+20%)

Computer Operation (+10%)

W.P. Energy Pistol

W.P. Energy Rifle

* **Hand to Hand: Basic**

* **Hand to Hand: Basic** can be upgraded to **Hand to Hand: Expert** at the cost of one other skill or can be upgraded to **Hand to Hand: Martial Arts** at the cost of two "Other" skills or can be upgraded to **Hand to Hand: Assassin** (if the character is an Anarchist or of an Evil Alignment) at the cost of three "Other skills".

M.O.S. Skills

Any one M.O.S. (Basic through Expert) from only these category of skills. **Communications** (Basic through Expert), **Electrical Engineer** (Basic through Expert), **Mechanical Engineer** (Basic through Expert)

Other Skills: Select 12 O.C.C. related skills

Communications: Any

Domestic: Any

Electrical: Any (+15%)

Espionage: None

Mechanical: Any (+15%)

Medical: First Aid Only!

Military: None

Physical: Any; except wrestling and acrobatics

Pilot: Any; except **Pilot: Robot** (all Types), **Pilot: Power Armor** (all Types), and **Pilot: Glitter Boy** (all types) plus **Mecha Combat: Robots** (Basic through Elite), **Mecha Combat:** (Basic through Elite), and **Mecha Combat: Glitter Boy**. (+10% on ground vehicle skills, +5% aircraft).

Pilot Related: Any (+5% on all ground vehicles).

Science: Math Only!

Technical: Any

Rogue: None

W.P.: Any

Wilderness: None

Standard Equipment: Coalition "Dead Boy" Series II body armor, energy rifle and sidearm of choice, four extra E-Clips for each, four grenades, three signal flares, survival knife, pocket computer, long-range directional radio, radio scrambler, tool kit if applicable, distancing binoculars, disc recorder, pocket computer, utility belt, air filter/gas mask, walkie talkie, uniform, combat boots, canteen, food rations for three weeks, and additional non-energy weapon of choice. Conventional military vehicle of choice (motorcycle, jeep, hovercycle, etc.) for daily use, unless otherwise stated.

Equipment Available Upon Assignment: Vehicles include hovercycle, motorcycle, jet pack, tank/APC, and Sky Cycle only. Any weapon type, extra ammunition, surveillance equipment, camera equipment, sensory equipment, optical enhancements, and food rations for three weeks. Also has access to computer equipment, laboratory facilities, and vehicle/equipment repair.

Money: The officer gets a private apartment, food, clothing, medical care and all other basic needs provided free as part of his/her pay, plus a monthly salary of 4000 credits. The character starts off with 1D4 months pay.

Cybernetics/Bionics: A universal hand or headjack and two cybernetic augmentations from any

category usually sensory augmentation such as gyro-compass, amplified hearing etc. Favorite types of cyber-devices include lung, eye, and sensor implants.

Coalition Field Scientist O.C.C.

The Coalition Field Scientist is very much an extension of the Medical Doctor. The character is an intelligent, inquisitive person who craves both knowledge and adventure. A "jack-of-all-trades," the scientist uses his/her varied skills for analysis, investigation, identifying and cataloging alien specimens, and for developing new concepts and applications for the continued survival of the Coalition.

The Coalition expedition and encountering of alien life and cultures has made the necessity of having the scientists among the Coalition troops critical. A field scientist will be a member of most Coalition outposts, expeditions, and reconnaissance patrols. This O.C.C. can serve in all branches of the military.

In addition to the O.C.C. skills listed, the character also gets a variety of "other" skills and a few special ones too.

SPECIAL SKILLS (Exclusive to the Scientist)

1. Recognizing Alien Artifacts

Base Skill: 25% + 5% per level of experience.

This special skill enables the scientist to recognize an item not of human origin and summarize its probable purpose/use. Further more the field scientist can recognize Known artifacts and technology/items with an addition of +25% to the Base Skill.

2. Use Alien Technology

Base Skill: 22% + 5% per level of experience.

The scientist can analyze and try to use devices of alien design. This may require building it into a human made device, modifying it, or using as is, such as a perfectly good alien weapon, vehicle, etc.

Analysis time will vary with the complexity of the new item, its purpose, and level of technological sophistication. Likewise, something that is completely new, that is to say, super bizarre/unlike anything created by humans, will be even more difficult to figure out.

Time Restrictions

Low Technology, humanoid design: 1D4 hours +10% to base skill.

Medium Technology, humanoid design: 2D6 hours.

High Technology, humanoid design: 1D4x10 hours.

Super Technology, humanoid design: 4D6x10 hours.

Penalties (all penalties are accumulative):

Non-humanoid design: -20% and add 2D6 days.

Mentally activated/operated: -40% and add 4D6 days.

Mystical properties: -50% and add 3D4x10 days.

Complete Alien Technology: -75% and add 4D6x10 days.

Each failed attempt: -5%

Note: Add a bonus of 20% when dealing with Triax, NGR, or Free Quebec.

A failed roll means the item remains a mystery and can not be used despite the hours, days or weeks of analysis. Of course, the scientist can try again, rerunning the old tests or performing a battery of new ones. The field scientist can try as many times as he may need to figure it out, but each time there is more confusion and frustration (a -5% skill penalty is added for each new try).

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

O.C.C. Skills:

Language: American (+25%)

Literacy: American (+25%)

* Medical: Paramedic (+10%)

Mathematics: Basic & Advanced (+30%)

Computer Operation: (+25%)

W.P. Energy Rifle

** Hand to Hand: Basic

* Medical: Paramedic can be changed to Medical Doctor, but counts as two "other" skill selections.

** Hand to Hand: Basic can be upgraded to Hand to Hand: Expert at the cost of one other skill or can be upgraded to Hand to Hand: Martial Arts at the cost of two "Other" skills or can be upgraded to Hand to Hand: Assassin (if the character is an Anarchist or of an Evil Alignment) at the cost of three "Other skills".

M.O.S. Skills

Any one M.O.S. (Basic thru Expert) from only these category of skills. Communications (Basic Only!), Medical (Basic and Advanced Only!) Science (Basic thru Expert).

Other Skills: Select 12 O.C.C. related skills. Plus select two additional skills at level three, two at level six, one at level nine, and one at level twelve. All new skills start at level one proficiency.

Communications: Any (+5%)

Computer: Any

Domestic: Any

Electrical: Any (+5%)

Engineer: Any

Espionage: Land Navigation and Wilderness Survival only.

Mechanical: Any (+5%)

Medical: Any (+10%)

Military: None

Physical: Any

Pilot: except Pilot: Robots, Pilot: Power Armor, and Pilot: Glitter Boy (all Types plus Mecha Combat: Robot (Basic thru Elite), Mecha Combat: Power Armor (Basic thru Elite), and Mecha Combat: Glitter Boy.

Pilot Related: Any

Rogue: Any

Science: Any (+15%)

Technical: Any (+10%)

W.P.: Any

Wilderness: Any (+3%)

Secondary Skills: The character also gets to select eight secondary skills, depending on the M.O.S. the character has selected, from the previous list of "other" skills above. Read the M.O.S. category for full details. These are additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis (). All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the "other" skills list above. Note: it will take twice the amount of Secondary skills to equal one "other" skill selection. For Example: if the skill says at the cost of two "other" skill selections, here it will cost the character four Secondary skill selections.

Standard Equipment: Coalition "Dead Boy" series I or II (GM's choice), four extra E-clips, three signal flares, survival knife, pocket computer, long-range directional radio, radio scrambler, tool kit if applicable, distancing binoculars, disc recorder, pocket computer, utility belt, air filter/gas mask, walkie talkie, uniform, combat boots, canteen, and food rations for three weeks. Plus, a Mini-tool Pack, specimen pack, portable computer, portable microscope, surgical instruments and gloves, and surgical gown. Conventional military vehicle of choice (motorcycle, jeep, hovercycle, etc.) for daily use, unless otherwise stated.

Equipment Available Upon Assignment: Vehicles include hovercycle, motorcycle, and Sky Cycle only. Any weapon type, extra ammunition, surveillance equipment, camera equipment, sensory equipment, and food rations for three weeks. Also has access to computer equipment, laboratory facilities, and vehicle/equipment repair.

Money: The Scientist gets a private apartment, food, clothing, medical care and all other basic needs provided free as part of his/her pay, plus a monthly salary of 4000 credits. The character starts off with 1D4 months pay.

Cybernetics/Bionics: None to start and usually restricted to medical implants and prosthetics, not augmentation.

Coalition Cyber-Medical Scientist O.C.C.

The Cyber-Medical Scientist is not unlike the Cyber-Doc. In the Coalition, these are legal

scientists that are allowed to create or construct cybernetics and bionics. These are also the people that are responsible for bringing you the Borg. The main focus of this Doc. is to connect human nerve endings to mechanical circuitry and body parts. Sometimes subjects are taken from the street and experimented on. The subject is usually a junky or a drifter.

These men are Top Secret and are usually separated from the rest of the military. The Coalition does not want the public and the rest of the military itself to know about these incredible Scientists. The Scientists themselves are not allowed to talk about what they do, not even they're families. If this person makes even one mistake it could be fatal for him/her. Very few of these Scientists live outside Chi-Town. Those that do are in areas of heavy military activity and are not allowed to mingle with the general populous.

When operating on a patient, the patient is first put to sleep, then the procedure begins. After the procedure the scientist purges the patients Short-term memory recall, to ensure the patient does not remember anything. When the patient comes to he/she know that they have something mechanical attached to them, but is not sure who did it. This way if captured the person can truly say they don't know who did it. This protects the Coalition from outside enemies who want to infiltrate or acquire the Coalition technological secrets.

After the Higher Achy of the Coalition (Emperor Prosek) feels that the scientist knows too much, they then suddenly disappear and are never seen or heard of again. Usually, the scientist is killed or his memory is affect and then he/she is then tagged and thrown into the Burbs to see how they survive. Very few of the scientists know that there is an outside world from which they live in.

The Cyber-Medical Scientist is not allowed to pilot mecha. The Scientist is so closed off from the outside world that all of the knowledge they have is they're work. Serves the military by their contributions and cannot enjoy the distinction of being in one of the branches of the military, this due to the fact that they are not trained in the military unity.

In addition to the O.C.C. skills listed with bonuses, the player selects "other" skill areas. These additional skills are only limited as stated. Players should try to select skills that reflect the character O.C.C. and combat conditions.

Attribute Requirements: I.Q. 12 or higher; A high M.E. is helpful, but not required.

O.C.C. Skills:

Language: American (+25%)

Literacy: American (+25%)

M.D. in Cybernetics (+15%)

M.D. in Bionics (+15%)

Bionic Mechanics (+15%)

Cybernetic Mechanics (+15%)

Medical Doctor (+10%)

Biology (Basic thru Expert) (+10%)

Pathology (+10%)

Computer Operation (+5%)

Math: (Basic thru Expert) (+10%)

Pilot Automobile (+10%)

W.P. Knife

* Hand to Hand: Basic

* Hand to Hand: Basic can be upgraded to Hand to Hand: Expert at the cost of one other skill or can be upgraded to Hand to Hand: Martial Arts at the cost of two "Other" skills or can be upgraded to Hand to Hand: Assassin (if the character is an Anarchist or of an Evil Alignment) at the cost of three "Other skills". **M.O.S. Skills:** None; Not trained in this fashion.

Other Skills: Select 12 O.C.C. related skills. Plus select two additional skills at level three, two at level six, one at level nine, and one at level twelve. All new skills start at level one proficiency.

Communications: Any (+5%)

Computer: Any

Domestic: Any

Electrical: Any (+5%)

Engineer: limited to those needed by this specific O.C.C.

Espionage: None

Mechanical: Any (+5%)

Medical: Any (+10%)

Military: None

Physical: Any

Pilot: Any; except Pilot: Robots, Pilot: Power Armor, and Pilot: Glitter Boy (all types) plus Mecha Combat: Robot (Basic thru Elite), Mecha Combat: Power Armor (Basic thru Elite), and Mecha Combat: Glitter boy and can not pilot any military vehicles.

Pilot Related: Any

Rogue: None

Science: Any (+5%)

Technical: Any (+10%)

W.P.: Any

Wilderness: Any

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

Medical Equipment: Medical harness with pouches, two dozen throw-away (paper) surgical gowns, hand-held computer, pocket-sized CD audio recorder with 12 three hour discs, an additional laser scalpel, and portable laboratory.

Standard Equipment: pocket computer, tool kit, disc recorder, utility belt, air filter/gas mask, uniform.

Conventional military vehicle of choice (motorcycle, jeep, automobile, etc.) for daily use.

Equipment Available Upon Assignment: Vehicles includes all conventional ground vehicles Also has access to computer equipment, laboratory facilities, and vehicle/equipment repair.

Money: The officer gets a private apartment surrounded by others of his/her O.C.C., food ,clothing ,medical care and all other basic needs provided free as part of his/her pay, plus a monthly salary of 5000 credits. The character starts off with 1D4 months pay.

Cybernetics/Bionics: None to start and usually restricted to medical implants and prosthetics, not augmentation.

Coalition Glitter Boy Pilot O.C.C.

This O.C.C. is much like its predecessor found in the main book. The difference is that they work for the Coalition. Of all of the CS's might, this area only comprises 5% of the entire military. Prosek still dislikes these Mechas, but understands that they are needed to achieve the New Prosek Order.

In order for the Glitter Boy O.C.C. to come about Prosek had to completely unify his government and his military. Then he approached Free Quebec and gave them design plans for the new types of Glitter Boys, plus an unreal amount of money to produce them. There are only about 100,000 of each type. Part of the agreement was not to give any of this technology to Triax or any other faction, just to produce these for the Coalition. If Free Quebec was caught giving or selling this technology, they would be destroyed. Free Quebec agreed to the terms.

Today's Glitter Boy Pilot far exceeds the demands of the old pilot. Today's Glitter Boy Pilot is faster, stronger, and smarter than the old one. This O.C.C. can only serve in the Coalition Army and Marines.

In addition to the O.C.C. skills listed with bonuses, the player selects "other" skill areas. These additional skills are only limited as stated. Players should try to select skills that reflect the character O.C.C. and combat conditions.

Attribute Requirements: I.Q. 8 or higher, P.P. & P.S. 10 or higher; A High M.E. is preferred, but not required.

Language: American (+25%)

Literacy: American

Radio/Basic: (+10%)

Read Sensory Equipment: (+20%)

Pilot: Glitter Boy (pick 2) (+20%)

Mecha Combat: Glitter Boy Elite (pick 2)

W.P. Energy Pistol

W.P. Energy Rifle

Hand to Hand: Martial Arts only

M.O.S. Skills:

Any one of the following M.O.S. categories (Basic through Expert) Pilot (Basic through Expert), Weapons (Basic through Expert), Combat (Basic through Expert), and Communications (Basic through Expert).

Other Skills: Select 10 O.C.C. related skills

Communications: Any

Domestic: Any

Electrical: None

Espionage: Wilderness Survival and Intelligence Only!

Mechanical: Automotive and Basic Mechanics Only!

Medical: First Aid or paramedic (pick one)

Military: None

Physical: Any

Pilot: Any except; Pilot: Robot and Pilot: Power Armor plus Mecha Combat Robot (Basic through Elite) and Mecha Combat (Basic through Elite).

Pilot Related: Any

Rogue: None

Science: Math skills Only!

Technical: Any

W.P.: Any

Wilderness: Land Navigation and Hunting Only!

Standard Equipment: Coalition "Dead Boy" Series II body armor, energy rifle and sidearm of choice, four extra E-Clips for each, four grenades, three signal flares, survival knife, distancing binoculars, disc recorder, pocket computer, utility belt, air filter/gas mask, walkie talkie, uniform, combat boots, canteen, food rations for two weeks, and additional non-energy weapon of choice. Conventional military vehicle of choice (motorcycle, jeep, hovercycle, etc.) for daily use, and a Glitter Boy C-10 for field use only.

Equipment Available Upon Assignment: Vehicles include the entire Glitter Boy Power Armor series, hovercraft, Sky Cycle, jet pack, tank/APC's, and Death's Head Transport. Any weapon types, extra ammunition, camera, disc recorder, optical enhancements, and food rations, for three weeks, vehicle/equipment repair.

Money: The pilot lives in a dormitory apartment and is provided with food, clothing, medical care, and all other basic needs provided free as part of his/her pay, plus a monthly salary of 3000 credits. The character starts off with 1D4 months pay.

Cybernetics/Bionics: None to start and usually restricted to medical implants and prosthetics, not augmentation.

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- [Coalition Borg](#)
 - [Coalition Borg O.C.C.](#)
 - [Partial Reconstruct Borg](#)
 - [Full Conversion Borg](#)
 - [Military Borg](#)
 - [Slave Borg](#)
 - [Domesitic Borg](#)

- [Labor Borg](#)
 - [Royal Guard](#)
-

Coalition Law Official O.C.C.

One cannot have a perfect society where there is chaos. The role of the Law officials have changed since the pre-rift times. Actually, for a while there was no law and order, it wasn't until the end of the Dark Ages, that law and order arose. As usual these law officials enforce the laws that are set by a governing body. Most if not all of the law officials are extremely dedicated to their profession and represent the laws of the Coalition. Most are very stern and believe that this is for the greater good, other are in it just for the pay, others have their own agenda. Any of these situations is depending upon where the law official is serving. There are two types of law officials that current are present in the main interests of the Coalition, they are Civilian and Military.

Role of the Civilian Law Officials

The job of this official is to enforce the civilian laws set by the Coalition government. Individual republics can govern and make their own law that don't conflict with the overall Coalition laws for these law officials to obey. As for the officials in Chi-Town, they are ruthless and do not tolerate any rubbish that is thrust upon them by the criminals they are attempting to apprehend or those who have already be caught.

Although these officials do not have jurisdiction over the military, if any off duty military personnel are caught in criminal actions They can be arrested, but must be turn over the Military Police after being taken into custody. Those civilians that are caught or suspected of crimes are immediately taken to a holding cell and waits for his/her trial. Of course the role of this law official and the Law Enforcement Officer found in the *Rifts World Book Five: Triax and the NGR* on page 173.

Depending on the situation sometimes the law officials are granted the "on the site death penalty" law which gives the official the right to take the life of the criminal if necessary. This usually if the person in question has been caught in the act of committing the crime and flees from the officials. This law was instated to help keep the innocent by stander from getting hurt. Since this law was put into effect, the percentage of injuries/accidental death of an innocent by stander has dropped dramatically.

Role of the Military Official

This is the individual responsible for maintaining order amongst the ranks and branches of the military. Any rank of the military can be arrested by this individual. When arresting high ranking officers, the military law official or Military Police (M.P.) had better have irrefutable evidence before attempts that action. He/she has to consider that the high ranking military official in question has earned the respect of those in their command, and have to avoid trying to smear the record there of.

There are those in the military who have not done very serious crimes, their punishment is usually

"restricted duty". The more serious crimes usually wind up with a court marshal and sometimes cast into the burbs to fend for themselves. The military law official can even serve aboard navel vessels. Of course the role of this law official and the Law Enforcement Officer found in *the Rifts World Book Five: Triax and the NGR* on page 173.

Well that is the basics of the law official, we must make a note of reference to the arena. This arena is where some of the death penalty cases, as their punishment, go. This is humiliating for those families that have their family members on the Gladiatorial games. All of these matches are usually no contest matches, the criminal is usually over matched by his/her opponent.

In addition to the O.C.C. skills listed with bonuses in parenthesis, the player can select "other" skill areas. These additional skills are limited as stated.

Attribute Requirements: I.Q. 10 or higher, A high P.S. and P.E. are suggested but not required.

O.C.C. Skills:

Language: American (+25)

Literacy: American (+25)

Optic Systems: (+5)

Pilot: Pick two conventional vehicle non-mecha: (+10)

Radio/Basic: (+10)

Computer Operation: (+10)

Surveillance Systems: (+10)

Choose three from Espionage: (+15)

Intelligence: (+20)

Interrogation: (+10)

Streetwise: (+15)

Streetwise/Drugs: (+15)

W.P.: Pick 3

Hand to Hand: Martial Arts Only

M.O.S. Skills: None, not trained in that fashion.

Other Skills: Select 10 O.C.C. related skills. Plus select two additional skills at level three, two at level six, one at level nine, and one at level twelve. All new skills start at level one proficiency.

Communications: Any (+5)

Computer: Any

Domestic: Any

Electrical: None

Engineer: None

Espionage: Any

Mechanical: Automotive and Basic Mechanics Only

Medical: First Aid only (+10)

Military: Any (+5)

Physical: Any

Pilot: Any; except Pilot: Robot (all types), Pilot: Power Armor (all Types), and Glitter Boy (all types), plus Mecha Combat: Robot (Expert and Elite) and Mecha Combat: Glitter Boy, Mecha Combat: Power Armor (Expert and Elite), and Mecha Combat: Glitter Boy (Basic thru Elite).

Pilot Related: Any

Rogue: Any

Science: Math Basic and Advanced Only

Technical: Any

W.P.: Any

Wilderness: Land Navigation Only

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

Standard Equipment: Coalition "Dead Boy" series I or II (GM's choice), energy rifle and sidearm of choice, four extra E-Clips for each, four grenades, three signal flares, survival knife, distancing binoculars, disc recorder, pocket computer, utility belt, air filter/gas mask, walkie talkie, uniform, combat boots, canteen, food rations for two weeks, and additional non-energy weapon of choice. Conventional military vehicle of choice (motorcycle, jeep, hovercycle, etc.) for daily use, unless otherwise stated.

Equipment Available Upon Assignment: Vehicles include hovercycle, motorcycle, jet pack, tank/APC, and Sky Cycle only. Any weapon type, extra ammunition, surveillance equipment, camera equipment, sensory equipment, optical enhancements, and food rations for three weeks. Also has access to computer equipment, laboratory facilities, and vehicle/equipment repair.

Money: The soldiers live in a dormitory apartment and are provided with food, clothing, medical care, and all other basic needs free as part of his/her pay, plus a monthly salary of 2000 credits. The character starts off with 1D4 months pay.

Cybernetics/Bionics: None to start and usually restricted to medical implants and prosthetics, not augmentation.

Coalition Psi-Stalker

There were no really big changes made other than those that trained in the Coalition. The experience points table can be found in the *Rifts RPG Book*. In addition to the O.C.C. skills listed with bonuses in parenthesis, the player can select "other" skill areas. These additional skills are limited as stated

O.C.C. Skills:

Language: American (+25)

Literacy: American

Radio: Basic (+10%)

Pilot Hovercraft (+10%)

Read Sensory Instruments (+10%)

Weapon Systems: General (+10%)

Body Building

Climbing (+5%)

Running

Prowl (+10%)

W.P. Energy Pistol

W.P. Energy Rifle

W.P. (two of choice)

* Hand to Hand: Expert

* Hand to Hand: Expert can be upgraded to Hand to Hand: Martial Arts or Hand to Hand: Assassin (if the character is an Anarchist or of an Evil Alignment) at the cost of One "Other skills".

M.O.S. Skills: Can only choose from the M.O.S. categories of Communications (Basic Only), Combat (Basic Only), and Weapons (Basic Only) Military Intelligence (Basic Only).

Other Skills: Select 5 O.C.C. related skills. Plus select two additional skills at level three, two at level six, one at level nine, and one at level twelve. All new skills start at level one proficiency.

Communications: Any

Computer: Any

Domestic: Any (+10)

Electrical: None

Engineer: None

Espionage: Any

Mechanical: None

Medical: First Aid only

Military: Paired Weapons Only

Physical: Any

Pilot: Any; except Pilot: Mecha

Pilot Related: Any

Rogue: Any (+5)

Science: Math Basic Only

Technical: Any

W.P.: Any

Wilderness: Land Navigation Only

Secondary Skills: The character also gets to select four secondary skills, depending on the M.O.S. the character has selected, from the previous list of "other" skills above. Read the M.O.S. category for full details. These are additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis (). All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the "other" skills list above. Note: it will take twice the amount of Secondary skills to equal one "other" skill selection. For Example: if the skill says at the cost of two "other" skill selections, here it will cost the character four Secondary skill selections.

Standard Equipment: Coalition (Psi-Stalker)"Dead Boy" series I or II (GM's choice), energy rifle and sidearm of choice, four extra E-Clips for each, four grenades, three signal flares, survival knife, distancing binoculars, disc recorder, pocket computer, utility belt, air filter/gas mask, walkie talkie, uniform, combat boots, canteen, food rations for two weeks, and additional non-energy weapon of choice. Conventional military vehicle of choice (motorcycle, jeep, hovercycle, etc.) for daily use, unless otherwise stated.

Equipment Available Upon Assignment: Vehicles include hovercycle, motorcycle, jet pack, tank/APC, and Sky Cycle only. Any weapon type, extra ammunition, surveillance equipment, camera equipment, sensory equipment, optical enhancements, and food rations for three weeks. Also has access to computer equipment, laboratory facilities, and vehicle/equipment repair.

Money: The soldiers live in a dormitory apartment and are provided with food, clothing, medical care, and all other basic needs free as part of his/her pay, plus a monthly salary of 3000 credits. The character starts off with 1D4 months pay.

Cybernetics/Bionics: Tend to avoid except for prosthetic reasons. Practitioners of magic/psychics avoid them because they interfere with their powers.

UPDATES on the Coalition "DOG BOY"

The Dog Pack has not been in changed except in the following areas. Number One: The Dog Boys role has increased, the genetic mutations have become easier and easier to do. There are more "Dog Boys" than ever. Within in the "Dog Boys" community themselves, they have managed to procreate their survival.

Yes! this means there are "Dog Boy" pups wandering around Coalition Cities. Usually 99.9% of the time, the young are immediately accepted and trained in the Coalition. This O.C.C. can severe in any branch of the military. They can be used to make sure that no unwanted magic or psionics that may sneak aboard a warship, etc. The "Dog Boys" Experience points can be found in the *RIFTS RPG BOOK*. Number Two: The skill section has changed.

Skills of a Coalition Dog Pack Mutant: With the rare exception, all mutant dogs, even mercs and nomads, began life as a Dog Boy, created, conditioned, and trained as a Coalition Soldier. The

following military skills are part of all CS mutant dogs trained as Dog Pack Soldiers.

Intelligence (+6%)

Radio: Basic (+10%)

Pilot: Hovercraft (+10%)

Read Sensory Instruments (+10%)

Weapon Systems: General (+10%)

Climbing (+10%)

Running

Land Navigation (+10%)

Wilderness Survival (+10%)

W.P. (choose three)

Hand to Hand Martial Arts

M.O.S. Skills: Can only choose from the M.O.S. categories of Combat (Expert Only!), Weapons (Expert Only!), Pilot (Basic Only!), and Military Intelligence (Basic Only!).

At first level the physic can select five "other" skills each with a +5% bonus. Also speaks American and Dragonese at 90% efficiency. Plus select two additional skills at level three, two at level six, one at level nine, and one at level twelve. All new skills start at level one proficiency.

Communications: Any

Computer: Computer Operation Only!

Domestic: Any

Electrical: None

Engineer: None

Espionage: Any

Mechanical: None

Medical: First Aid only!

Military: Any; except paired weapons.

Physical: Any; except aerobics

Pilot: Any; except Pilot: Robot (all types), Pilot: Power Armor (all Types), and Glitter Boy (all types), plus Mecha Combat: Robot (Expert and Elite) and Mecha Combat: Glitter Boy, Mecha Combat: Power Armor (Expert and Elite), and Mecha Combat: Glitter Boy (Basic thru Elite).

Pilot Related: Any

Rogue: Any

Science: Math Basic Only

Technical: Any

W.P.: Any

Wilderness: Any

Secondary Skills: The character also gets to select eight secondary skills, depending on the M.O.S. the character has selected, from the previous list of "other" skills above. Read the M.O.S. category for full details. These are additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis (). All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the "other" skills list above. Note: it will take twice the amount of Secondary skills to equal one "other" skill selection. For Example: if the skill says at the cost of two "other" skill selections, here it will cost the character four Secondary skill selections.

Coalition Seaman O.C.C.

The Coalition Seaman are soldiers trained for military combat operations at sea. These soldiers are the core of the Coalition's Navy. The training of a Coalition Seaman involves the piloting of Coalition Navy vessels, defense of Coalition water ways (and coast), and carrying other branches of the military to their perspective destinations. Recently the Coalition has recently finished selecting personnel to form the crew of the Coalition Flagship Babylon I, which will see action for the first time in the war on Tolkeen.

In addition to the O.C.C. skills listed with bonuses in parenthesis, the player can select "other" skill areas. These additional skills are limited as stated

Attribute Requirements: I.Q. 8 or higher, A high P.S. and P.E. are suggested but not required.

O.C.C. Skills:

Language American: (+25)

Literacy American:

Radio Basic: (+10)

Computer Operation: (+10)

Weapon Systems General: (+10)

Pilot: Pick 3 (water vehicles only) (+10)

Athletics

Running

W.P. Energy Pistol

W.P. Energy Rifle

Hand to Hand: Expert Only

M.O.S. Skills: Can only choose from the M.O.S. categories of Communications (Basic thru Expert), Combat (Basic thru Expert), Mechanical Engineer (Basic Only), Weapons (Basic thru Expert).

Other Skills: Select 10 other skills. Plus select two additional skills at level three, two at level six, one at level nine, and one at level twelve. All new skills star of at level one proficiency.

Communications: Any (+10)

Computer: Any

Domestic: Any

Electrical: Basic Electronics Only

Engineer: None

Espionage: None

Mechanical: Any

Medical: First Aid or Paramedic; the latter counts as two skills

Military: Any

Physical: Any

Pilot: Any; except Pilot: Robot (all types), Pilot: Power Armor (all Types), and Glitter Boy (all types), plus Mecha Combat: Robot (Expert and Elite) and Mecha Combat: Glitter Boy, Mecha Combat: Power Armor (Expert and Elite), and Mecha Combat: Glitter Boy.

Pilot Related: Any (+5)

Rogue: Any

Science: Math Basic and Advanced Only

Technical: Any

W.P.: Any

Wilderness: None

Secondary Skills: The character also gets to select six secondary skills, depending on the M.O.S. the character has selected, from the previous list of "other" skills above. Read the M.O.S. category for full details. These are additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis (). All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the "other" skills list above. Note: it will take twice the amount of Secondary skills to equal one "other" skill selection. For Example: if the skill says at the cost of two "other" skill selections, here it will cost the character four Secondary skill selections.

Standard Equipment: Coalition "Dead Boy" series I or II (GM's choice), energy rifle and sidearm of choice, four extra E-Clips for each, four grenades, three signal flares, survival knife, distancing binoculars, disc recorder, pocket computer, utility belt, air filter/gas mask, walkie talkie, uniform, combat boots, canteen, food rations for two weeks, and additional non-energy weapon of choice. Conventional military vehicle of choice (motorcycle, jeep, hovercycle, etc.) for daily use, unless otherwise stated.

Equipment Available Upon Assignment: Vehicles include hovercycle, motorcycle, and jet pack, plus any non-military water vehicles only. Any weapon type, extra ammunition, surveillance equipment, camera equipment, sensory equipment, optical enhancements, and food rations for three weeks. Also has access to computer equipment, laboratory facilities, and vehicle/equipment repair.

Money: The soldiers live in a dormitory apartment (when on shore leave), and are provided with food, clothing, medical care, and all other basic needs free as part of his/her pay, plus a monthly salary of 2000 credits. The character starts off with 1D4 months pay.

Cybernetics/Bionics: None to start and usually restricted to medical implants and prosthetics, not augmentation.

Coalition General Pilot O.C.C.

With the expansion of the Coalition's Air Force, there came a need for a pilot who could fly all (or most) of the diverse Coalition aircraft; they can not pilot any mecha what so ever. The men/women of the Coalition Air Force are not just pilots, but they can also become Communication Specialist; with accent on reading highly sensitive radar equipment, etc. All General Airmen seem to share some sort of kindred spirit with each other, associating mostly with other Airmen.

Airmen have been known to disobey direct orders to go and help other Airmen in need while on missions (peace time or war). The Coalition always investigates each case of disobedience; determining if the pilot (s) were justified, and that their actions did not endanger the Coalition's objectives. Usually the case is that the pilot(s) did not jeopardize the Coalition's plans and nothing is done to the pilot(s).

If the pilot(s) are found guilty of jeopardizing the Coalition's plans, the pilot can be court marshaled and dishonorably discharged and sent to prison. There has yet to be a death penalty case for a Coalition General Airman.

In addition to the O.C.C. skills listed with bonuses in parenthesis, the player can select "other" skill areas. These additional skills are limited as stated

Attribute Requirements: I.Q. 8 or higher, P.P. 10 or higher, A high P.E. is suggested but not required.

O.C.C. Skills:

Language American: (+25)

Literacy American:

Radio Basic: (+10)

Radio Scramblers: (+10)

Aircraft Mechanics Basic: (+10)

Pilot: Pick 3 (air vehicles only) (+10)

W.P. Energy Pistol

W.P. Energy Weapons

Hand to Hand: Expert Only

M.O.S. Skills: Can only choose from the M.O.S. categories of Communications (Basic thru Expert), Combat (Basic Only), Mechanical Engineer (Basic Only), Weapons (Basic Only).

Other Skills: Select 10 other skills. Plus select two additional skills at level three, two at level six, one at level nine, and one at level twelve. All new skills star of at level one proficiency.

Communications: Any (+10)

Computer: Any

Domestic: Any

Electrical: Basic Electronics Only

Engineer: None

Espionage: None

Mechanical: None

Medical: First Aid Only

Military: None

Physical: Any

Pilot: Any; except Pilot: Robot (all types), Pilot: Power Armor (all Types), and Glitter Boy (all types), plus Mecha Combat: Robot (Expert and Elite) and Mecha Combat: Glitter Boy, Mecha Combat: Power Armor (Expert and Elite), and Mecha Combat: Glitter Boy.

Pilot Related: None

Rogue: Any

Science: Math Basic and Advanced Only

Technical: Any

W.P.: Any

Wilderness: None

Secondary Skills: The character also gets to select six secondary skills, depending on the M.O.S. the character has selected, from the previous list of "other" skills above. Read the M.O.S. category for full details. These are additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis (). All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the "other" skills list above. Note: it will take twice the amount of Secondary skills to equal one "other" skill selection. For Example: if the skill says at the cost of two "other" skill selections, here it will cost the character four Secondary skill selections.

Standard Equipment: Coalition "Dead Boy" series I or II (GM's choice), energy rifle and sidearm of choice, four extra E-Clips for each, four grenades, three signal flares, survival knife, distancing binoculars, disc recorder, pocket computer, utility belt, air filter/gas mask, walkie talkie, uniform, combat boots, canteen, food rations for two weeks, and additional non-energy weapon of choice. Conventional military vehicle of choice (motorcycle, jeep, hovercycle, etc.) for daily use, unless otherwise stated.

Equipment Available Upon Assignment: Vehicles include hovercycle, motorcycle, jet pack, tank/APC, and Sky Cycle only. Any weapon type, extra ammunition, surveillance equipment, camera equipment, sensory equipment, optical enhancements, and food rations for three weeks. Also has access to computer equipment, laboratory facilities, and vehicle/equipment repair.

Money: The soldiers live in a dormitory apartment, and are provided with food, clothing, medical care, and all other basic needs free as part of his/her pay, plus a monthly salary of 2000 credits. The character starts off with 1D4 months pay.

Cybernetics/Bionics: None to start and usually restricted to medical implants and prosthetics, not augmentation.

Non-Military O.C.C.

The Average Coalition Citizen

Generally, the average citizen can be of any alignment. Of course, there is your criminal element and those of evil alignments who prey on others, just as we have in our real world today. However, the majority are well meaning people who try to eke out fruitful, happy lives without ever hurting anybody. Yet, the orientation, beliefs, fears, and morals of the average Coalition citizen makes them the enemy of most psychics, men of magic, mutants, non-humans, and D-Bees. Why? Because they have been taught that these strange people are the enemy and should be feared, shunned, enslaved, or destroyed.

Sadly, prejudice seems to have plagued humankind throughout history. Things have not changed in this future world of Rifts. In the case of the Coalition, prejudice and ignorance have become the tools of an unscrupulous ruling government. The average citizen genuinely believes the propaganda and twisted truths that the government feeds them on a daily basis. They genuinely fear non-humans and believe these creatures will subvert their way of life and destroy humans whenever possible. Many have experienced or witnessed attacks by evil non-humans or Mystics. Consequently, they citizens are not evil when they notify a Law Officer to capture or gun down a D-Bee. Nor are they evil when they mob and kill an invading or mutant who has illegally entered into the city. After all, by their perception, the wizard or D-bee is not a feeling person, but a monster that threatens their lives. At best, the fiend is an enemy or spy or scavenging thief who probably has the blood of countless humans on his hands (no doubt killed in their sleep). Is it wrong to lie to the enemy so that he may be apprehended? Is it wrong to kill a murderer or monster?

The Problem is a Matter of Perception and Degree

The average citizen's perception is simply different (very different) than those who live outside the protective walls and borders of the Coalition States. They have come to accept the views of isolation and human supremacy.

From our point of view, as the omnipotent reader who sees the over view of the world in far better perspective, we know they are wrong and unjust. Non-human characters and practitioners of magic are likely to feel the same. We see the citizens of the Coalition as frightened, uneducated, misguided, often fanatical, and isolated people who fiercely cling to their very existence in a world gone mad. All a matter of perception and degree.

The Evil

The evil that arises from these twisted perceptions and emotions is the cruelty that comes from such inhumane convictions. Non-humans, wielders of magic and other beings who possess strange powers have become dehumanized. They are the not perceived as other intelligent forms of life

with feelings and families, but as monsters and the symbols of evil itself. While the world should not be seen as black and white, the Coalition citizens do see life in that simple spectrum. "It's them or us. They are evil. We are good. They are the enemy. We are the righteous heroes; defenders of truth and people. They crave our destruction. We must destroy them or else be destroyed. They are inhuman fiends; alien monsters invading our human world." As a result, it is easy to hate and destroy, or use and abuse, such a terrible enemy, with no or little guilt. "They would have done far worse to us".

Fear and Hate are Great Motivates

The corrupt and evil administration of the Coalition knows this and uses them to maximum effectiveness. Without question, the true source of evil is the ruling body headed by Emperor Prosek and his son. They deliberately keep the people ignorant (remember, 80% of the population is illiterate) and manipulate the masses with propaganda that feeds their fear and hate. These methods have enabled Lord Prosek to build an ever growing empire and given him the power to control millions of people.

A Summary for RPG Characters

The average citizen is not inherently evil, but hate filled, terrified and misguided. While they may be comparatively innocent pawns, the average citizen is still the enemy and a potential threat. This does not mean that all Coalition citizens feel this way. Without a doubt, there are those who believe that the general policies and treatment of non-humans is wrong, but they are in the minority; about 5% of the population. Of course, Coalition player characters may join this minority when they actually experience life beyond the borders of the Coalition States.

In addition to the O.C.C. skills listed with bonuses in parenthesis, the player can select "other" skill areas. These additional skills are limited as stated

The non-military character may know a little bit of everything, but is a master of none.

Attribute Requirements: None

O.C.C. Skills:

Language: American (+10)

Domestic Pick 3: (+15)

Pilot Automobile: (+5)

First Aid: (+5)

* Hand to Hand: Basic

* Hand to Hand: Basic can be upgraded to Hand to Hand: Expert or Assassin (if the character is Anarchist or of an Evil Alignment) at the cost of five "other skills".

Other Skills: Select 8 O.C.C. related skills. Plus select two additional skills at level three, two at level six, one at level nine, and one at level twelve. All new skills start at level one proficiency.

Communications: Any

Computer: Any

Domestic: Any

Electrical: Basic Electronics Only

Engineer: limited to civilian skills (no military)

Espionage: None

Mechanical: Automotive Only

Medical: None

Military: None

Physical: Any

Pilot: Any; except all vehicles that relate to the military.

Pilot Related: Any

Rogue: Any (+5)

Science: Math Basic Only

Technical: Any

W.P.: Any

Wilderness: Any

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

Standard Equipment: The clothes on his back and an extra set, baseball cap, jacket or coat, knife, gun with one extra clip of ammo, flashlight, back pack, sleeping bag, wallet with I.D., a couple bandages, pack of aspirin, comb, toothbrush and paste, a bar of soap, several pieces of candy, a sturdy plastic bag for extra stuff, and an old, rusty junked of a car or motorcycle.

Money: Depends on the occupation of the character.

Cybernetics and Bionics: None to start. May purchase implants latter, if desired. The Coalition cities and businesses usually pay more for people with cybernetics or bionics, than they would pay people without these augmentations.

UPDATES to the LEY LINE WALKER

The Ley Line Walker(s) are very mysterious being(s). Ley Line Walker are the sole protector of Rifts Earth and have evolved into the society that protects the Earth from the Rifts and keeps the Ley Lines flowing free from the threat of neighboring magicians.

The Ley Line Walkers have formed a secret oath and loyalty to control and take care of the ley lines, Rifts, and Nexus Points, they tend to colonize near Super Nexus Points. Although some do inhabit smaller Nexus Points and

Ley Lines. This is where they are happy, the ley line walker spends so much of their studying and protecting this type of magic, that it literally controls their lives.

Although that most of the walkers are sworn to watch and protect these massive powerful forms of magically energy, there are those who have their own agenda. The ones with their own agenda, tend to offer their talents for higher to high-tech bandits, Techno- Wizards, etc. and even to the Coalition, to acquire plans & technology.

Usually this goes to the highest bidder.

Also add Close Rift to the ley line walker as a part of their given skills. Yes, they get this skill at first level. The other part of the ley line walkers is to close Rifts as they begin to open, this is to prevent unwanted guests from appearing on Earth. Although the line walker can't close all of them, majority of the Rifts can be closed. This ability expends no P.P.E. energy for the walker.

The walkers live all over Rifts Earth to protect this planet's inhabitants from the rifts. These teachings have been taught for generations, amongst the line walker community. Some say they are the ones responsible for the ley lines and Nexus points for appearing in the first place. This type of magic can be linked to the same type of sorcery as far back as 5600 B.C.

The line walker's magic is something that they are born with and have to be taught on how to focus this energy. Moat walkers have to practice for years before mastering these skills. Once these children reach the age of 8, they start their training on how to focus & concentrate, etc. Even at the age of two years, the child can see the mystical energy that surrounds his/her parents. As they grow up they think that the bluish green glow around their parents is natural.

Ley line walkers have an average life span of 150 years. Some believe that the line walker is not from Rifts earth. Actually as the line walker travels through the ley lines, time stops for them. As they are in a state of temporal flux, time for the walker actually stops, but only when they are in the ley lines. Their long life span is due also, due to the magical energy that they possess. People that have massive magical properties usually live longer than the average human being.

There was a time when the ley line walkers were not so open, this excerpt is taken from Erin Tarn's Notes Criteria 72 P.A. "Magic: Friend or Foe?" These notes weren't published (unauthorized of course) until 101 P.A.

“Well about the Federation of magic . . . , not much can be said, but they almost ruled the world. The ley line walkers were the link to their secret empire not in the North American Territories. This is the race that is responsible for the Federation of Magic’s attack on a very young and developing Chi-town. That’s Right! Not much is known about the war between the young Chi-town and the Federation of Magic. Although it carried on for years, but this Emperor Prosek’s father was killed during this attack. First, came the assassination, then the chi-town army drove the Magicians back to old Chicago. There they sealed the city and posted guards to eliminate anything that comes in or out of this city. Well anyway, the ley line walkers helped the Federation of magic travel through the ley lines. As time went on, a growing movement started growing within the ley line society, that all thing have the right to live. This philosophy, is rumored to have come from an ancient book of religion that once dominated the pre-rifts earth. Then the ley line walkers revolted and left the Federation of magic, some stayed, most fled to become what they are today.”

Experience Points Table

Coalition Glitter Boy Pilot & Coalition Power Armor Specialist

1. 0,000 - 2,200
2. 2,201 - 4,400
3. 4,401 - 8,800
4. 8,801 - 17,600
5. 17,601 - 27,800
6. 27,801 - 37,900
7. 37,901 - 55,100
8. 55,101 - 75,200
9. 75,001 - 100,300
10. 100,301 - 145,500
11. 145,501 - 190,600
12. 190,601 - 245,700
13. 245,701 - 295,800
14. 295,801 - 345,900
15. 345,901 - 415,100

Coalition Law Officer, Coalition Infantry-Man, Coalition General Pilot, Coalition Robot Specialist,

Coalition Communications Specialist

1. 0,000 - 1,970
2. 1,971 - 3,940
3. 3,941 - 7,880
4. 7,881 - 14,880
5. 14,881 - 21,880
6. 21,881 - 31,880
7. 31,881 - 41,220
8. 41,221 - 54,440
9. 54,440 - 74,660
10. 74,661 - 104,880
11. 104,881 - 139,440
12. 139,441 - 189,440
13. 189,441 - 239,660
14. 239,661 - 290,880
15. 290,881 - 335,000

Coalition Borg

1. 0,000 - 2,150
2. 2,151 - 4,300
3. 4,301 - 8,600
4. 8,600 - 18,600
5. 18,601 - 26,600
6. 26,601 - 36,600
7. 36,601 - 54,600
8. 54,601 - 75,600
9. 75,601 - 99,600
10. 99,601 - 135,600
11. 135,601 - 185,600
12. 185,601 - 240,600
13. 240,601 - 290,600
14. 290,601 - 343,600
15. 343,601 - 423,600

Coalition Seaman & Coalition Technical Specialist

1. 0,000 - 2,120
2. 2,121 - 4,240
3. 4,241 - 8,480
4. 8,481 - 16,960

Coalition Army

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

Coalition Field Scientist, Coalition Mystic Specialist, Coalition Military Specialist

1. 0,000 - 2,500
2. 2,501 - 5,000
3. 5,001 - 10,000
4. 10,001 - 20,000
5. 20,001 - 30,000
6. 30,001 - 50,000
7. 50,001 - 80,000
8. 80,001 - 120,000
9. 120,001 - 160,000
10. 160,001 - 190,000
11. 190,001 - 240,000
12. 240,001 - 300,000
13. 300,001 - 370,000
14. 370,001 - 440,000
15. 440,001 - 510,000

Coalition Royal Guard

1. 0,000 - 2,700
2. 2,701 - 5,400
3. 5,401 - 10,800
4. 10,801 - 21,600
5. 21,601 - 31,600
6. 31,601 - 42,800
7. 42,801 - 62,000
8. 62,001 - 90,000
9. 90,001 - 120,000

Coalition Army

10. 120,001 - 170,000
11. 170,001 - 220,000
12. 220,001 - 290,000
13. 290,001 - 400,000
14. 400,001 - 500,000
15. 500,001 - 700,000

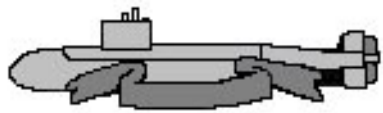
Coalition Cyber-Medical Specialist

1. 0,000 - 1,925
2. 1,925 - 3,850
3. 3,851 - 7,450
4. 7,451 - 14,900
5. 14,901 - 21,000
6. 21,000 - 31,000
7. 41,601 - 53,000
8. 41,601 - 53,000
9. 53,001 - 73,000
10. 73,001 - 103,500
11. 103,501 - 139,000
12. 139,001 - 189,000
13. 189,001 - 239,000
14. 239,001 - 289,000
15. 289,000 - 339,000

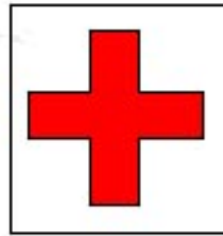
Non Military Personnel

1. 0,000 - 1,875
2. 1,876 - 3,750
3. 3,751 - 7,250
4. 7,251 - 14,100
5. 14,101 - 21,200
6. 21,201 - 31,200
7. 31,201 - 41,200
8. 41,201 - 51,200
9. 51,201 - 71,200
10. 71,201 - 101,500
11. 101,501 - 136,500
12. 136,501 - 186,500
13. 186,501 - 236,500
14. 236,501 - 286,500

CS Military Badges



Submersible Qualification
Badge



Medic



Scuba



Airborne Qualification
Badge



Surface Ship Qualification
Badge

PSI

PSI Troops



Fly Boy Wings



SEAL Team



Marksmanship Badge



Field Experience
Badge






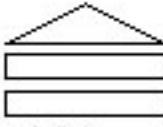


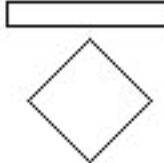
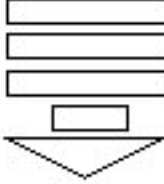
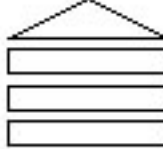
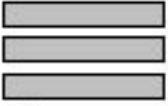
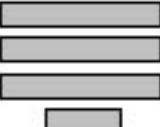


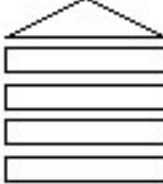


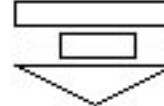



EOD Specialist



RPA WINGS

A "STAR" centered above badge denotes "Master" qualifications. Not applicable for Field Experience badge

CS Army Ranks
















- None - Private				
Private 1st Class		Warrant Officer	Major	Major General
Corporal				
Sergeant		Chief Warrant Officer	Lieutenant Colonel	Lieutenant General
Staff Sergeant				
Sergeant 1st Class		2nd Lieutenant	Colonel	General
Command Sergeant Major				
	Command Sergeant Major	1st Lieutenant	Brigadier General	General of the Army
				
		Captain		

Enlisted - Grey / Officers - White

CS Navy Ranks

Regular Navy			Enlisted - Blue / Officer - Gold			Naval Infantry	
- None - Seaman Recruit		- None - Private		Chief Warrant Officer		Private 1st Class	
Seaman		Private 1st Class		Ensign		Corporal	
Petty Officer 1st Class		Corporal		Leutenant Junior Grade		Sergeant	
Petty Officer 3rd Class		Sergeant		Leutenant		Master Sergeant	
Petty Officer 2nd Class		Staff Sergeant		Leutenant Commander		Master Gunnery Sergeant	
Chief Petty Officer		Staff Sergeant		Commander		Staff Sergeant	
Master Chief Petty Officer		Gunnery Sergeant		Captain		Gunnery Sergeant	
Command Master Chief Petty Officer		Gunnery Sergeant		Rear Admiral		Gunnery Sergeant	
Senior Chief Petty Officer		Gunnery Sergeant		Admiral		Gunnery Sergeant	
Warrant Officer		Gunnery Sergeant		Vice Admiral		Gunnery Sergeant	
		Gunnery Sergeant		Admiral		Gunnery Sergeant	
		Gunnery Sergeant		Fleet Admiral		Gunnery Sergeant	
		Gunnery Sergeant		Admiral of the Navy		Gunnery Sergeant	
		Gunnery Sergeant				Gunnery Sergeant	
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CS Military Ribbons

- | | | | | | | | |
|---|--|----|---|----|--|----|---|
| 1 |  | 7 |  | 13 |  | 19 |  |
| | Imperial MOH | | Distinguished Service Medal | | Unit Commendation | | Minnesota Cross |
| 2 |  | 8 |  | 14 |  | 20 |  |
| | Emperors Medal -
Red- Military
White-Civilian/ISS
(thin black bands for
subsequent awards) | | CS Army Commendation
Medal | | Good Conduct Medal
3yrs Honorable service - small
silver stars denote subsequent
awards | | Quebec Cross |
| 3 |  | 9 |  | 15 |  | 21 |  |
| | Iron Star | | CS Navy Comendation
Medal | | Expidetionary Medal | | D-bee Battle Ribbon |
| 4 |  | 10 |  | 16 |  | | |
| | CS Cross of Bravery | | CS RPA Commendation
Medal | | Efficiency Medal | | |
| 5 |  | 11 |  | 17 |  | | |
| | Joseph Proseck
Medal of Valor | | Cybernetic Heart | | NCO Medal
Awarded for superior
leadership skills | | |
| 6 |  | 12 |  | 18 |  | | |
| | Crimson Heart
(thin gold bands for
subsequent awards) | | Mertitoious Unit
Commendation | | Service Ribbon
12 years+ | | |

Coalition Borg O.C.C.

"Borg" is the popular slang term for Cyborg. Cyborgs are men/women who have been surgically augmented with machines for the purpose of war. The combat design and intent are the main aspects that separate Bionics from Cybernetics, even though the basic principles are the same. Another difference is that subjects for the Bionic Augmentation are not, as a rule, replacing missing or damaged body parts with mechanical replacements, but allowing perfectly good, functioning limbs and organs to be replaced surgically with mechanical counterparts. A rather extreme and grisly thing to do if you stop to think about it. Of course, Bionic technology is so developed that a complete Bionic conversion (all limbs plus implants) can be performed in just under eight hours, and, it is said, with minimal discomfort to the subject.

While it is true that Bionic reconstruction is virtually painless, the person is giving up a portion of his/her humanity forever. The Bionic limbs are obviously mechanical, it can not be cosmetically concealed, and can never be replaced with real flesh and blood structures, only Bionic ones. The psychological impact can be devastating; consequently, most willing participants in Bionic reconstruction undergo a thorough psychiatric evaluation and hours of consultation to prepare them for their new life.

Those who are properly prepared live long and happy lives. A surprising 89% are completely adjusted to life as a living machine. However, there are unscrupulous tyrants, slavers, and high-tech bandits who capture unwilling subjects for Bionic conversion for use as slave, laborer, or warriors. Of Slave-Borgs, only 32% are content with their transformation. 21% will attempt suicide over and over again.

Coalition Borgs

The Coalition has only begun utilizing Borgs in the last few years and these are limited to a few Elite troops and the occasional officer. Bionics, especially full conversion, goes against the mentality of the human purist; however, limited use of bionic conversion has been authorized. All Coalition Borgs are volunteers. 40% are soldiers who were seriously injured in combat, 20% are healthy volunteers, and the remaining 40% are human mercenaries who have volunteered and enlisted for the mandatory six years of service. Borgs who go AWOL are hunted down and destroyed on the spot. At this time, the Coalition does not create Slave-Borgs. Borg citizens must be registered with the CS authorities. Registration records the Borg's current place of residence, family, employer, and Bionic capabilities. The same is true of temporary mercenary laborers occasionally hired to work in the city. Military personnel are automatically registered.

Often after a borg goes AWOL or refuses orders, the Borg's military superiors agree that the Borg has turned traitor and must be liquidated. This last circumstance requires five top ranking officers to review and discuss the case, probable scenarios, and possible alternatives (rescue, capture, etc.). Afterward, they make an evaluation, vote on termination or alternative action (majority rules), and initiates the appropriate action. All this is done within 72 hours, frequently within 50. The termination mechanism can be detonated up to 500 miles (800 km) away. Under most circumstances, the destruct command can be relayed throughout the Coalition States to cause the Borg's termination anywhere within the country. The signal can remain active for 3D4 months, killing the Borg the moment he/she sets foot within its borders.

If the termination subject is out of range and/or a "kill" can not be confirmed, special agents, intelligence officers, mercenaries, or bounty hunters are dispatched to hunt down and execute the rogue! This O.C.C. can serve Army, Navy and Marine branches of the military only!

How to Play a Borg

First things First a Borg especially a full conversion can't feel. He/she has no feeling in the limbs, that have been replaced. There are draw backs to be having cybernetic implants or bionics. Sometimes the person will have phantom pains to something that doesn't exist.

For Example: If a character gets one bionic limb, the character has no sense of touch, or can't feel anything on and with the cold mechanical limb. Sometimes the character will have phantom pains. Even though the character has replaced one of his/her limbs with an artificial one, they still feel pain as if their real limb was there. The limb could hurt intensely, feel real cold, feel real hot, or just throb. A reminder, the character's real limb is not attached anymore. The human brain and nerves still register the limb even though it doesn't exist. There have been some advancements that have eased some of these pains (Such as drugs, psychotherapy, and advancements in simulating touch), unfortunately there is not a cure for all of them. The fact remains the character can not tell how much pressure he/she is applying even doing a simple task as picking up a glass of water. The character could easily crush the glass or could not have a good enough grip and the glass slips through their fingers. Even though there is a simulated sense of touch it is limited to hot and cold, and can sense some pressure. The 48% will never go up, unless otherwise stated. More information can be found in Rifts RPG starting on pg. 238. At any rate, the character has to adjust to their new appendage(s).

Full Conversion Borgs (mainly slave/criminal) have a high mortality rate. Image not being able to feel your body, taste food, or even smell the aroma of a home cooked meal. A full conversion Borg has no use for food, water, etc. Everything is manufactured by the nanites. They manufacture everything needed for the rest of the living tissues. One of the most common misconceptions is that the only thing that controls the Borg is the brain, well this is untrue. Through advancements, the spinal cord is also used to tie the brain into the circuitry of the mechanical body. A character can not feel any physical pain, but still experience emotional pain and even sometimes gets migraine headaches due to their new environment. Due to the fact that the Borg has a brain, he/she can still feel, hatred, happiness, anger, love, etc. The drugs are implanted in the mechanical body to help ease some of these pains, but doesn't help all of them. Another important note is that everything the full Conversion Borg sees and hears is through computer and mechanical enhancement. Image looking at a beautiful sunset with computer statistics scrolling across it. There are penalties of full conversion: Of course the simulated touch mentioned above. Prowl is very difficult and suffers a penalty of -40%; impossible in heavy body armor. Average weight is 1000 pounds (450 kg). Average height is seven to nine feet (2.1 to 2.6 meters).

Keeping all this in mind, the Borg is the most deadly weapon in the Coalitions army. Borg bodies never tire, never require rest. Unfortunately, the human brain within does need rest a minimum of 5 hours of sleep is required for the human brain to function properly. Although, there are drugs built into the mechanical body to help the human brain to stay awake and function properly for a maximum of 3 days, before requiring rest. There are side effects from this. Sometimes the individual borg tends to see hallucinations, and sometimes sees objects, people, and/or mecha that doesn't exist, but they can see it clearly and it will even appear in their mechanical eyes.

There are two major types of Borgs: *Partial Bionic Reconstruction* and *Full Conversion*:

Partial Bionic Reconstruction

Partial Bionic reconstruction means that the trunk of the body, neck, and head remain human. The legs, feet, hands, and arms are completely removed and replaced with mechanical limbs. The pelvis/hip area, shoulders, collarbone, and spine are reinforced with metal rods and cybernetic implants to support the new Bionic additions. Weak or sickly looking internal organs, especially the heart and lungs, are likely to have been replaced with guaranteed cybernetic constructs as well (1-70% likelihood). If the lungs are replaced, they will have all the cybernetic options (see Cybernetics Sections for lungs and internal organs).

Partial reconstruction for military purposes usually includes at least minor eye, hearing, and sensory enhancements, as well as a handful of Bionic weapons. See the Bionic Section for exact Bionic systems.

Partial reconstruction for slave labor will seldom include any sensory, hearing, or optical enhancements, and never any bionic weapons. What is desired in Slave-Borgs is raw strength and endurance. Anything more would make the Slave-Borg too dangerous. Of course, weapon systems can be added later.

How to Roll up a Partial Reconstruction Borg

Number One, you roll up a Borg as you would any other character using 3D6, plus any bonuses that may be added. Then in parenthesis you will place a number that signifies that this character's attribute has been enhanced to becoming a Full or Partial Borg.

For a Partial Bionic Reconstruction Military/Coalition Borg

I.Q.: automatically will get raised to 20 with all bonuses (Depends on the rank, loyalty, age, and sex of the character), this is due to the fact that the brain is attached to all kinds of computer chips and can pull up information at will. Unfortunately, the character's memories, both good and bad, are stored here as well. The character can store a limited amount of information. The information is limited to mecha, vehicles, maps, etc. Anything that makes the borg a more efficient killer.

M.E.: automatically get raised to 25 will all bonuses. This due to the fact that the character will have to and continue developing his/her mental abilities to control what he/she is doing. Not to mention the fact that the character has undergone a mental stress unmatched from anything that a normal character will ever have to go through. Most of your body, organs, eyes, etc. have been replaced with mechanical parts. This character is more human than the full conversion.

The character's M.A.: stays the same. Sometimes goes down by 1D6 due to the recent and continuing transmutation into the mechanical creature called the Borg.

P.S.: depends on the type of bionics and cybernetic augmentation the character undergoes. Usually the P.S. is between 18 and 20. Depends on the rank, loyalty, age, and sex of the character. GM's remember a simple grunt will not have the max. they will have the min.

P.P.: automatically gets raised between 16 and 18, due to the fact of the enhanced reflexes of becoming a partial reconstruction borg. Even though borgs are large and bulky, they have quick

reflexes. Only half the bonuses will apply due to the fact that the character is less than half of a human. Depends on the rank, loyalty, age, and sex of the character. GM's remember a simple grunt will not have the max. they will have the min.

The character's P.E. does not apply the mechanical limbs never gets tired, although the human parts do.

The character's P.B. changes as well. Borgs can have a 3 to 30, despite what the player rolled for the P.B. Coalition Borgs were not meant to be pretty or good looking. The military borgs were designed and trained for one purpose to fight. The average Coalition borg's P.B. will be between 3 and 5. Borgs outside of the Coalition States and the military can be fixed up and designed to look good. A borg is like a car: the car can be dressed up real nice or look real ragged. Later on, the character can improve on the P.B. much like the robots found in the Rifts Source Book I. Many Coalition Borgs, due to rank, loyalty, age, and sex can increase their P.B., but will never go above an 8. GM's remember a simple grunt will not have the max. they will have the min.

The character's speed is enhanced from 44 to 50. This is depending on the rank, loyalty, age, and sex of the character. GM's remember a simple grunt will not have the max. they will have the min.

A Special Note: These characters can not any extra appendages, what's left of the human body can not take the strain from the weight and would collapse. The only alternative is to make the character a full conversion borg.

There are penalties of full conversion: Of course the simulated touch mentioned above. Prowl is very difficult and suffers a penalty of -15%; impossible in heavy body armor. Average weight is 450 pounds and adds 2D4 inches to original height.

For a Partial Reconstruction Slave and Criminal Borg

I.Q., P.E. doesn't change at all.

The M.E. changes just like the military borg

P.S.: depends on the type of bionics and cybernetic augmentation the character undergoes. The max. for a the slave borg is a 20. This is so they can carry out the physical manual labor they will have to do. Criminals who have become slave borgs get a P.S. no higher than a 16 and will work in areas that most humans won't dare go near.

P.P.: automatically gets raised between 12 and 18. Due to the fact of the enhanced reflexes of becoming a partial reconstruction borg. Even though borgs are large and bulky, they have quick reflexes. Although only half the bonuses will apply just due to the fact that the character is not human anymore. The max. for a the slave borg is a 18. This is so they can carry out the physical manual labor they will have to do. Criminals who have become slave borgs get a P.P. no higher than a 15 and will work in areas that most humans won't dare go near.

The character's P.B. changes as well. Borgs can have a 3 to 30, despite what the player rolled for the P.B. Coalition Borgs were not meant to be pretty or good looking. The military borgs were designed and trained for one purpose to fight. The average Coalition borg's P.B. will be between 3 and 5. Borgs outside

of the Coalition States and the military can be fixed up and designed to look good. A borg is like a car, the car can be dressed up real nice or look real ragged. Later on the character can improve on the P.B. muck like the robots found in the Rifts Source Book I Many Coalition Borgs due to rank, loyalty, age, and sex can increase their P.B., but will never go above an 8. GM's remember a simple grunt will not have the max. they will have the min. The character's speed is enhanced from 22 to 50. This is depending on how many legs are attached and also depends on the rank, loyalty, age, and sex of the character. GM's remember a simple grunt will not have the max. they will have the min.

Partial Reconstruction for slave and criminal labor means the subject has basic or minimal optical enhancements and no weapons or other sensory enhancements unless specifically related to labor.

A Special Note: These characters can not any extra appendages, what's left of the human body can not take the strain from the weight and would collapse. The only alternative is to make the character a full conversion borg.

There are penalties of full conversion: Of course the simulated touch mentioned above. Prowl is very difficult and suffers a penalty of -15%; impossible in heavy body armor. Average weight is 450 pounds and add 2D4 inches to original height.

Full Bionic Conversion

Full Bionic conversion means the character is over 90% machine. The entire body has been replaced with a mechanical one. The remaining human parts are restricted to the brain, often, but not always, the face, and a few other original human components, especially the tongue, throat, and head. The rest of the has been discarded and the few human components kept are placed in a Bionic body. The body is effectively a fully functioning robot that responds to the human brain with the precision of flesh and blood body. The internal workings of the new body systems are strangely similar to the human body with scores of tubing carrying life sustaining fluids. Electro-Magnetic relays and nano-technological workings make up the rest of the internal system. The new body is hundreds of times more durable, faster, stronger, and deadlier.

How to roll up a Borg a Full Conversion Borg

Number One, you roll up a Borg as you would any other character using 3D6, plus any bonuses that may be added. Then in parenthesis you will place a number that signifies that this characters attribute have been enhanced to becoming a Full or Partial Borg.

For a Full Conversion Military/Coalition Borg

I.Q.: automatically will get raised to 30 with all bonuses, this is due to the fact that the brain is attached to all kinds of computer chips and can pull up information at will. Unfortunately, the character's memories good and bad are stored here as well. The character can store an almost unlimited amount of information, plus they can retrieve that information, no matter the size, at will in a matter of seconds.

M.E.: automatically get raised to 30 will all bonuses. This due to the fact that the character will have to and continue developing his/her mental abilities to control what he/she is doing. Not to mention the fact that the character has undergone a mental stress unmatched from anything that a normal character will

ever have to go through. Your whole body, organs, eyes, etc. have been replaced with mechanical parts.

The character's M.A.: stays the same. Sometimes goes down by 1D6 due to the recent and continuing transmutation into the mechanical creature called the Borg.

P.S.: depends on the type of bionics and cybernetic augmentation the character undergoes. Usually the P.S. is between 26 and 50. Depends on the rank, loyalty, age, and sex of the character. GM's remember a simple grunt will not have the max. they will have the min.

P.P.: automatically gets raised between 20 and 30. Due to the fact of the enhanced reflexes of becoming a full conversion borg. Even though borgs are large and bulky, they have quick reflexes. Although only half the bonuses will apply just due to the fact that the character is not human anymore. Depends on the rank, loyalty, age, and sex of the character. GM's remember a simple grunt will not have the max. they will have the min.

The character's P.E. does not apply the mechanical body never gets tired, although the human brain does.

The character's P.B. changes as well. Borgs can have a 3 to 30, despite what the player rolled for the P.B. Coalition Borgs were not meant to be pretty or good looking. The military borgs were designed and trained for one purpose to fight. The average Coalition borg's P.B. will be between 3 and 5. Borgs outside of the Coalition States and the military can be fixed up and designed to look good. A borg is like a car, the car can be dressed up real nice or look real ragged. Later on the character can improve on the P.B. much like the robots found in the Rifts Source Book I Many Coalition Borgs due to rank, loyalty, age, and sex can increase their P.B., but will never go above an 8. GM's remember a simple grunt will not have the max. they will have the min. The character's speed is enhanced from 132 to 176. This is depending on how many legs are attached and also depends on the rank, loyalty, age, and sex of the character. GM's remember a simple grunt will not have the max. they will have the min.

For a Full Conversion Slave and Criminal Borg

I.Q., P.E. doesn't change at all.

The M.E. changes just like the military borg

P.S.: depends on the type of bionics and cybernetic augmentation the character undergoes. The max. for a the slave borg is a 24. This is so they can carry out the physical manual labor they will have to do. Criminals who have become slave borgs get a P.S. no higher than a 20 and will work in areas that most humans won't dare go near.

P.P.: automatically gets raised between 18 and 24. Due to the fact of the enhanced reflexes of becoming a full conversion borg. Even though borgs are large and bulky, they have quick reflexes. Although only half the bonuses will apply just due to the fact that the character is not human anymore. The max. for a the slave borg is a 24. This is so they can carry out the physical manual labor they will have to do. Criminals who have become slave borgs get a P.P. no higher than a 18 and will work in areas that most humans won't dare go near.

The character's P.B. changes as well. Borgs can have a 3 to 30, despite what the player rolled for the P.B. Coalition Borgs were not meant to be pretty or good looking. The military borgs were designed and trained for one purpose to fight. The average Coalition borg's P.B. will be between 3 and 5. Borgs outside of the Coalition States and the military can be fixed up and designed to look good. A borg is like a car, the car can be dressed up real nice or look real ragged. Later on the character can improve on the P.B. much like the robots found in the Rifts Source Book I Many Coalition Borgs due to rank, loyalty, age,

and sex can increase their P.B., but will never go above an 8. GM's remember a simple grunt will not have the max. they will have the min.

The character's speed is enhanced from 132 to 176. This is depending on how many legs are attached and also depends on the rank, loyalty, age, and sex of the character. GM's remember a simple grunt will not have the max. they will have the min.

Full conversion for slave and criminal labor means the subject has basic or minimal optical enhancements and no weapons or other sensory enhancements unless specifically related to labor.

Top Secret

The Coalition has developed a new highly advanced computer chip program called C.O.M. (Control Over the Mind). C.O.M. is a micro-chip on a nano-scale that allows the human brain to be controlled in very limited ways. This device works almost like a hypnotic suggestion to enforce a Borgs unwavering allegiance to his/her service to the Coalition. The recipient of the nano-chip will respond in a specific way to a particular situation. All situations and responses deal with things that involve Lord Prosek and the Coalition. The controller will respond to the character's chemical, nervous and mental reactions when faced with doing one of the following or when forced to face/answer to Lord Prosek, Emperor Prosek II, and any high ranking officer (Colonel to General Only)! All (100%) of the Coalition's Military Borgs (Full Conversion, Partial Conversion, and the Royal Guard) have been implanted with a C.O.M. nano-chip.

Situations and Reactions

- If Borg attacks or attempts to hurt Lord Prosek: Instant death! Micro-explosive located near the brain will explode instantly. No save.
- If Borg attacks or attempts to hurt Emperor Joseph Prosek II, and close family: Instant death! Micro-explosive located in brain will explode instantly. No save.
- If Borg lies to or attempts to betray Lord Prosek: Instant death! Micro-explosive located in brain will explode instantly. No save.
- If Borg lies to or attempts to betray commanding officer: Paralysis. All joints will instantly freeze, no movement possible. All combat bonuses are zero.

In 98% of the cases, the reaction will prevent the character from doing the deed he/she is programmed against. Even if the character can force himself to persevere, he/she will be extremely impaired in carrying out his/her act of defiance. In such case the character is reduced to one attack/action per melee, all combat bonuses are reduced to zero, and skills to -50% when facing the situation (defying orders) and /or when facing Lord Prosek.

When the Borg's military superiors agree that the Borg has turned traitor and must be liquidated. This last circumstance requires five top ranking officers to review and discuss the case, probable scenarios, and possible alternatives (rescue, capture, etc.). Afterward, they make an evaluation, vote on termination or alternative action (majority rules), and initiates the appropriate action. All this is done within 72 hours, frequently within 50. The termination mechanism can be detonated up to 500 miles (800 km) away. Under most circumstances, the destruct command can be relayed throughout the Coalition States to cause the Borg's termination anywhere within the country. The

signal can remain active for 3D4 months, killing the Borg the moment he/she sets foot within its borders.

If the termination subject is out of range and/or a "kill" can not be confirmed, special agents, intelligence officers, mercenaries, or bounty hunters are dispatched to hunt down and execute the rogue!

Full conversion for military purposes means the best optic systems, hearing, headjack, and weapons. Physical capabilities are generally taken to the maximum, and the mechanized warrior is fitted with multiple Bionic weapons.

Full conversion for slave labor means the subject has basic or minimum optical enhancement and no weapons or other sensory enhancement (unless it specifically relates to the labor).

Psionics and P.P.E.: A person who possesses psionics will retain his psi-powers only in the case of a Partial Bionic reconstruction and even then, I.S.P. is permanently reduced by half. Full conversion destroys all psionic essence. Scientist do not understand why this is, but speculate that the psionic essence is somehow linked to the physical body, as well as to the mind.

Likewise, no Borg, partial or full, can operate techno-wizardry devices nor practice magic. However Borks do enjoy a bonus to save vs magic of +3 and are impervious to psionic Bio-Manipulation and See Aura. P.P.E.: Virtually nonexistent, 1D4.

A factual Summery For RPG Characters

1. Borks can only feel hot and cold as their sense of touch, this is limited to their sensory abilities.
2. Borks do not eat. The nanites supply all the organic tissue left with the nutrients they need. This is done synthetically from a small package called the "revitalizer" (Described below).
3. Borks have to rest. The brain itself can go maxim 72 hours without sleep (through the use of the stimulus pack), otherwise, the player character/NPC will have to sleep normal human hours to function efficiently.

Coalition Military Borg O.C.C.

In addition to the O.C.C. skills listed with bonuses in parenthesis, the player can select "other" skill areas. These additional skills are limited as stated. Provided the character doesn't already have these skills. The skill selections below are for unskilled soldiers who want to become borks, before they start training.

Attribute Requirements: I.Q. 8 or higher; A high M.E. is preferred, but not a requirement. These requirements are for unskilled soldiers who want to become borks, before they start training.

O.C.C. Skills:

Language: American (+25)

Literacy: American

Radio Basic: (+10)

Math Basic: (+10)

Computer Operation: (+10)

Optic Systems: (+10)

Climbing: (+10)

W.P. Heavy Energy Weapons

W.P. Energy Rifle

* Hand to Hand: Expert

* Hand to Hand: Expert can be upgraded to Hand to Hand: Martial Arts or Assassin (if the character is Anarchist or of an Evil Alignment) at the cost of one "other skills".

M.O.S. Skills: Can only choose from the M.O.S. categories of Communications (Basic and Advanced), Combat (Basic thru Expert), and Weapons (Basic thru Expert).

Other Skills: Select 10 O.C.C. related skills. Plus select two additional skills at level three, two at level six, one at level nine, and one at level twelve. All new skills start at level one proficiency.

Communications: Any (+5)

Computer: Any

Domestic: Any

Electrical: Basic Electronics Only

Engineer: Any

Espionage: None

Mechanical: Automotive and Basic Mechanics Only

Medical: First Aid only

Military: Any (+10)

Physical: Any; except Acrobatics, Gymnastics

Pilot: Any; except Pilot: Mecha

Pilot Related: Any (+10)

Rogue: Any

Science: Math/Advanced only (+5)

Technical: Any (+10)

W.P.: Any

Wilderness: Land Navigation Only (+10)

Secondary Skills: The character also gets to select eight secondary skills, depending on the M.O.S. the character has selected, from the previous list of "other" skills above. Read the M.O.S. category for full details. These are additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis (). All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the "other" skills list above. Note: it will take twice the amount of Secondary skills to equal one "other" skill selection. For Example: if the skill says at the cost of two "other" skill selections, here it will cost the character four Secondary skill selections.

Standard Equipment: energy rifle and sidearm of choice, four extra E-Clips for each, four grenades,

three signal flares, survival knife, distancing binoculars, disc recorder, pocket computer, utility belt, walkie talkie (for back- up), uniform, and additional non-energy weapon of choice. Conventional military vehicle of choice (motorcycle, jeep, hovercycle, etc.) for daily use, unless otherwise stated.

Equipment Available Upon Assignment: Vehicles include hovercycle, motorcycle, jet pack, tank/APC, and Sky Cycle only. Any weapon type, extra ammunition, surveillance equipment, camera equipment, sensory equipment, optical enhancements, and Also has access to computer equipment, laboratory facilities, and vehicle/equipment repair.

Money: The soldiers live in a dormitory apartment and are provided with food, clothing, medical care, and all other basic needs free as part of his/her pay, plus a monthly salary of 2000 credits. The character starts off with 1D4 months pay.

Cybernetics/Bionics: Any of the Borgs described in the and Borg section of this book are available as player characters.

Skills of the Slave-Borg

The Slave-Borg will have the skills and the knowledge of whatever O.C.C. he/she may have been before the conversion. Note: Bionic Conversion: Any of the Slave-Borgs described in the Borg section of this book and in the Rifts RPG starting on pg. 229. Although they get to pick from the categories below:

Domestic

Cook - These Borgs are taught to be professional cooks for restaurants, personnel cooks, etc. They learn the skills necessary for these tasks.

House keeping - These Borgs are taught to clean a house, apartment, etc. (anything dealing with a personalized house, no offices, factories, etc.). from top to bottom, even how to clean widows. They learn the skills necessary for these tasks.

Janitorial - These borgs are taught to clean an office, factory, etc. (doesn't include homes, apartment, etc.) from top to bottom, even cleaning up hazardous waste. They learn the skills necessary for these tasks.

Of course there are various other tasks that these slave borgs can do under this category, we will leave the rest up to the GM/players and your imaginations.

Labor

Mining - These borgs are trained in mining ores, fuel, etc. They actually go into the mines and manually dig, even though there are machines, these borgs are cheaper overall. They learn the skills necessary for these tasks.

Farming - These borgs are trained in agriculture, operating farm equipment, etc. They learn the skills necessary for these tasks.

General - This could be anything from Construction (buildings, houses, etc.), Industrial manufacturing (clothes, food processing, etc.), etc. They learn the skills necessary for these tasks.

Of course there are various other tasks that these slave borgs can do under this category, we will leave

the rest up to the GM/players and your imaginations.

Borg Packets

These packets are the size of a pack of cigarettes. The average Borg, Full Conversion can store between 8 to 10 of these depending on the height, Partial Conversion is half that (due to the available space and size).

The Revitalizer Packet

This is a special packet that all Borgs (Full Conversion, Particle, etc.) have to take in order to keep the living tissue alive. The packets are placed somewhere around the torso area of the body (Depends on the type of Borg and the size of the Borg.). In these packets are special nanites that synthesize the proteins and nutrients to keep all living tissue alive. For the Full Conversion Borg this packet must be replaced every 3 to 6 months. If the packet is depleted the tissue will dry up and die within 24 hours (this includes the Brain and spinal column). For Partial Reconstruction, this packet makes sure that the proper nutrients and proteins are in the persons system so that the flesh and tissues don't dry up and die. Although Partial Reconstruction Borgs do and can eat food, they often experience suppressed hunger for weeks on end. If the packet is not replaced within one week (7 days) the flesh and the tissue will dry up and die, plus so will the character. For those in the military or those that are taken care of by someone else, this will and should not be an issue, for those of you who are renegade or build in Chop-Shops, they are necessary for survival.

Cost in the Coalition states: 2,000 credits per packet.

Cost on the Black Market: 12,000 to 40,000 credits per packet

The Stimulus Packet

This will stimulate the brain, so the Borg can stay awake for prolonged periods of time. The Borg will be able to stay awake for up to 72 hours. After this the packet will be exhausted. If the character pushes on: (The average sleep time is about 6 hours (if in the military) and 1D4 hours to every day the Borg stays awake.):

- -1 to strike, parry, dodge, and attack 4 hours past the 72 hours above.
- An additional -2 to strike, parry, dodge, and attack 4 hours past the line above.
- An additional -2 to strike, parry, dodge, and attack 2 hours past the line above.

If the borg stays up past 84 hours all at once, the brain will more than likely automatically shut down, in effect the character will pass out. (GM's, your option). Note: The maximum the Borg can stay awake with these packets, using more than one, is 144 hours (6 days), after that the stimulus will have no effect, the body and/or brain will adapt, and then the above penalties will come into play. For every 1 day the borg stays awake, add 1D4 hours to the recovery sleep time. Cost in the Coalition states: 1000 credits per packet. Cost on the Black Market: 10,000 to 25,000 per packet.

Pain Suppressant Packet

This is designed to suppress those phantom pains and feelings from being a borg (described in the Borg O.C.C., How to play a Borg). Hopefully, this will keep the character saine, so they can perform their particular task. This packet only lasts about 2 months before needing to be replaced. Most borgs don't need this packet anymore after that first 2 months with the packet. For those who are slaves or criminals this packet is necessary to keep them tame. There are those borgs and individuals with cybernetics or bionics who do not fully adapt to their new way of life and must have these packets replaced every 2 months either for life or until they adjust to their new conditions. Criminal Borgs or Slave Borgs, only about 1% become content with their new life, but

most if not all need the packets to help them in line. Usually while the Slave or Criminal Borg has these packets they tend to be most cooperative, without them they tend to go berserk and try to escape from their prison (the borg body) usually by trying to commit suicide, others hunt down and eliminate the person(s) responsible for their condition. After eliminating that person, the borg will do a self termination.

Cost in the Coalition states: 5,000 credits per packet.

Cost on the Black Market: 50,000 to 100,000 credits per packet.

Coalition Royal Guard O.C.C.

The Royal Guards are Full Conversion Borgs. The Guard were designed for the purpose of high security. The main job of the Royal Guard is to provide security for Lord Prosek his son Emperor Joseph Prosek II (and family), General Ross Underhill, and Ambassador James Cabot. Their next priority is to provide special security for all Coalition Military and Governmental Top Secret facilities (bases, embassies, science and research, weapons manufacturing, etc.). Their other responsibilities are to provide security for important diplomatic officials (Triax NGR, and various officials throughout the Coalition States). The demeanor of the Royal Guard is as cold as their mechanical bodies. A Royal Guardsman is always loyal, obedient and unwavering in their duties and responsibilities to the Coalition.

In addition to the O.C.C. skills listed with bonuses in parenthesis, the player can select "other" skill areas. These additional skills are limited as stated

Attribute Requirements: I.Q. 9 or higher; A high M.E. is preferred, but not a requirement.

O.C.C. Skills:

Language: American (+25%)

Literacy: American (+25%)

Radio Basic: (+10%)

Math Basic: (+10%)

Computer Operation: (+10%)

Optic Systems: (+10%)

Detect Ambush: (+15%)

Detect Concealment: (+15%)

Sniper

W.P. Heavy Energy Weapons

W.P. Energy Rifle

Hand to Hand: Martial Arts Only

M.O.S. Skills: Can only choose from the M.O.S. categories of Communications (Basic and Advanced), Military Intelligence (Basic Only), Combat (Basic thru Expert), and Weapons (Basic thru Expert).

Other Skills: Select 10 O.C.C. related skills. Plus select two additional skills at level three, two at level six, one at level nine, and one at level twelve. All new skills start at level one proficiency.

Communications: Any (+5%)

Computer: Any

Domestic: Any

Electrical: Basic Electronics Only

Engineer: Any

Espionage: Any (+10%)

Mechanical: None

Medical: First Aid Only

Military: Any (+10%)

Physical: Any; except Acrobatics

Pilot: Any; except Pilot: Robot (all types), Pilot: Power Armor (all Types), and Glitter Boy (all types), plus Mecha Combat: Robot (Expert and Elite) and Mecha Combat: Glitter Boy, Mecha Combat: Power Armor (Expert and Elite), and Mecha Combat: Glitter Boy.

Pilot Related: Any (+10)

Rogue: Any

Science: Math Basic and Advanced only (+5%)

Technical: Any (+10%)

W.P.: Any

Wilderness: Land Navigation Only (+10%)

Secondary Skills: The character also gets to select ten secondary skills, depending on the M.O.S. the character has selected, from the previous list of "other" skills above. Read the M.O.S. category for full details. These are additional areas of knowledge that do not get the advantage of the bonus listed in parenthesis (). All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the "other" skills list above. Note: it will take twice the amount of Secondary skills to equal one "other" skill selection. For Example: if the skill says at the cost of two "other" skill selections, here it will cost the character four Secondary skill selections.

Standard Equipment: energy rifle and sidearm of choice, four extra E-Clips for each, four grenades, three signal flares, survival knife, distancing binoculars, disc recorder, pocket computer, utility belt, walkie talkie (for back-up), uniform, and additional non-energy weapon of choice. Conventional military vehicle of choice (motorcycle, jeep, hovercycle, etc.) for daily use, unless otherwise stated.

Equipment Available Upon Assignment: Vehicles include hovercycle, motorcycle, jet pack, tank/APC, and Sky Cycle only. Any weapon type, extra ammunition, surveillance equipment, camera equipment, sensory equipment, optical enhancements, and also has access to computer equipment, laboratory facilities, and vehicle/equipment repair.

Money: The officer gets a private apartment, food, clothing, medical care and all other basic needs provided free as part of his/her pay, plus a monthly salary of 3000 credits. The character starts off with 1D4 months pay.

Cybernetics/Bionics: The Cybernetics/Bionics of the Royal Guardsman is experimental (80%) Specific weapons and bionic features may change slightly from Borg to Borg. Also note that the weapons and

systems denoted with an asterisk are often experimental and available only to the Royal Guard. They are not available to other military or mass market Borgs.

COALITION ROBOTS

COALITION POWER ARMOR

COALITION GLITTER BOYS

Glitter Boys A Brief History

One of the last recorded events from the Time Before Rifts tells of a small military skirmish in one of the South American empires. One empire sent a small force of the infamous Glitter Boys to suppress rebels on its border. Only a dozen Glitter Boys were sent into the area. They routed the rebels and pursued them across the border, into the neighboring empire. The neighbor responded to this action as an act of aggression and sent troops to repel the invaders. The exact accounts of what happened, and who was at fault, differ greatly, but without a doubt, a terrible battle erupted.

It was over in the horrifying, short period of an hour; a score of tanks, 1200 soldiers, and the town of Guada Marta were laid to waste. 24,000 townspeople were killed. An additional 800 soldiers and 13,000 townspeople were injured. Of the twelve Glitter Boys responsible for the assault, only one was destroyed. Regardless of who was at fault, the battle served as a dramatic illustration of what Glitter Boys could accomplish.

The Coalition Glitter Boy Of Today

In order for the Coalition Glitter Boy to come about Emperor Prosek had to completely unify his government and his military. During the negotiation with Free Quebec Emperor Prosek gave them new design plans for an entirely new series of Glitter Boys, plus an unreal amount of money to produce them. Part of the agreement was to not to give any of this new technology to Triax NGR or any other faction; just produce these for the Coalition.

After a week of consideration, and the hammering out of other grievances, Free Quebec agreed to

only produce this new series of Glitter Boys for the Coalition only; and would not share this new Glitter Boy, and Glitter Boy armor development process with anyone! Note: Since the signing of this agreement, the Coalition State of Free Quebec has honored their half of the agreement and all seems to be well between Chi-Town and Free Quebec. Why? The Coalition State of Free Quebec loves being a member, and genuinely desires to stay a member and there are a couple of reasons.

One it is in Free Quebec's best interest to stay allies with the Coalition; remember its the government of Free Quebec that has a problem with Chi-Town and Emperor Prosek not its citizens (the citizens love being in the Coalition, plus they adore their Emperor). Second, it would be quite foolish to bring down the wrath of Emperor Prosek and the rest of the Coalition. Free Quebec may have an impressive amount of Glitter Boys at their disposal, but it is not enough to challenge the likes of Chi-Town.

The Glitter Boy environmental suit was the first fully field operational Power Armor/Robot to be deployed by the US military. The unit is an amazingly small and mobile, one person, armored Power Armor/Robot vehicle. The Power Armor/Robot suit stands approximately 10 to 12 ft and offers fully articulated hands and the mobility of the human body. As such, it is considered an all terrain vehicle. The ultra-dense chrome armor is constructed on an entirely new molecular level and can withstand more mega-damage than any other Power Armor/Robot created since. The Power Armor/Robot frame is nearly indestructible, resilient, and virtually maintenance free. The armor shielded joints and padded pilot's compartment enables the machine to absorb impacts and cushion its pilot. It is also one of the few Power Armor/Robots designed to comfortably accommodate a pilot for days or even weeks if necessary. A refrigeration unit holds 10 gallons of drinking water, while another contains a high protein, multi-vitamin nutrient paste (about four weeks supply), as well as a few other storage compartments where additional food or personal items can be contained.

The Coalition State of Free Quebec is the only kingdom within the Coalition that manufactures and deploys Glitter Boys, a policy that now seems will continue since the agreement between Chi-Town and Free Quebec. Other than the factory at Free Quebec and armor that has survived the centuries into the Time of Rifts, there are no known manufacturers of Glitter Boy Power Armor/Robot; except Triax NGR. Note: The role of the Glitter Boy has many possibilities, but is primarily used as heavy Infantry, and Marines support. The Glitter Boys are the first to say hello to the enemy, while obliterating them! Its secondary role is to anti-aircraft support.

For years the Coalition condemned the use of the Glitter Boys, this was mainly due to the fact that the Coalition themselves, did not posse the technology. In the year 75 P.A. the Coalition military tested it's first prototype Glitter Boy and went through it's first field test (also with the fusion injection system). This prototype was acceptable, but wasn't any different than the others, nothing separated it from the USA-10 or the other modeled versions that Triax or those in South America possessed.

The military had an idea to give the Glitter Boy more stability and agility without having to redesign the mecha and make it bigger than it should be. "Toes", was the idea, yes, the current mecha up to this point had the mecha toes, but not ones that operate independent from each other. O.K. sounds silly, but imagine playing sports or doing your everyday activities without your toes on your feet, without our toes we would be slow moving, clumsy, individuals, with no balance. With the recent advancements in cybernetics and bionics, the military engineers, applied this technology to the mecha.

As easy as it sounds, it wasn't. After many dismal failures, the first stable, quick, and agile Glitter Boy with the standard Coalition motif, made it's first successful field test. Next the military officials put it into (real) combat situations and watched how it reacted, the results exceeded even their expectations. A few years later after refining and successfully debugging the systems on this Glitter boy it was put into mass production, there are four Glitter Boy designs, two actually made it to production. The other two Glitter Boys are still being developed, but the military has focused most of it's attention on these specific two, below.

NOTE: The Coalition will not use any of the other Glitter Boys scattered through out the Rifts Earth.

NOTE TO THE Player's/GM's: (These are just ideas and were not refined, do with them as you see fit).

Coalition Glitter Boy CS-GB 10 "Cheetah"

This was the first of the Glitter Boy's to be developed. "Cheetah" acquired it's name due it it's uncanny speed and agility, some of the pilots have said the mecha seems to have cat like reflexes. Believe it or not the Coalition even copied the paint scheme from this fast animal, although it paint scheme fits more into it's environment. It was designed to spy and was not designed for combat, although it avoids combat very well.

Nevertheless, this Glitter Boy still has the pylon system. The thing that has changed is the reaction and speed of the deployment and retrieval of the pylon system. Once the pilot depresses the trigger a nano-second before the gun fires, the pylons deploy and the stabilizing jets turn on. The nano-second after the round is discharged the pylons are retracted and the stabilizing jets turn off. Note: If anyone of the stabilizing systems doesn't turn on or the pylons are not firmly in place, the Glitter Boy will be thrown back at least 40 feet. The pilot must roll on the critical damage table. Also, while the pylons are down the Glitter Boy CAN NOT dodge.

Model Type: CS-GB 10

Class: Laser Resistant Armored Infantry Personnel Assault Unit.

Crew: One

M.D.C. by Location:

* Head-125

Hands (2)-50 each

Arms (2)-150 each

Legs (2)-375 each

Leg Stabilizers, Pylons (2)-50 each

Boom Gun (1, right shoulder)-150

Rear Ammo Drum (1)-100

Chest Spotlight (1)-5

** Main Body-400

* Destroying the head of the of the Glitter Boy will kill the pilot, provided the pilot hasn't

already escaped. Note: The head is a small and difficult target to hit. Consequently, it can only be hit when a character makes a called shot and even then the attacker is -3 to strike.

** Depleting the M.D.C. of the main body will shut the armor down completely, rendering it useless. Note: Laser weapons do absolutely no damage, but particle beams, plasma, missiles, magic, etc. still do full damage.

Speed

Running: 120 mph (192 km) maximum. Note that the act of running does tire out its operator, but at 10% of the usual fatigue rate thanks to the advanced Glitter Boy exo-skeleton.

Leaping: The powerful robot legs can leap up to 20 ft (6 m) high or across. Add 20 ft (6 m) with a running start. Jet thruster assisted leaps can hurl the Glitter Boy 120 ft (36.6 m) up or across. If necessary, the thrusters and hidden maneuvering jets can momentarily hold the Glitter Boy aloft as high as 50 ft (15.2 m) off the ground, but only for 2D6 minutes. The thrusters are not made for flying.

Statistical Data

Height: 7 ft (2.7 m) from head to toe, or 8 ft (3 m) with Boom Gun in firing position.

Width: 3 ft 9 in (1.1 m)

Length: 4 ft (1.2 m), including ammo drum and recoil suppression system. 5 ft (1.5 m) from the nose of the gun to the back when the weapon is in firing position.

Weight: 1500 lb. (675 kg)

Physical Strength: Equal to a P.S. 40

Cargo: A tiny storage space provides a place for a rifle, handgun, survival knife, two signal flares and food rations.

Power System: Fusion Injected System, average energy life is 10 years.

Black Market Cost: 80+ million. Not available.

Weapon Systems

1. CGB-10 Rapid Acceleration Electromagnetic Rail Gun (1): The famous "Boom Gun" is a unique rail gun that can accelerate its flechette style rounds to a speed of Mach 1.8 and actually creates a sonic boom when fired. The weapon is the most powerful Pre-Rifts weapon to survive the Time of Rifts. The weapon is attached to the back and right shoulder of the armor. When not in use, the gun is flipped back and stored in an upward position. When needed for combat, the Glitter Boys operator simply reaches back, grasps the handle and pulls forward. The blast is so powerful that without the automatic stabilization system, the Glitter Boy would be thrown to the ground and knocked back 40 ft. The automatic stabilization system is a synchronized system of jet thrusters and retractable reinforcement pylons in the legs that hold the Glitter Boy steady. The pylons and jets are activated the moment the Boom Gun is fired.

Primary Purpose: Assault/Anti-Armor

Secondary Purpose: Anti-Aircraft/Defense

Weight: 500 lb. (225 kg), but built into the Glitter Boy.

Mega-Damage: One Boom Gun Flechette round holds 200 slugs that inflict 2D6 x 10 M.D. Effects of the Sonic Boom: The CGB-10 Glitter Boy is specially insulated from the shock waves of the Boom Gun. However, everybody within 300 ft (91.4 m) will be deafened. Characters without any type of head/ear protection will be temporally deafened for 4D6 minutes and are -10 on initiative and -5 to parry or

dodge. Characters clad in environmental body armor will be deafened for half the time, 2D6 minutes, and suffer the same penalties. They will also have a terrible headache. Characters with a cybernetic sound filtration system or Power Armor, Robot, Tank, and APC's will not be adversely affected other than by a ringing in the ears. Each sonic boom adds to the duration, deafness and affects. The sonic boom will also affect the physical surroundings by shaking buildings and shattering S.D.C. windows within 300 ft (91.4 m) of the boom!

Rate of Fire: Equal to the number of combined hand to hand attacks of the pilot and his Glitter Boy (usually 4-6).

Maximum Effective Range: 6,000 ft (1828 m).

Payload: 100 rounds. The CGB-10 Boom Gun can be reloaded by hand, one round at a time, by the pilot. It will take about 15 minutes to load approximately 50 rounds. A carrying drum of 50 rounds is sometimes used to carry extra rounds. The drum has 40 M.D.C. and can attached to the hip/waist.

2. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat. Damage from CS-GB 10 Glitter Boy Combat Training:

Punch - 1D4 M.D.

Kick - 1D4 M.D.

Leap Kick - 1D4

Body Flip/Throw - 1D4 M.D. plus victim loses initiative and one attack that melee.

Body Block/Ram - 1D4 M.D. (see mecha combat section) Counts as two attacks.

3. Sensors and Features of Note:

- 1. Infrared and Ultraviolet Optics:** The optical system projects a beam of infrared light that is visible to the normal eye. The infrared beam enables the pilot to see in the dark and see other infrared beam. The ultraviolet spectrum of light is mostly used to detect the light beams of ultraviolet detection systems. Note: The infrared light beam can be seen by anybody who also has infrared optics, and beam can be traced back to it's source. Smoke impairs the infrared beam making it impossible to see. Range: 2000 feet (610 m).
- 2. Infrared Searchlight:** Built into the left chest plate, there is only one of these. The lights can be used to scan an area at night using the invisible light to avoid detection. Only somebody who can also infrared light will see the beams. Range: 300 feet (152 m).
- 3. Nightvision optics:** An image intensifier that is passive, meaning it emits no light of its own, but relies on ambient light which is electronically amplified to give a visible picture. Night vision can not work in absolute darkness (but infrared can). Range: 2000 ft. (609 m).
- 4. Enhanced Radar:** The radar system of this particular Glitter Boy has been enhanced to add to it's "stealth" ability. Range: 30 miles. NOTE: There is no stealth technology connect with this mecha that is just a phrase. The Coalition has an experimental stealth model, in development.
- 5. A combat storage space:** is located in the left hip. Standard equipment includes eight fusion blocks (pilots choice), two smoke grenades, two signal flares and a first-aid kit.

Coalition Glitter Boy CS-GB 40 "PANZER"

The GB-40 "PANZER" is one of the other Glitter Boys that successfully made it's way to become a production model. This is not as fast as it's cousin the "Cheetah", but has the firepower to compensate for the reduced speed and mobility. This Glitter Boy was received its name from a pre-rifts book. In the book, it has descriptions of the militaries weapons, tanks, ships, etc. The name of a specific design of tank stuck out that rivaled all others "Panzer". As you know it is an ancient name from Germanys long history.

This model has not only a special double-barreled "Boom Gun", but some small mini-missile launchers. Also, has the new "Toe" design, it's was designed to make the 'Glitter Boy a faster and more mobile type. What are "Toes"? These "Toes" are made to represent how the human foot works, that is what gives humans great agility and mobility to out maneuver it's fellow man. The feet uses the same basic design as the GB10 "Cheetah". Note: This is an excerpt from the log of the test pilot that fired the first shot from this new "Boom Gun" for the Glitter Boy: "There was the battle cry heard over the radio; then the earth boomed with claps of thunder... Then there was peace....."

These Glitter Boys were designed for the Coalition Marines in the frontal land assaults on bases, towns, etc.

Model Type: CS-GB 40

Class: Laser Resistant Armored Infantry Personnel Assault Unit.

Crew: One

M.D.C. by Location:

* Head-250

Hands (2)-125 each

Arms (2)-300 each

Legs (2)-700 each

Leg Stabilizers, Pylons (2)-190 each

Boom Gun, Double Barreled (1, right shoulder)-210

Rear Ammo Drum (1)-190

Vibro-Sword (1)-75 each

Chest Spotlight (1)-10

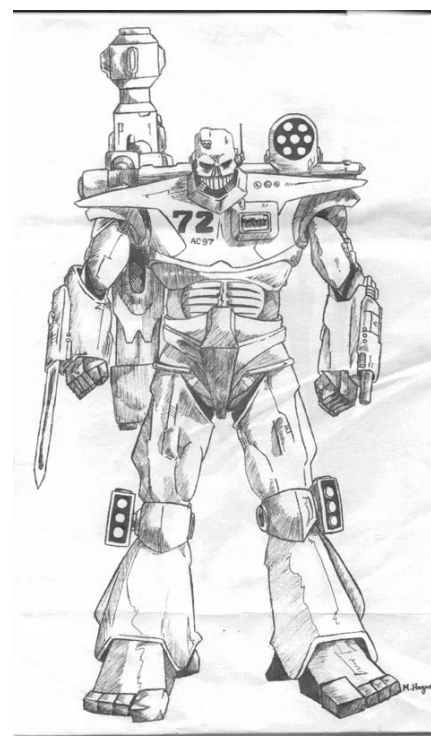
** Main Body-860

* Destroying the head of the of the Glitter Boy will kill the pilot, provided the pilot hasn't already escaped. Note: The head is a small and difficult target to hit. Consequently, it can only be hit when a character makes a called shot and even then the attacker is -3 to strike.

** Depleting the M.D.C. of the main body will shut the armor down completely, rendering it useless. Note: Laser weapons do absolutely no damage, but particle beams, plasma, missiles, magic, etc. still do full damage.

Speed

Running: 40 mph (64.3 km) maximum. Note that the act of running does tire out its operator, but at 5% of the usual fatigue rate thanks to the advanced Power Armor/Robot exo-skeleton.



Leaping: The powerful robot legs can leap up to 10 ft (3 m) high or across. Add 12 ft (3.6 m) with a running start. Jet thruster assisted leaps can hurl the Power Armor/Robot 60 ft (18 m) up or across. If necessary, the thrusters and hidden maneuvering jets can momentarily hold the Glitter Boy aloft as high as 20 ft (6 m) off the ground, but only for 1D4 minutes. The thrusters are not made for flying.

Statistical Data

Height: 10 ft (4.0 m) from head to toe, or 13 ft (4.5 m) with Boom Gun in firing position.

Width: 4 ft (1.2 m)

Length: 4 ft (1.2 m), including ammo drum and recoil suppression system. 7 ft (3.0 m) from the nose of the gun to the back when the weapon is in firing position.

Weight: 3200 lb. (1440 kg)

Physical Strength: Equal to a P.S. 40

Cargo: A tiny storage space provides a place for a rifle, handgun, survival knife, two signal flares and food rations.

Power System: Fusion Injected System, average energy life is 3 years.

Black Market Cost: 275+ million. Not available.

Weapon Systems

1. CRG-40 Rapid Acceleration Electromagnetic Double Barreled Rail Gun (1): The first "Boom Gun" of its kind. This unique rail gun is unlike any ever created. This weapon delivers two rail gun blast at the same time; instantly doubling the damage! Just like its brothers; the CRG-40 can accelerate its flechette style rounds to a speed of Mach 1.8 and actually creates a sonic boom when fired. The CRG-40 is the most powerful Post Apocalypse weapon created for (Power Armor/Robots, etc.). The weapon is attached to the back and right shoulder of the armor. When not in use, the gun is flipped back and stored in a upward position. When needed for combat, the Glitter Boys operator simply reaches back, grasps the handle and pulls forward. The blast is so powerful that without the automatic stabilization system, the Glitter Boy would be thrown to the ground and knocked back 40 ft. The automatic stabilization system is a synchronized system of jet thrusters and retractable reinforcement pylons in the legs that hold the Glitter Boy steady. The pylons and jets are activated the moment the Boom Gun is fired.

Primary Purpose: Assault/Anti-Armor

Secondary Purpose: Anti-Aircraft/Defense

Weight: 700 lb. (315 kg), but built into the Glitter Boy.

Mega-Damage: One Boom Gun Flechette round holds 200 slugs that inflict 4D6 x 10 M.D. each barrel, for a combined total of 8D6 x 10 M.D.! The CGB-40 can only fire in double barreled mode only. Effects of the Sonic Boom: The CS-GB 40 Glitter Boy is specially insulated from the shock waves of the Boom Gun. However, everybody within 300 ft (91.4 m) will be deafened. Characters without any type of head/ear protection will be temporally deafened for 4D6 minutes and are -10 on initiative and -5 to parry or dodge. Characters clad in environmental body armor will be deafened for half the time, 2D6 minutes, and suffer the same penalties. They will also have a terrible headache. Characters with a cybernetic sound filtration system or Power Armor, Robot, Tank, and APC's will not be adversely affected other than by a ringing in the ears. Each sonic boom adds to the duration, deafness and affects. The sonic boom will also affect the physical surroundings by shaking buildings and shattering S.D.C. windows within 300 ft (91.4 m) of the boom!

Rate of Fire: Equal to the number of combined hand to hand attacks of the pilot and his Glitter Boy (usually 4-6).

Maximum Effective Range: 11,000 ft (about two miles/3.2 km).

Payload: 200 rounds. The CGB-40 Boom Gun can be reloaded by hand, one round at a time, by the pilot. It will take about 15 minutes to load approximately 50 rounds. A carrying drum of 200 rounds is sometimes used to carry extra rounds. The drum has 100 M.D.C. and can attached to the hip/waist.

2. CGB-40 "PANZER" Mini-Missile Launchers (2): Near the knee of each leg are a pair of mini-missile launchers. Each launcher contains three mini-missiles.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Defense

Missile Type: Any type of mini-missile can be used; except Plasma, but standard issue is Armor Piercing (1D4 x 10 M.D.).

Mega-Damage: Varies with missile type.

Range: Usually about a mile.

Rate of Fire: One at a time or volleys of two, three or four.

Payload: A total of 6; three mini-missiles in each of the launch compartment.

3. CGB-40 MMD 7 Mini-Missile Drum Launcher (1): A drum style mini-missile launcher is mounted above the left shoulder.

Primary Purpose: Anti-Aircraft

Secondary Purpose: Defense

Missile Type: Plasma mini-missiles only.

Mega-Damage: 1D6 x 10

Range: Usually about a mile.

Rate of Fire: One at a time or volleys of two, four or six.

Payload: A total of 7.

4. CGB-40 Arm-Mounted Particle Beam Cannon (1): A powerful particle beam cannon located in the left forearm, used as an additional means of attack. The weapon is hooked directly to the Glitter Boys nuclear power supply eliminating the need of an external power pack or E-clips.

Primary Purpose: Assault and Anti-Armor

Secondary Purpose: Defense

Weight: 200 lb.

Mega-Damage: 1D6 x 10 M.D. per blast

Rate of Fire: Equal to the number of combined hand to hand attacks of the pilot and his Glitter Boy (usually 4-6). Burst and sprays are not possible.

Payload: Effectively unlimited.

5. Vibro-Sword (1): One large, retractable vibro-sword is built into the right forearm, underneath the armshield.

Primary Purpose: Anti-Personnel

Secondary Purpose: Defense

Weight: 400 lb.

Mega-Damage: 6D6 M.D.

Rate of Fire: Equal to the number of combined hand to hand attacks of the pilot and his Glitter Boy (usually 4-6).

Payload: Effectively unlimited.

6. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat.

Damage from CS-GB 40 Glitter Boy Combat Training:

Restrained Punch-1D4 M.D.

Kick - 1D6 M.D.

Leap Kick - 2D4

Body Flip/Throw - 1D4 M.D. plus victim loses initiative and one attack that melee.

Body Block/Ram - 2D4 M.D. (see mecha combat section) Counts as two attacks.

Remember, these bonuses are in addition to the pilots hand to hand training and attribute bonuses. They do not apply to the pilot's physical abilities outside the Robot.

7. Sensors and Features of Note: The CS-GB 40 Glitter Boy has the same sensors as the "Cheetah" plus these,

1. **Infrared and Ultraviolet Optics:** The optical system projects a beam of infrared light that is visible to the normal eye. The infrared beam enables the pilot to see in the dark and see other infrared beam. The ultraviolet spectrum of light is mostly used to detect the light beams of ultraviolet detection systems. Note: The infrared light beam can be seen by anybody who also has infrared optics, and beam can be traced back to it's source. Smoke impairs the infrared beam making it impossible to see. Range: 2000 feet (610 m)
 2. **Infrared Searchlight:** Built into the left chest plate, there are only one of these. The lights can be used to scan an area at night using the invisible light to avoid detection. Only somebody who can also infrared light will see the beams. Range: 300 feet (152 m)
 3. **A combat storage space:** is located in the left hip. Standard equipment includes eight fusion blocks (pilots choice), two smoke grenades, two signal flares and a first-aid kit.
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Mecha Combat For Power Armor

[\[Triax X-10 Predator\]](#) [\[Triax X-1000 Ulti-Max\]](#) [\[Northern Gun Samson\]](#)
[\[Coalition SAMAS\]](#)

HAND TO HAND BONUSES FROM TRIAX X-10 PREDATOR COMBAT TRAINING BASIC

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (effective against other power armors and Glitter Boys).
- Kick attack.
- Leap attack; counts as two attacks.
- +1 to roll with punch, fall, or impact (explosion), reducing damage by half; at second level.
- No arm shields, so can not parry energy blasts.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Seven.
- One additional hand to hand attack at level Twelve.
- Damage: Punch: 1D6+1 M.D.
- Kick: 1D4 M.D.
- Leap Kick: 2D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D4 M.D.
- Claw Punch: 2D4 M.D.
- Claw Power Punch: 2D6 M.D.
- Claw Crush or Tear: 1D6+1 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These power armor combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Triax X-10 Predator is NOT laser resistant and takes full damage from all energy weapons. The use of the Triax X-10 Predator is so different for the other power armor that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSES FROM TRIAX X-10 PREDATOR COMBAT TRAINING ADVANCED

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.

- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 60% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (effective against other power armors and Glitter Boys).
- Kick attack.
- Leap attack; counts as two attacks.
- +2 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +1 to parry (no arm shields, so can not parry energy blasts).
- +1 to dodge
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Six.
- One additional hand to hand attack at level Eleven.
- Damage: Punch: 1D6+1 M.D.
- Kick: 1D4 M.D.
- Leap Kick: 2D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D4 M.D.
- Claw Punch: 2D4 M.D.
- Claw Power Punch: 2D6 M.D.
- Claw Crush or Tear: 1D6+1 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These power armor combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Triax X-10 Predator is NOT laser resistant and takes full damage from all energy weapons. The use of the Triax X-10 Predator is so different for the other power armor that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSSES FROM TRIAX X-10 PREDATOR COMBAT TRAINING EXPERT

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 70% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (effective against other power armors and Glitter Boys).
- Kick attack.
- Leap attack; counts as two attacks.
- +1 to strike
- +4 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +2 to parry (no arm shields, so can not parry energy blasts).
- +2 to dodge. +3 to dodge in the air.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Five.

- One additional hand to hand attack at level Ten.
- Damage: Punch: 1D6+1 M.D.
- Kick: 1D4 M.D.
- Leap Kick: 2D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D4 M.D.
- Claw Punch: 2D4 M.D.
- Claw Power Punch: 2D6 M.D.
- Claw Crush or Tear: 1D6+1 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These power armor combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Triax X-10 Predator is NOT laser resistant and takes full damage from all energy weapons. The use of the Triax X-10 Predator is so different for the other power armor that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSSES FROM TRIAX X-10 PREDATOR COMBAT TRAINING ELITE

- Three hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 70% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (effective against other power armors and Glitter Boys).
- Kick attack.
- Leap attack; counts as two attacks.
- +2 to strike
- +6 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +4 to parry (no arm shields, so can not parry energy blasts).
- +3 to dodge. +6 to dodge in the air.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Four.
- One additional hand to hand attack at level Eight.
- One additional hand to hand attack at level Twelve.
- Damage: Punch: 1D6+1 M.D.
- Kick: 1D4 M.D.
- Leap Kick: 2D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D4 M.D.
- Claw Punch: 2D4 M.D.
- Claw Power Punch: 2D6 M.D.

- Claw Crush or Tear: 1D6+1 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These power armor combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Triax X-10 Predator is NOT laser resistant and takes full damage from all energy weapons. The use of the Triax X-10 Predator is so different for the other power armor that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSES FROM TRIAX X-1000 ULTI-MAX COMBAT TRAINING BASIC

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D6 M.D., plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot or above 8 ft.).
- Kick attack.
- Power Punch; +6 mega-damage (M.D.)
- +2 to parry with Force field.
- +2 to parry with arm shields.
- +2 to roll with punch, fall or impact (explosion), reducing damage by half.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Seven.
- One additional hand to hand attack at level Twelve.
- Damage: Restrained Punch: 1D4 M.D.
- Full Strength Punch: 2D6 M.D.
- Power Punch: 2D6 + 6 M.D.
- Kick: 1D6 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D6 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 8 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Power Armor combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Triax X-1000 Ulti-Max is Not laser resistant and takes full damage from all energy weapons, but the rechargeable force field is and takes 1/2 damage from lasers. The use of the Triax X-1000 Ulti-Max is so different for the other Power Armor that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSES FROM TRIAX X-1000 ULTI-MAX COMBAT TRAINING ADVANCED

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D6 M.D., plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against
- targets about the size of this Robot or above 8 ft.).
- Kick attack.
- Power Punch; +6 mega-damage (M.D.)
- +1 to strike.
- +3 to parry with Force field.
- +3 to parry with arm shields.
- +1 to dodge.
- +3 to roll with punch, fall or impact (explosion), reducing damage by half.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Six.
- One additional hand to hand attack at level Eleven.
- Damage: Restrained Punch: 1D4 M.D.
- Full Strength Punch: 2D6 M.D.
- Power Punch: 2D6 + 6 M.D.
- Kick: 1D6 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D6 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 8 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Power Armor combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Triax X-1000 Ulti-Max is Not laser resistant and takes full damage from all energy weapons, but the rechargeable force field is and takes 1/2 damage from lasers. The use of the Triax X-1000 Ulti-Max is so different for the other Power Armor that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSSES FROM TRIAX X-1000 ULTI-MAX COMBAT TRAINING EXPERT

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D6 M.D., plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot or above 8 ft.).
- Kick attack.

- Power Punch; +6 mega-damage (M.D.)
- +2 to strike.
- +4 to parry with Force field.
- +4 to parry with arm shields.
- +2 to dodge.
- +4 to roll with punch, fall or impact (explosion), reducing damage by half.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Five.
- One additional hand to hand attack at level Ten.
- Damage: Restrained Punch: 1D4 M.D.
- Full Strength Punch: 2D6 M.D.
- Power Punch: 2D6 + 6 M.D.
- Kick: 1D6 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D6 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 8 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Power Armor combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Triax X-1000 Ulti-Max is Not laser resistant and takes full damage from all energy weapons, but the rechargeable force field is and takes 1/2 damage from lasers. The use of the Triax X-1000 Ulti-Max is so different for the other Power Armor that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSES FROM TRIAX X-1000 ULTI-MAX COMBAT TRAINING ELITE

- Three hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D6 M.D., plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot or above 8 ft.).
- Kick attack.
- Power Punch; +6 mega-damage (M.D.)
- +3 to strike.
- +6 to parry with Force field.
- +6 to parry with arm shields.
- +3 to dodge.
- +6 to roll with punch, fall or impact (explosion), reducing damage by half.
- Critical strikes same as the pilot's hand to hand.

- One additional hand to hand attack at level Four.
- One additional hand to hand attack at level Eight.
- One additional hand to hand attack at level Twelve.
- Damage: Restrained Punch: 1D4 M.D.
- Full Strength Punch: 2D6 M.D.
- Power Punch: 2D6 + 6 M.D.
- Kick: 1D6 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D6 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 8 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Power Armor combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Triax X-1000 Ulti-Max is Not laser resistant and takes full damage from all energy weapons, but the rechargeable force field is and takes 1/2 damage from lasers. The use of the Triax X-1000 Ulti-Max is so different for the other Power Armor that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSES FROM COALITION SAMAS COMBAT TRAINING BASIC

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (effective against other power armors and Glitter Boys).
- Kick attack.
- Leap attack; counts as two attacks.
- +1 to roll with punch, fall, or impact (explosion), reducing damage by half; at second level.
- +1 to parry at second level (no arm shields, so can not parry energy blasts).
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Seven.
- One additional hand to hand attack at level Twelve.
- Damage: Punch: 1D6 M.D.
- Kick: 1D4 M.D.
- Leap Kick: 2D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D4 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute

bonuses. These power armor combat bonuses do not apply to the pilot's physical abilities when outside the armor. The SAMAS Power Armor is NOT laser resistant and takes full damage from all energy weapons. The use of the SAMAS Power Armor is so different for the other power armor that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSES FROM COALITION SAMAS COMBAT TRAINING ADVANCED

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 60% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (effective against other power armors and Glitter Boys).
- Kick attack.
- Leap attack; counts as two attacks.
- +1 to strike
- +2 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +2 to parry (no arm shields, so can not parry energy blasts).
- +1 to dodge
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Six.
- One additional hand to hand attack at level Eleven.
- Damage: Punch: 1D6 M.D.
- Kick: 1D4 M.D.
- Leap Kick: 2D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D4 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These power armor combat bonuses do not apply to the pilot's physical abilities when outside the armor. The SAMAS Power Armor is NOT laser resistant and takes full damage from all energy weapons. The use of the SAMAS Power Armor is so different for the other power armor that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSES FROM COALITION SAMAS COMBAT TRAINING EXPERT

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D6 M.D., plus a 70% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (effective against other power armors and Glitter Boys).
- Kick attack.
- Leap attack; counts as two attacks.
- +2 to strike

- +4 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +4 to parry (no arm shields, so can not parry energy blasts).
- +2 to dodge. +3 to dodge in the air.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Five.
- One additional hand to hand attack at level Ten.
- Damage: Punch: 1D6 M.D.
- Kick: 1D6 M.D.
- Leap Kick: 2D6 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D4 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These power armor combat bonuses do not apply to the pilot's physical abilities when outside the armor. The SAMAS Power Armor is NOT laser resistant and takes full damage from all energy weapons. The use of the SAMAS Power Armor is so different for the other power armor that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSSES FROM COALITION SAMAS COMBAT TRAINING ELITE

- Three hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D6 M.D., plus a 70% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (effective against other power armors and Glitter Boys).
- Kick attack.
- Leap attack; counts as two attacks.
- +3 to strike
- +6 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +6 to parry (no arm shields, so can not parry energy blasts).
- +4 to dodge. +6 to dodge in the air.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Four.
- One additional hand to hand attack at level Eight.
- One additional hand to hand attack at level Twelve.
- Damage: Punch: 1D6 M.D.
- Kick: 1D6 M.D.
- Leap Kick: 2D6 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D4 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute

bonuses. These power armor combat bonuses do not apply to the pilot's physical abilities when outside the armor. The SAMAS Power Armor is NOT laser resistant and takes full damage from all energy weapons. The use of the SAMAS Power Armor is so different for the other power armor that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSES FROM NORTHERN GUN SAMSON COMBAT TRAINING BASIC

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 40% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (effective against other power armors and Glitter Boys).
- Kick attack.
- Leap attack; counts as two attacks.
- +1 to roll with punch, fall, or impact (explosion), reducing damage by half; at second level.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Seven.
- One additional hand to hand attack at level Twelve.
- Damage: Punch: 1D6 M.D.
- Kick: 1D4 M.D.
- Leap Kick: 2D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D4 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These power armor combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Samson Power Armor is NOT laser resistant and takes full damage from all energy weapons. The use of the Samson Power Armor is so different for the other power armor that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSES FROM NORTHERN GUN SAMSON COMBAT TRAINING ADVANCED

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (effective against other power armors and Glitter Boys).
- Kick attack.
- Leap attack; counts as two attacks.
- +2 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +1 to parry (no arm shields, so can not parry energy blasts).

- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Six.
- One additional hand to hand attack at level Eleven.
- Damage: Punch: 1D6 M.D.
- Kick: 1D4 M.D.
- Leap Kick: 2D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D4 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These power armor combat bonuses do not apply to the pilot's physical abilities when outside the armor. The SAMAS Power Armor is NOT laser resistant and takes full damage from all energy weapons. The use of the SAMAS Power Armor is so different for the other power armor that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSSES FROM NORTHERN GUN SAMSON COMBAT TRAINING EXPERT

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 60% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (effective against other power armors and Glitter Boys).
- Kick attack.
- Leap attack; counts as two attacks.
- +1 to strike
- +4 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +2 to parry (no arm shields, so can not parry energy blasts).
- +1 to dodge.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Five.
- One additional hand to hand attack at level Ten.
- Damage: Punch: 1D6 M.D.
- Kick: 1D4 M.D.
- Leap Kick: 2D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D4 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These power armor combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Samson Power Armor is NOT laser resistant and takes full damage from all energy weapons. The use of the Samson Power Armor is so different for the other power armor that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSES FROM NORTHERN GUN SAMSON COMBAT TRAINING ELITE

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 70% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (effective against other power armors and Glitter Boys).
- Kick attack.
- Leap attack; counts as two attacks.
- +2 to strike
- +6 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +3 to parry (no arm shields, so can not parry energy blasts).
- +2 to dodge.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Four.
- One additional hand to hand attack at level Eight.
- One additional hand to hand attack at level Twelve.
- Damage: Punch: 1D6 M.D.
- Kick: 1D4 M.D.
- Leap Kick: 2D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D4 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These power armor combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Samson Power Armor is NOT laser resistant and takes full damage from all energy weapons. The use of the Samson Power Armor is so different for the other power armor that one pilot can not operate the other power armor especially in combat.

Mecha Combat For Robots

[[Spider Skull Walker](#)] [[UAR-1 Enforcer](#)] [[Coalition IAR-2 Abolisher](#)]
 [[Titan](#)] [[Titan Exploration and Light Combat](#)] [[Titan Reconnaissance](#)]
 [[Triax X-500](#)] [[NG-V7 Hunter](#)] [[NG-M56 Multi-bot](#)]

HAND TO HAND BONUSES FROM SPIDER SKULL WALKER COMBAT TRAINING BASIC

- One hand to hand attack per melee (plus those of the pilot).
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot, add 10% for every 10 feet of the object that is above 15 ft.).
- Kick attack.
- +1 to roll with punch, fall, or impact (explosion), reducing damage by half; at second level.
- +1 to parry (with legs) at second level (no arm shields, so can not parry energy blasts).
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Seven.
- One additional hand to hand attack at level Twelve.
- Damage: Kick: 1D6 M.D.
- Body Block: 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 12 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These power armor combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Spider Skull Walker is NOT laser resistant and takes full damage from all energy weapons. The use of the Spider Skull Walker is so different for the other Robots that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSES FROM SPIDER SKULL WALKER COMBAT TRAINING ADVANCED

- One hand to hand attack per melee (plus those of the pilot).
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 55% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot, add 10% for every 10 feet of the object that is above 15 ft.).
- Kick attack.
- +1 to strike (with the legs).
- +2 to roll with punch, fall, or impact (explosion).

- +2 to parry (with legs, no arm shields, so can not parry energy blasts).
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Six.
- One additional hand to hand attack at level Eleven.
- Damage: Kick: 1D6 M.D.
- Body Block: 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 12 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These power armor combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Spider Skull Walker is NOT laser resistant and takes full damage from all energy weapons. The use of the Spider Skull Walker is so different for the other Robots that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSSES FROM SPIDER SKULL WALKER COMBAT TRAINING EXPERT

- One hand to hand attack per melee (plus those of the pilot).
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 60% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot, add 10% for every 10 feet of the object that is above 15 ft.).
- Kick attack.
- +2 to strike (with the legs).
- +4 to roll with punch, fall, or impact (explosion).
- +3 to parry (with legs, no arm shields, so can not parry energy blasts).
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Five.
- One additional hand to hand attack at level Ten.
- Damage: Kick: 1D6 M.D.
- Body Block: 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 12 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These power armor combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Spider Skull Walker is NOT laser resistant and takes full damage from all energy weapons. The use of the Spider Skull Walker is so different for the other Robots that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSSES FROM SPIDER SKULL WALKER COMBAT TRAINING ELITE

- One hand to hand attack per melee (plus those of the pilot).
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 65% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot, add

10% for every 10 feet of the object that is above 15 ft.).

- Kick attack.
- +3 to strike (with the legs).
- +6 to roll with punch, fall, or impact (explosion).
- +4 to parry (with legs, no arm shields, so can not parry energy blasts).
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Four.
- One additional hand to hand attack at level Eight.
- One additional hand to hand attack at level Twelve.
- Damage: Kick: 1D6 M.D.
- Body Block: 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 12 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These power armor combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Spider Skull Walker is NOT laser resistant and takes full damage from all energy weapons. The use of the Spider Skull Walker is so different for the other Robots that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSES FROM UAR-1 ENFORCER ROBOT COMBAT TRAINING BASIC

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 2D4 M.D., plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot, add 10% for every 10 feet of the object that is above 10 ft.).
- Kick attack.
- Power Punch; +8 mega-damage (M.D.)
- +1 to strike at second level.
- +1 to roll with punch, fall, or impact (explosion), reducing damage by half;
- at second level.
- +1 to parry at fourth level (no arm shields, so can not parry energy blasts).
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Seven.
- One additional hand to hand attack at level Twelve.
- Damage: Restrained Punch: 1D4 M.D.
- Full Strength Punch: 2D6 M.D.

- Power Punch: 3D6+8
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 2D4 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 10 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The UAR-1 Enforcer Robot is NOT laser resistant and takes full damage from all energy weapons. The use of the UAR-1 Enforcer Robot is so different for the other Robots that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSSES FROM UAR-1 ENFORCER ROBOT COMBAT TRAINING ADVANCED

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 2D4 M.D., plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot, add 10% for every 10 feet of the object that is above 10 ft.).
- Kick attack.
- Power Punch; +8 mega-damage (M.D.)
- +2 to strike.
- +2 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +2 to parry (no arm shields, so can not parry energy blasts).
- +1 to dodge
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Six.
- One additional hand to hand attack at level Eleven.
- Damage: Restrained Punch: 1D4 M.D.
- Full Strength Punch: 2D6 M.D.
- Power Punch: 3D6+8
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 2D4 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 10 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The UAR-1 Enforcer Robot is NOT laser resistant and takes full damage from all

energy weapons. The use of the UAR-1 Enforcer Robot is so different for the other Robots that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSSES FROM UAR-1 ENFORCER ROBOT COMBAT TRAINING EXPERT

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 2D4 M.D., plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot, add 10% for every 10 feet of the object that is above 10 ft.).
- Kick attack.
- Power Punch; +8 mega-damage (M.D.)
- +3 to strike.
- +3 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +3 to parry (no arm shields, so can not parry energy blasts).
- +2 to dodge
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Five.
- One additional hand to hand attack at level Ten.
- Damage: Restrained Punch: 1D4 M.D.
- Full Strength Punch: 2D6 M.D.
- Power Punch: 3D6+8
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 2D4 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 10 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The UAR-1 Enforcer Robot is NOT laser resistant and takes full damage from all energy weapons. The use of the UAR-1 Enforcer Robot is so different for the other Robots that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSSES FROM UAR-1 ENFORCER ROBOT COMBAT TRAINING ELITE

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 2D4 M.D., plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot, add 10% for every 10 feet of the object that is above 10 ft.).

- Kick attack.
- Power Punch; +8 mega-damage (M.D.)
- +5 to strike.
- +5 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +4 to parry (no arm shields, so can not parry energy blasts).
- +3 to dodge
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Four.
- One additional hand to hand attack at level Eight.
- One additional hand to hand attack at level Twelve.
- Damage: Restrained Punch: 1D4 M.D.
- Full Strength Punch: 2D6 M.D.
- Power Punch: 3D6+8
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 2D4 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 10 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The UAR-1 Enforcer Robot is NOT laser resistant and takes full damage from all energy weapons. The use of the UAR-1 Enforcer Robot is so different for the other Robots that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSES FROM COALITION IAR-2 ABOLISHER COMBAT TRAINING BASIC

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 3D4 M.D., plus a 20% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot or above 12 ft.).
- Kick attack.
- +1 to strike at tenth level.
- +1 to parry at fourth level (no arm shields, so can not parry energy blasts).
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Seven.

- One additional hand to hand attack at level Twelve.
- Damage: Punch: 2D4 M.D.
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 3D4 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 12 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Coalition IAR-2 Abolisher is Not laser resistant and takes full damage from all energy weapons. The use of the Coalition IAR-2 Abolisher is so different for the other Robots that one pilot can not operate the other Robot especially in combat.

HAND TO HAND BONUSES FROM COALITION IAR-2 ABOLISHER COMBAT TRAINING ADVANCED

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 3D4 M.D., plus a 40% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot or above 12 ft.).
- Kick attack.
- +2 to strike.
- +2 to parry (no arm shields, so can not parry energy blasts).
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Six.
- One additional hand to hand attack at level Eleven.
- Damage: Punch: 2D4 M.D.
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 3D4 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 12 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Coalition IAR-2 Abolisher is Not laser resistant and takes full damage from all energy weapons. The use of the Coalition IAR-2 Abolisher is so different for the other Robots that one pilot can not operate the other Robot especially in combat.

HAND TO HAND BONUSES FROM COALITION IAR-2 ABOLISHER COMBAT TRAINING EXPERT

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 3D4 M.D., plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot or above 12 ft.).
- Kick attack.
- +3 to strike.
- +3 to parry (no arm shields, so can not parry energy blasts).
- +1 to dodge.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Five.
- One additional hand to hand attack at level Ten.
- Damage: Punch: 2D4 M.D.
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 3D4 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 12 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Coalition IAR-2 Abolisher is Not laser resistant and takes full damage from all energy weapons. The use of the Coalition IAR-2 Abolisher is so different for the other Robots that one pilot can not operate the other Robot especially in combat.

HAND TO HAND BONUSES FROM COALITION IAR-2 ABOLISHER COMBAT TRAINING ELITE

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 3D4 M.D., plus a 60% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot or above 12 ft.).
- Kick attack.
- +4 to strike.
- +4 to parry (no arm shields, so can not parry energy blasts).
- +2 to dodge.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Five.
- One additional hand to hand attack at level Ten.

- Damage: Punch: 2D4 M.D.
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 3D4 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 12 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Coalition IAR-2 Abolisher is Not laser resistant and takes full damage from all energy weapons. The use of the Coalition IAR-2 Abolisher is so different for the other Robots that one pilot can not operate the other Robot especially in combat.

HAND TO HAND BONUSES FROM TITIAN COMBAT ROBOT COMBAT TRAINING BASIC

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 45% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot, add 10% for every 10 feet of the object that is above 12 ft.).
- Kick attack.
- Power Punch; +4 mega-damage (M.D.)
- +1 to strike at tenth level.
- +1 to roll with punch, fall, or impact (explosion), reducing damage by half; at second level.
- +1 to parry at fourth level (no arm shields, so can not parry energy blasts).
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Seven.
- One additional hand to hand attack at level Twelve.
- Damage: Restrained Punch: 1D4 M.D.
- Full Strength Punch: 2D6 M.D.
- Power Punch: 3D6+4
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D6 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 12 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Titian Combat Robot is NOT laser resistant and takes full damage from all energy

weapons. The use of the Titian Combat Robot is so different for the other Robots that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSES FROM TITIAN COMBAT ROBOT COMBAT TRAINING ADVANCED

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot, add 10% for every 10 feet of the object that is above 12 ft.).
- Kick attack.
- Power Punch; +4 mega-damage (M.D.)
- +2 to strike.
- +2 to roll with punch, fall, or impact (explosion), reducing damage by half; at second level.
- +2 to parry (no arm shields, so can not parry energy blasts).
- +1 to dodge.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Six.
- One additional hand to hand attack at level Eleven.
- Damage: Restrained Punch: 1D4 M.D.
- Full Strength Punch: 2D6 M.D.
- Power Punch: 3D6+4
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D6 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 12 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Titian Combat Robot is NOT laser resistant and takes full damage from all energy weapons. The use of the Titian Combat Robot is so different for the other Robots that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSES FROM TITIAN COMBAT ROBOT COMBAT TRAINING EXPERT

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 55% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot, add 10% for every 10 feet of the object that is above 12 ft.).

- Kick attack.
- Power Punch; +4 mega-damage (M.D.)
- +3 to strike.
- +4 to roll with punch, fall, or impact (explosion), reducing damage by half; at second level.
- +3 to parry (no arm shields, so can not parry energy blasts).
- +2 to dodge.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Five.
- One additional hand to hand attack at level Ten.
- Damage: Restrained Punch: 1D4 M.D.
- Full Strength Punch: 2D6 M.D.
- Power Punch: 3D6+4
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D6 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 12 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Titian Combat Robot is NOT laser resistant and takes full damage from all energy weapons. The use of the Titian Combat Robot is so different for the other Robots that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSSES FROM TITIAN COMBAT ROBOT COMBAT TRAINING ELITE

- Three hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 60% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot, add 10% for every 10 feet of the object that is above 12 ft.).
- Kick attack.
- Power Punch; +4 mega-damage (M.D.)
- Triple damage on a natural 20.
- +4 to strike.
- +6 to roll with punch, fall, or impact (explosion), reducing damage by half; at second level.
- +5 to parry (no arm shields, so can not parry energy blasts).
- +4 to dodge.
- Critical strikes same as the pilot's hand to hand.

- One additional hand to hand attack at level Four.
- One additional hand to hand attack at level Eight.
- One additional hand to hand attack at level Twelve
- Damage: Restrained Punch: 1D4 M.D.
- Full Strength Punch: 2D6 M.D.
- Power Punch: 3D6+4
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D6 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 12 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Titian Combat Robot is NOT laser resistant and takes full damage from all energy weapons. The use of the Titian Combat Robot is so different for the other Robots that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSES FROM TITIAN EXPLORATION AND LIGHT COMBAT ROBOT COMBAT TRAINING BASIC

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 40% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot or above 10 ft.).
- Kick attack.
- No arm shields can not parry energy blasts.
- +2 to roll with punch, fall or impact (explosion), reducing damage by half.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Seven.
- One additional hand to hand attack at level Twelve.
- Damage: Restrained Punch: 1D4 M.D.
- Full Strength Punch: 2D6 M.D.
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D6 M.D.
- Tear or Pry with hands 1D4 M.D.

- Stomp: 1D4 M.D. (Effective against objects 10 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Titian Exploration and Light Combat Robot is NOT laser resistant and takes full damage from all energy weapons. The use of the Titian Exploration and Light Combat Robot is so different for the other Robots that one pilot can not operate the other Robots especially in combat.

HAND TO HAND BONUSES FROM TITIAN EXPLORATION AND LIGHT COMBAT ROBOT COMBAT TRAINING ADVANCED

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 45% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot or above 10 ft.).
- Kick attack.
- +1 to parry (no arm shields can not parry energy blasts).
- +1 to dodge.
- +2 to roll with punch, fall or impact (explosion), reducing damage by half.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Six.
- One additional hand to hand attack at level Eleven.
- Damage: Restrained Punch: 1D4 M.D.
- Full Strength Punch: 2D6 M.D.
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D6 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 10 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Titian Exploration and Light Combat Robot is NOT laser resistant and takes full damage from all energy weapons. The use of the Titian Exploration and Light Combat Robot is so different for the other Robots that one pilot can not operate the other Robots especially in combat.

HAND TO HAND BONUSES FROM TITIAN EXPLORATION AND LIGHT COMBAT ROBOT COMBAT TRAINING EXPERT

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot or

above 10 ft.).

- Kick attack.
- +2 to parry (no arm shields can not parry energy blasts).
- +2 to dodge.
- +4 to roll with punch, fall or impact (explosion), reducing damage by half.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Five.
- One additional hand to hand attack at level Ten.
- Damage: Restrained Punch: 1D4 M.D.
- Full Strength Punch: 2D6 M.D.
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D6 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 10 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These power armor combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Titian Exploration and Light Combat Robot is NOT laser resistant and takes full damage from all energy weapons. The use of the Titian Exploration and Light Combat Robot is so different for the other Robots that one pilot can not operate the other power armor especially in combat.

HAND TO HAND BONUSES FROM TITIAN EXPLORATION AND LIGHT COMBAT ROBOT COMBAT TRAINING ELITE

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 55% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot or above 10 ft.).
- Kick attack.
- +1 to strike.
- +4 to parry (no arm shields can not parry energy blasts).
- +6 to dodge.
- +8 to roll with punch, fall or impact (explosion), reducing damage by half.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Four.
- One additional hand to hand attack at level Eight.
- One additional hand to hand attack at level Twelve.
- Damage: Restrained Punch: 1D4 M.D.

- Full Strength Punch: 2D6 M.D.
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D6 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 10 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Titian Exploration and Light Combat Robot is NOT laser resistant and takes full damage from all energy weapons. The use of the Titian Exploration and Light Combat Robot is so different for the other Robots that one pilot can not operate the other Robots especially in combat.

HAND TO HAND BONUSES FROM TITIAN RECONNAISSANCE ROBOT COMBAT TRAINING BASIC

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 30% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot or above 10 ft.).
- Kick attack.
- No arm shields can not parry energy blasts.
- +1 to roll with punch, fall or impact (explosion), reducing damage by half.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Seven.
- One additional hand to hand attack at level Twelve.
- Damage: Restrained Punch: 1D4 M.D.
- Full Strength Punch: 2D6 M.D.
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D6 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 8 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Titian Reconnaissance Robot is NOT laser resistant and takes full damage from all energy weapons. The use of the Titian Titan Reconnaissance Robot is so different for the other Robots that one pilot can not operate the other Robots especially in combat.

HAND TO HAND BONUSES FROM TITIAN RECONNAISSANCE ROBOT COMBAT TRAINING ADVANCED

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 40% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot or above 10 ft.).
- Kick attack.
- +1 to parry (no arm shields can not parry energy blasts).
- +1 to dodge.
- +2 to roll with punch, fall or impact (explosion), reducing damage by half.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Six.
- One additional hand to hand attack at level Eleven.
- Damage: Restrained Punch: 1D4 M.D.
- Full Strength Punch: 2D6 M.D.
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D6 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 8 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Titian Reconnaissance Robot is NOT laser resistant and takes full damage from all energy weapons. The use of the Titian Reconnaissance Robot is so different for the other Robots that one pilot can not operate the other Robots especially in combat.

HAND TO HAND BONUSES FROM TITIAN RECONNAISSANCE ROBOT COMBAT TRAINING EXPERT

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 45% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot or above 8 ft.).
- Kick attack.
- +2 to parry (no arm shields can not parry energy blasts).
- +2 to dodge.
- +4 to roll with punch, fall or impact (explosion), reducing damage by half.

- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Five.
- One additional hand to hand attack at level Ten.
- Damage: Restrained Punch: 1D4 M.D.
- Full Strength Punch: 2D6 M.D.
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D6 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 8 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Titian Reconnaissance Robot is NOT laser resistant and takes full damage from all energy weapons. The use of the Titan Reconnaissance Robot is so different for the other Robots that one pilot can not operate the other Robots especially in combat.

HAND TO HAND BONUSES FROM TITIAN RECONNAISSANCE ROBOT COMBAT TRAINING ELITE

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot or above 8 ft.).
- Kick attack.
- +1 to strike.
- +4 to parry (no arm shields can not parry energy blasts).
- +6 to dodge.
- +8 to roll with punch, fall or impact (explosion), reducing damage by half.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Four.
- One additional hand to hand attack at level Eight.
- One additional hand to hand attack at level Twelve.
- Damage: Restrained Punch: 1D4 M.D.
- Full Strength Punch: 2D6 M.D.
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D6 M.D.
- Tear or Pry with hands 1D4 M.D.

- Stomp: 1D4 M.D. (Effective against objects 8 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Titan Reconnaissance Robot is NOT laser resistant and takes full damage from all energy weapons. The use of the Titan Reconnaissance Robot is so different for the other Robots that one pilot can not operate the other Robots especially in combat.

HAND TO HAND BONUSES FROM TRIAX X-500 FORAGER BATTLOID COMBAT TRAINING BASIC

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot, add 10% for every 10 feet of the object that is above 12 ft.).
- Kick attack.
- Power Punch; +2 mega-damage (M.D.)
- +1 to strike at tenth level.
- +1 to roll with punch, fall, or impact (explosion), reducing damage by half; at second level.
- +1 to parry at fourth level (no arm shields, so can not parry energy blasts).
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Seven.
- One additional hand to hand attack at level Twelve.
- Damage: Restrained Punch: 1D4 M.D.
- Full Strength Punch: 2D4 M.D.
- Power Punch: 3D4+2
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D6 M.D.
- Tear or Pry with hands 2D4 M.D.
- Stomp: 2D4 M.D. (Effective against objects 12 feet or smaller).
- Dig: 2D6 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Triax X-500 Forager Battloid is NOT laser resistant and takes full damage from all energy weapons. The use of the Triax X-500 Forager Battloid is so different for the other Robots that one pilot can not operate the other Robots especially in combat.

HAND TO HAND BONUSES FROM TRIAX X-500 FORAGER BATTLOID COMBAT TRAINING ADVANCED

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 60% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot, add 10% for every 10 feet of the object that is above 12 ft.).
- Kick attack.
- Power Punch; +2 mega-damage (M.D.)
- +2 to strike.
- +2 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +2 to parry (no arm shields, so can not parry energy blasts).
- +1 to dodge.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Six.
- One additional hand to hand attack at level Eleven.
- Damage: Restrained Punch: 1D4 M.D.
- Full Strength Punch: 2D4 M.D.
- Power Punch: 3D4+2
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D6 M.D.
- Tear or Pry with hands 2D4 M.D.
- Stomp: 2D4 M.D. (Effective against objects 12 feet or smaller).
- Dig: 2D6 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Triax X-500 Forager Battloid is NOT laser resistant and takes full damage from all energy weapons. The use of the Triax X-500 Forager Battloid is so different for the other Robots that one pilot can not operate the other Robots especially in combat.

HAND TO HAND BONUSES FROM TRIAX X-500 FORAGER BATTLOID COMBAT TRAINING EXPERT

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 70% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot, add 10% for every 10 feet of the object that is above 12 ft.).
- Kick attack.
- Power Punch; +2 mega-damage (M.D.)

- +3 to strike.
- +4 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +3 to parry (no arm shields, so can not parry energy blasts).
- +2 to dodge.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Five.
- One additional hand to hand attack at level Ten.
- Damage: Restrained Punch: 1D4 M.D.
- Full Strength Punch: 2D4 M.D.
- Power Punch: 3D4+2
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D6 M.D.
- Tear or Pry with hands 2D4 M.D.
- Stomp: 2D4 M.D. (Effective against objects 12 feet or smaller).
- Dig: 2D6 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Triax X-500 Forager Battloid is NOT laser resistant and takes full damage from all energy weapons. The use of the Triax X-500 Forager Battloid is so different for the other Robots that one pilot can not operate the other Robots especially in combat.

HAND TO HAND BONUSES FROM TRIAX X-500 FORAGER BATTLOID COMBAT TRAINING ELITE

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 80% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot, add 10% for every 10 feet of the object that is above 12 ft.).
- Kick attack.
- Power Punch; +2 mega-damage (M.D.)
- +4 to strike.
- +6 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +4 to parry (no arm shields, so can not parry energy blasts).
- +3 to dodge.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Four.
- One additional hand to hand attack at level Eight.

- One additional hand to hand attack at level Twelve.
- Damage: Restrained Punch: 1D4 M.D.
- Full Strength Punch: 2D4 M.D.
- Power Punch: 3D4+2
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D6 M.D.
- Tear or Pry with hands 2D4 M.D.
- Stomp: 2D4 M.D. (Effective against objects 12 feet or smaller).
- Dig: 2D6 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Triax X-500 Forager Battloid is NOT laser resistant and takes full damage from all energy weapons. The use of the Triax X-500 Forager Battloid is so different for the other Robots that one pilot can not operate the other Robots especially in combat.

HAND TO HAND BONUSES FROM NG-V7 HUNTER MOBILE GUN COMBAT TRAINING BASIC

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 2D4 M.D., plus a 40% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot or above 12 ft.).
- Kick attack.
- +1 to strike at tenth level.
- +1 to parry at fourth level (no arm shields, so can not parry energy blasts).
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Seven.
- One additional hand to hand attack at level Twelve.
- Damage: Punch: 2D4 M.D.
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 2D4 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 12 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside

the armor. The NG-V7 Hunter Mobile Gun is Not laser resistant and takes full damage from all energy weapons. The use of the NG-V7 Hunter Mobile Gun is so different for the other Robots that one pilot can not operate the other Robots especially in combat.

HAND TO HAND BONUSES FROM NG-V7 HUNTER MOBILE GUN COMBAT TRAINING ADVANCED

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 2D4 M.D., plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot or above 12 ft.).
- Kick attack.
- +2 to strike.
- +2 to parry (no arm shields, so can not parry energy blasts).
- +1 to dodge.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Six.
- One additional hand to hand attack at level Eleven.
- Damage: Punch: 2D4 M.D.
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 3D4 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 12 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The NG-V7 Hunter Mobile Gun is Not laser resistant and takes full damage from all energy weapons. The use of the NG-V7 Hunter Mobile Gun is so different for the other Robots that one pilot can not operate the other Robots especially in combat.

HAND TO HAND BONUSES FROM NG-V7 HUNTER MOBILE GUN COMBAT TRAINING EXPERT

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 2D4 M.D., plus a 60% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot or above 12 ft.).
- Kick attack.
- +3 to strike.
- +3 to parry (no arm shields, so can not parry energy blasts).

- +2 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +2 to dodge.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Five.
- One additional hand to hand attack at level Ten.
- Damage: Punch: 2D4 M.D.
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 3D4 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 12 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The NG-V7 Hunter Mobile Gun is Not laser resistant and takes full damage from all energy weapons. The use of the NG-V7 Hunter Mobile Gun is so different for the other Robots that one pilot can not operate the other Robots especially in combat.

HAND TO HAND BONUSSES FROM NG-V7 HUNTER MOBILE GUN COMBAT TRAINING ELITE

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 2D4 M.D., plus a 70% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot or above 12 ft.).
- Kick attack.
- +4 to strike.
- +4 to parry (no arm shields, so can not parry energy blasts).
- +4 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +3 to dodge.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Four.
- One additional hand to hand attack at level Eight.
- One additional hand to hand attack at level Twelve.
- Damage: Punch: 2D4 M.D.
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 3D4 M.D.
- Tear or Pry with hands 1D4 M.D.

- Stomp: 1D4 M.D. (Effective against objects 12 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The NG-V7 Hunter Mobile Gun is Not laser resistant and takes full damage from all energy weapons. The use of the NG-V7 Hunter Mobile Gun is so different for the other Robots that one pilot can not operate the other Robots especially in combat.

HAND TO HAND BONUSES FROM NG-M56 MULTI-BOT COMBAT TRAINING BASIC

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 2D4 M.D., plus a 40% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot or above 12 ft.).
- Kick attack.
- +1 to strike at tenth level.
- +1 to parry at fourth level (no arm shields, so can not parry energy blasts).
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Seven.
- One additional hand to hand attack at level Twelve.
- Damage: Punch: 2D4 M.D.
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 2D4 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 12 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The NG-M56 Multi- Bot is Not laser resistant and takes full damage from all energy weapons. The use of the NG-M56 Multi-Bot is so different for the other Robots that one pilot can not operate the other Robots especially in combat.

HAND TO HAND BONUSES FROM NG-M56 MULTI-BOT COMBAT TRAINING ADVANCED

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 2D4 M.D., plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot or above 12 ft.).
- Kick attack.

- +2 to strike.
- +1 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +2 to parry (no arm shields, so can not parry energy blasts).
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Six.
- One additional hand to hand attack at level Eleven.
- Damage: Punch: 2D4 M.D.
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 2D4 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 12 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The NG-M56 Multi- Bot is Not laser resistant and takes full damage from all energy weapons. The use of the NG-M56 Multi-Bot is so different for the other Robots that one pilot can not operate the other Robots especially in combat.

HAND TO HAND BONUSSES FROM NG-M56 MULTI-BOT COMBAT TRAINING EXPERT

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 2D4 M.D., plus a 60% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot or above 12 ft.).
- Kick attack.
- +3 to strike.
- +2 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +3 to parry (no arm shields, so can not parry energy blasts).
- +1 to dodge.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Five.
- One additional hand to hand attack at level Ten.
- Damage: Punch: 2D4 M.D.
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 2D4 M.D.
- Tear or Pry with hands 1D4 M.D.

- Stomp: 1D4 M.D. (Effective against objects 12 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The NG-M56 Multi- Bot is Not laser resistant and takes full damage from all energy weapons. The use of the NG-M56 Multi-Bot is so different for the other Robots that one pilot can not operate the other Robots especially in combat.

HAND TO HAND BONUSES FROM NG-M56 MULTI-BOT COMBAT TRAINING ELITE

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 2D4 M.D., plus a 70% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (It is most effective against targets about the size of this Robot or above 12 ft.).
- Kick attack.
- +4 to strike.
- +3 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +4 to parry (no arm shields, so can not parry energy blasts).
- +2 to dodge.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Four.
- One additional hand to hand attack at level Eight.
- One additional hand to hand attack at level Twelve.
- Damage: Punch: 2D4 M.D.
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 2D4 M.D.
- Tear or Pry with hands 1D4 M.D.
- Stomp: 1D4 M.D. (Effective against objects 12 feet or smaller).

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Robot combat bonuses do not apply to the pilot's physical abilities when outside the armor. The NG-M56 Multi- Bot is Not laser resistant and takes full damage from all energy weapons. The use of the NG-M56 Multi-Bot is so different for the other Robots that one pilot can not operate the other Robots especially in combat.

Mecha Combat For Glitter Boys

[[USA-G10](#)] [[CS GB-10 "Cheetah"](#)] [[CS GB-40 "Panzer"](#)]

HAND TO HAND BONUSES FROM GLITTER BOY USA-G10 COMBAT TRAINING BASIC

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 30% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (effective against other power armors and Glitter Boys).
- Kick attack.
- +1 to roll with punch, fall, or impact (explosion), reducing damage by half; at second level.
- +1 to parry (no arm shields, so can not parry energy blasts).
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Seven.
- One additional hand to hand attack at level Twelve.
- Damage: Punch: 1D6 M.D.
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D4 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Glitter Boy combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Glitter Boy USA-G10 is laser resistant and takes only 1/2, from laser attacks only (particle beams, rail guns, ion cannons, magic, etc. still do full damage). The use of the Glitter Boy USA-G10 is so different for the other power armor that one pilot can not operate the other Glitter Boys especially in combat.

HAND TO HAND BONUSES FROM GLITTER BOY USA-G10 COMBAT TRAINING ADVANCED

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 40% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (effective against other power armors and Glitter Boys).
- Kick attack.
- +1 to strike.
- +2 to roll with punch, fall, or impact (explosion), reducing damage by half; at second level.
- +2 to parry (no arm shields, so can not parry energy blasts).

- +1 to dodge. (When the Pylons are down, no dodge whatsoever).
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Six.
- One additional hand to hand attack at level Eleven.
- Damage: Punch: 1D6 M.D.
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D4 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Glitter Boy combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Glitter Boy USA-G10 is laser resistant and takes only 1/2, from laser attacks only (particle beams, rail guns, ion cannons, magic, etc. still do full damage). The use of the Glitter Boy USA-G10 is so different for the other power armor that one pilot can not operate the other Glitter Boys especially in combat.

HAND TO HAND BONUSES FROM GLITTER BOY USA-G10 COMBAT TRAINING EXPERT

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (effective against other power armors and Glitter Boys).
- Kick attack.
- +2 to strike.
- +3 to roll with punch, fall, or impact (explosion), reducing damage by half; at second level.
- +3 to parry (no arm shields, so can not parry energy blasts).
- +2 to dodge. (When the Pylons are down, no dodge whatsoever).
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Five.
- One additional hand to hand attack at level Ten.
- Damage: Punch: 1D6 M.D.
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D4 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Glitter Boy combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Glitter Boy USA-G10 is laser resistant and takes only 1/2, from laser attacks only (particle beams, rail guns, ion cannons, magic, etc. still do full damage). The use of the Glitter Boy USA-G10 is so different for the other power armor that one pilot can not operate the other Glitter Boys especially in combat.

HAND TO HAND BONUSES FROM GLITTER BOY USA-G10 COMBAT TRAINING

ELITE

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 60% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (effective against other power armors and Glitter Boys).
- Kick attack.
- +3 to strike.
- +5 to roll with punch, fall, or impact (explosion), reducing damage by half; at second level.
- +5 to parry (no arm shields, so can not parry energy blasts).
- +4 to dodge. (When the Pylons are down, no dodge whatsoever).
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Four.
- One additional hand to hand attack at level Eight.
- One additional hand to hand attack at level Twelve.
- Damage: Punch: 1D6 M.D.
- Kick: 1D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D4 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Glitter Boy combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Glitter Boy USA-G10 is laser resistant and takes only 1/2, from laser attacks only (particle beams, rail guns, ion cannons, magic, etc. still do full damage). The use of the Glitter Boy USA-G10 is so different for the other power armor that one pilot can not operate the other Glitter Boys especially in combat.

HAND TO HAND BONUSES FROM Glitter Boy CS GB-10 "Cheetah" COMBAT TRAINING BASIC

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 35% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (effective against other power armors and Glitter Boys).
- Leap Kick attack counts as TWO attack.
- Kick attack.
- +1 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +2 to parry with arm shields.
- +1 to dodge.

- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Seven.
- One additional hand to hand attack at level Twelve.
- Damage: Punch: 1D4 M.D.
- Kick: 1D4 M.D.
- Leap Kick: 2D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D4 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Glitter Boy combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Glitter Boy "Cheetah" is laser resistant and takes only NO damage, from laser attacks only (particle beams, rail guns, ion cannons, magic, etc. still do full damage). The use of the Glitter Boy "Cheetah" is so different for the other power armor that one pilot can not operate the other Glitter Boys especially in combat.

HAND TO HAND BONUSES FROM Glitter Boy CS GB-10 "Cheetah" COMBAT TRAINING ADVANCED

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 40% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (effective against other power armors and Glitter Boys).
- Leap Kick attack counts as TWO attack.
- Kick attack.
- +1 to strike.
- +2 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +3 to parry with arm shields.
- +2 to dodge.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Six.
- One additional hand to hand attack at level Eleven.
- Damage: Punch: 1D4 M.D.
- Kick: 1D4 M.D.
- Leap Kick: 2D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D4 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Glitter Boy combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Glitter Boy "Cheetah" is laser resistant and takes only NO damage, from laser attacks only (particle beams, rail guns, ion cannons, magic, etc. still do full damage). The use

of the Glitter Boy "Cheetah" is so different for the other power armor that one pilot can not operate the other Glitter Boys especially in combat.

HAND TO HAND BONUSES FROM Glitter Boy CS GB-10 "Cheetah" COMBAT TRAINING EXPERT

- Three hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 45% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (effective against other power armors and Glitter Boys).
- Leap Kick attack counts as TWO attack.
- Kick attack.
- +2 to strike.
- +3 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +4 to parry with arm shields.
- +3 to dodge.
- +1 to initiative.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Five.
- One additional hand to hand attack at level Ten.
- Damage: Punch: 1D4 M.D.
- Kick: 1D4 M.D.
- Leap Kick: 2D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D4 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Glitter Boy combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Glitter Boy "Cheetah" is laser resistant and takes only NO damage, from laser attacks only (particle beams, rail guns, ion cannons, magic, etc. still do full damage). The use of the Glitter Boy "Cheetah" is so different for the other power armor that one pilot can not operate the other Glitter Boys especially in combat.

HAND TO HAND BONUSES FROM Glitter Boy CS GB-10 "Cheetah" COMBAT TRAINING ELITE

- Four hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (effective against other power armors and Glitter Boys).
- Leap Kick attack counts as TWO attack.
- Kick attack.

- +3 to strike.
- +5 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +6 to parry with arm shields.
- +4 to dodge.
- +2 to initiative.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Four.
- One additional hand to hand attack at level Eight.
- One additional hand to hand attack at level Twelve.
- Damage: Punch: 1D4 M.D.
- Kick: 1D4 M.D.
- Leap Kick: 2D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D4 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Glitter Boy combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Glitter Boy "Cheetah" is laser resistant and takes only NO damage, from laser attacks only (particle beams, rail guns, ion cannons, magic, etc. still do full damage). The use of the Glitter Boy "Cheetah" is so different for the other power armor that one pilot can not operate the other Glitter Boys especially in combat.

HAND TO HAND BONUSES FROM Glitter Boy CS GB-40 "PANZER" COMBAT TRAINING BASIC

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 45% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (effective against other power armors and Glitter Boys).
- Leap Kick attack counts as TWO attack.
- Kick attack.
- +1 to strike.
- +1 to roll with punch, fall, or impact (explosion), reducing damage by half.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Seven.
- One additional hand to hand attack at level Twelve.
- Damage: Punch: 1D6 M.D.
- Kick: 1D4 M.D.

- Leap Kick: 2D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D4 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Glitter Boy combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Glitter Boy "Panzer" is laser resistant and takes only NO damage, from laser attacks only (particle beams, rail guns, ion cannons, magic, etc. still do full damage). The use of the Glitter Boy "Panzer" is so different for the other power armor that one pilot can not operate the other Glitter Boys especially in combat.

HAND TO HAND BONUSES FROM Glitter Boy CS GB-40 "PANZER" COMBAT TRAINING ADVANCED

- One hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 50% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (effective against other power armors and Glitter Boys).
- Leap Kick attack counts as TWO attack.
- Kick attack.
- +2 to strike.
- +2 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +1 to parry with arm shields.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Six.
- One additional hand to hand attack at level Eleven.
- Damage: Punch: 1D6 M.D.
- Kick: 1D4 M.D.
- Leap Kick: 2D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D4 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Glitter Boy combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Glitter Boy "Panzer" is laser resistant and takes only NO damage, from laser attacks only (particle beams, rail guns, ion cannons, magic, etc. still do full damage). The use of the Glitter Boy "Panzer" is so different for the other power armor that one pilot can not operate the other Glitter Boys especially in combat.

HAND TO HAND BONUSES FROM Glitter Boy CS GB-40 "PANZER" COMBAT TRAINING EXPERT

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 55% chance of knocking

opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (effective against other power armors and Glitter Boys).

- Leap Kick attack counts as TWO attack.
- Kick attack.
- +3 to strike.
- +3 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +2 to parry with arm shields.
- +1 to dodge.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Six.
- One additional hand to hand attack at level Eleven.
- Damage: Punch: 1D6 M.D.
- Kick: 1D4 M.D.
- Leap Kick: 2D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D4 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Glitter Boy combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Glitter Boy "Panzer" is laser resistant and takes only NO damage, from laser attacks only (particle beams, rail guns, ion cannons, magic, etc. still do full damage). The use of the Glitter Boy "Panzer" is so different for the other power armor that one pilot can not operate the other Glitter Boys especially in combat.

HAND TO HAND BONUSES FROM Glitter Boy CS GB-40 "PANZER" COMBAT TRAINING ELITE

- Two hand to hand attack per melee (plus those of the pilot).
- Body flip throw: 1D4 M.D. plus victim loses initiative and one attack that melee.
- Body Block/tackle/ram (roll as normal) - 1D4 M.D., plus a 60% chance of knocking opponent down (this will cause the victim to lose initiative and one attack that melee). Counts as TWO attacks. (effective against other power armors and Glitter Boys).
- Leap Kick attack counts as TWO attack.
- Kick attack.
- +5 to strike.
- +5 to roll with punch, fall, or impact (explosion), reducing damage by half.
- +4 to parry with arm shields.
- +3 to dodge.
- Critical strikes same as the pilot's hand to hand.
- One additional hand to hand attack at level Six.
- One additional hand to hand attack at level Eleven.
- Damage: Punch: 1D6 M.D.

- Kick: 1D4 M.D.
- Leap Kick: 2D4 M.D.
- Body Flip/Throw: 1D4 M.D.
- Body Block/Tackle: 1D4 M.D.

Remember, these bonuses are in addition to the pilot's own hand to hand training and attribute bonuses. These Glitter Boy combat bonuses do not apply to the pilot's physical abilities when outside the armor. The Glitter Boy "Panzer" is laser resistant and takes only NO damage, from laser attacks only (particle beams, rail guns, ion cannons, magic, etc. still do full damage). The use of the Glitter Boy "Panzer" is so different for the other power armor that one pilot can not operate the other Glitter Boys especially in combat.

Body Armor

Coalition "Dead Boy" Series Body Armor All Coalition body armor has the Death's Head motif. Not much has changed since the first book, but the addition of the CA-3 dress uniform armor. The CA-3 is designed to be slick and appealing to the eye, these are sharp looking armors that the military personnel are required to wear while patrolling inside cities and Chi-Town. This policy wasn't implemented around 80 P.A. for the reasons discussed above.

All Coalition "Dead Boy" CA-3 Series Body Armor has the following properties.

- 60 M.D.C. (Laser Resistant!), worn by all Coalition military personnel.
- Complete environmental battle armor suitable for use in all hostile environments, including space.
- Computer controlled life support system.
- Internal cooling and temperature control.
- Artificial air circulation system, gas filtration, humidifier.
- Computer controlled, independent oxygen supply and purge system, that automatically engages in low oxygen or contaminated air environments. Five hour oxygen supply.
- Polarized and light sensitive/adjusting tinted visor.
- Directional, short range radio built into the helmet. Range is 5 miles (8 km).
- Helmet face plate is removable.
- Insulated, high temperature resistant shielding for up to 1000 degrees centigrade! Normal fires do no damage. Nuclear, plasma, and magic fire do full damage.
- Radiation shielded.
- Ammo and supply waist belt, shoulder belts, and shoulder holster. Pilots and officers have a choice of shoulder or hip holster.
- Boot survival knife or vibro-blade.
- Prowl Penalty: -10 in CA-3 Body Armor.
- Black Market Cost: 150,000 credits; new extremely poor availability!
- Colors: Black, light gray, camouflage (for special assignments).
- Wrist Mini-Computer: A multi-purpose miniature computer and display that will indicate system errors within the armor, damage levels, and oxygen supply, as well as directional (compass), time, and date. This is built into the arm of the body armor, and can not be used unless in the body armor.

M.D.C. Breakdown of Coalition "Dead Boy" CA-3 Series Body Armor

- * Head-50
- * Face Plate - 30
- * Upper Arms (2) - 30 each
- * Lower Arms (2) - 60 each
- * Upper Legs (2) - 40 each

* Lower Legs (2) - 80 each

* Boots (2) - 25 each

* Main Body - 60

* Depleting the M.D.C. of any of these areas will expose the S.D.C. of the wearer. At this point either the wearer will die or be severely injured (GM's decide; depending on the situation). Anything other than the main body is -3 to strike and the head is a -4 to strike.

Coalition Cybernetics

The cybernetics and bionics below belong exclusively to the Coalition; except The Decibel Scale this is an update and should replace the scale in Rifts RPG Book, found on page 231. The Coalition as well as other factions, and even some high-tech bandits, possess most if not all the cybernetics and Bionics found in Rifts RPG Book.

NOTE TO THE GM/PLAYER: The decibel scale below should be put into the first Rifts book is incorrect. I'm a sound engineer and the chart below is fairly accurate, especially since you are dealing with a sonic boom from the "Boom Gun".

The Decibel Scale (Updated): please disregard what is in the Rifts RPG Book. This is the correct and realistic scale.

Humans have the capability to hear loudness at a ratio of 1 to 10,000,000 and greater. Sounds at 60dB (decibels) SPL (sound pressure level) is 1,000 times louder than sound at 0 dB/SPL.; at 80 dB/SPL it is 10 times louder than at 60 dB. If the amplitude of two similar sounds is 100 dB/SPL each, their amplitude, when added, would be 103 dB/SPL. Nevertheless, most people do not perceive a sound level as doubled until it has increased at least 6 to 10 dB/SPL. The average frequencies that the human is able to hear is between 20 Hertz and 20,000 Hertz (20 kHz). Most animals can hear between 25 Hz and 40 kHz. Decibel: That expresses the ratio of two quantities, (such as sound pressure, power, or intensity) or that expresses the ratio of one such quality to an appropriate reference.

0 dB/SPL: Threshold of hearing

10 dB/SPL: a light whisper

20 dB/SPL: a quiet Living room

30 dB/SPL: a quiet office

40 dB/SPL: subdued conversation

50 dB/SPL: average office

60 dB/SPL: average conversation

70 dB/SPL: busy street

80 dB/SPL: acoustic guitar - 1' away

90 dB/SPL: heavy truck traffic

100 dB/SPL: subway

110 dB/SPL: Power Tools

120 dB/SPL: Threshold of pain for the ear Thunder

125 dB/SPL: Rock Band on stage

130 dB/SPL: airport runway

140 dB/SPL: Sonic boom

150 dB/SPL: permanent damage to hearing

160 dB/SPL: jet engine, close up

180 dB/SPL: rocket engine

220 dB/SPL: 12' in front of cannon below muzzle

Passive Nightvision Sight: Simulates normal vision (20/20; plus full color spectrum), and amplifies existing ambient light to provide vision in darkness. It is also known as a "starlight" eye because it can amplify the light from the moon and the stars to see outdoors. If in absolute darkness, such as an underground tunnel, it is rendered useless-it must have some source of ambient light. Range: 2000 ft (610 m); Cost: 10,000 credits.

Telescopic Sight: Simulates normal vision (20/20; plus full color spectrum), while providing long distance viewing. 8 x magnification. Range: 6000 ft (1830 m); Cost: 15,000 credits for one; 30,000 for a pair.

Sensor Hand: A special prosthetic hand filled with sensors can be used to replace a severed human hand. The hand will simulate the function of the original limb, however this hand also has numerous other features.

The Sensor Hand is implanted with the following Sensors:

- **Heat:** The hand can precisely measure hot and cold temperatures emanating from objects, areas and people by touch or by placing the hand near the subject in question, such as a hot grill, engine, campfire etc. This can be extremely useful in telling if an engine has been recently used, or how old a campfire may be. Range is limited to touch or about six inches from the heat source. This hand can withstand temperatures up to 300 degrees before it is damaged.
- **Radiation Detector:** Detects and measures the amounts of harmful types of radiation and warns its owner. Includes nuclear, atomic and microwave.
- **Gyro-Compass:** Always locates north, south, east and west, as well as up or down. Particularly useful when piloting aircraft. Data can be transmitted as an audio report through one of the ear implants, a wristwatch-like receiver or to a Heads Up Display within a mechanical eye.
- **Clock Calendar:** Continuously keeps track of the exact time, down to 100th of a second, as well as the calendar date. Data can be transmitted as an audio report through one of the ear implants, a wristwatch-like receiver or to a Heads Up Display within a mechanical eye.
- **Total cost for the Sensor Hand System:** 80,000 credits, plus receiver(s) cost.
- The data can be transmitted either electronically to a tiny ear receiver attached to the eardrum or to a wristband receiver (audio and digital readout on an LCD screen; looks like a wristwatch), or a hand-held radio-like unit the size of a pocket calculator, or to a Heads Up Display within a mechanical eye.

Receivers Prices:

- Cost: 3500 credits for the ear receiver.

- Cost: 600 credits for the wristband.
- Cost: 300 credits for the pocket receiver.
- Cost: 8000 credits for the Heads Up Display.

Battle Tail Mace: A studded mace can be attached to the end of the tail. purpose for the mace is assault. Penalties: the weight of the mace gives the tail a -15% to climb skill, -1 to strike, parry and dodge. Likewise, the tail is -95% to pick up anything.

Primary Purpose: Assault

Mega-Damage: 2D6 M.D.

Weight: 25 lb. (11 kg)

Maximum Effective Range: Five to ten feet long (1.5 to 3 m).

Cost: 20,000 credits.

Vibro-Spiked Battle Tail Mace: Same as the studded mace, but uses six inch long vibro-charged double-bladed two edged spikes that protrude from the tail end. Penalties: the weight of the mace gives the tail a -15% to climb skill, -1 to strike, parry and dodge. Likewise, the tail is -95% to pick up anything.

Primary Purpose: Assault

Mega-Damage: 3D6 M.D. (blades are not retractable).

Weight: 35 lb. (16 kg)

Maximum Effective Range: Five to ten feet long (1.5 to 3 m).

Cost: 40,000 credits.

Gadget Hand: A multi-purpose hand containing a low-power laser torch (welding) located in the little finger. The torch can cut through a S.D.C. structure like butter. Remember, one M.D.C. point is about 100 S.D.C. points. The index finger contains a flathead screwdriver that has a micro-sized motor (360 degree rotation). The middle finger contains a Phillips-head screwdriver that has a micro-sized motor (360 degree rotation). The Gadget Hands inside thumb and index finger are semi-flat (and contoured), they were designed this way to act as pliers or heavy-duty wrench set of various sizes.

Mega-Damage: 1D4. (Finger torch at it's highest setting).

S.D.C. Damage: 1D6, 3D6, 6D6 and 1D6 x 10 S.D.C.

Rate of Fire: Aimed, Burst, Wild; see Modern Weapons Proficiency Section.

Maximum Effective Range: 5 ft (1.5 m).

Payload: Effectively Unlimited.

Cost: 20,000 credits.

Retractable Toe Blades: Three inch long, double-edged blades retract from the toes.

S.D.C. Damage: 1D6 per each toe (plus P.S. bonus).

Cost: 2000 credits per each toe.

New Weapons for the Coalition

Coalition Pistols & Rifles

What Weapons does the Coalition already possess? Here is a list of the items that the Coalition has acquired over the years.

One thing we must establish now, NO! the Coalition does not have access to all the guns that Triax posses. The guns that the Coalition does have access to, can be found in *Rifts: Source Book I*. These guns were acquired through the use of trading goods, no money actually changed hands.

- TX-5 Triax Pump pistol
- TX-11 Triax Sniper Laser Rifle
- TX-16 Pump Rifle
- TX-30 Triax Ion Pulse Rifle
- TX-500 Triax Borg Rail Gun

Obviously Triax is not going to give them all of their good weapons. Triax has never shared their Uranium Depleted rounds with anyone. Hell, even the troops that carry them don't even know that the gun carries uranium depleted rounds. This is a closely guarded secret, and belongs exclusively to Triax and the NGR. The Coalition may develop this technology in about another 25 to 50 years, this includes spying.

These are the Guns that the Coalition Posses that Northern Gun has developed for them. These weapons can be found in the *RIFTS RPG BOOK*: (except the NG-E4 Northern Gun Plasma Ejector, found in the *RIFTS SOURCE BOOK I*)

- NG-57 Northern Gun Heavy-Duty Ion Blaster
- NG-Super Laser Pistol and Grenade Launcher
- NG-33 Northern Gun Laser Pistol
- NG-L5 Northern Gun Laser Rifle
- NG-P7 Northern Gun Particle Beam Rifle
- NG-101 Rail Gun
- NG-202 Rail Gun
- NG-E4 Northern Gun Plasma Ejector

These weapons come from the WILK'S Laser Industries Inc. These weapons can be found in the *RIFTS RPG BOOK* (except the Wilk's 457 Laser Pulse Rifle, found in the *RIFTS: SOURCE BOOK I*):

- Wilk's 320 Laser Pistol
- Wilk's 447 Laser Rifle
- Wilk's Portable Torch (tool)
- Wilk's Laser Wand (tool)
- Wilk's Laser Scalpel
- Wilk's 457 Laser Pulse Rifle

These guns were developed by the Coalition themselves. These Weapons can be found in the *RIFTS RPG BOOK*: (except the CV-212 Frequency Variable Light Laser Rifle, Found in the *RIFTS: SOURCE BOOK I*):

- C-18 Laser Pistol

- C-10 Light Assault Laser Rifle
- C-12 Heavy Assault Laser Rifle
- C-14 "Fire Breather" Assault Laser and Grenade Launcher
- C-27 Heavy Plasma Cannon
- CR-1 Rocket Launcher
- CV-212 Frequency Variable Light Laser Rifle
- C-40R Coalition SAMAS Rail Gun

These weapons are pre-rifts artifact redesigned by the Coalition that can be found in the *RIFTS RPG BOOK*:

- JA-11 Juicer Assassin's Energy Rifle
- JA-9 Juicer Assassin Variable Laser Rifle

Bottom Line there are over 30 guns, rifles, particle beam weapons, etc. at the Coalitions disposal. For those of you who need more weapons here they are.

C-1200 series Particle Wave Rifle

This gun is another triumph for the Coalition Weapons Division. There are four different versions of this same gun. The 1201, 1202, 1203, & 1204. This gun in the hands of any who possesses it must use two hands at all times or it is a -5 to strike (plus, loses all strike bonuses). The gun was build for a ground soldier, mecha, Borg, and Power Armor. **Note:** The Glitter Boy does not possesses one of these gun, no will they, their weapon is the "Boom Gun". This particle Wave Rifle will penetrate laser resistant armor, including the Glitter Boy. This includes all armor, from the past to the present (103 P.A.).

This will not only do damage, but, the pilot must roll his/her piloting skill to see if he/she can stay balance. If you are outside of a mecha, you can roll sense of balance, doesn't apply while in mecha, piloting skill must be made with a penalty of -15%. This is due to the force jolt from the gun. Not only does the gun have a particle Beam in it, it also processes the wave factor. Example: Ever been at the beach and been hit by a good sized wave. Knocked you down didn't it. Well the same applies here (except it's not a wave of water it a wave of particles traveling near the speed of light, no dodge is possible), the radius of the wave is always twice the length of the gun.

Example: 4 ft equals a 8 ft. radius for the wave. Unfortunately there is one draw back the gun has a tendency to over heat for every 2 minutes (8 combat rounds) of constant use. It requires 1 minute (4 combat rounds) to cool of before it can be fired again. For every single blast past that 2 minutes there is a 25% chance of the gun exploding causing 2D4+25 M.D to the bearer of the gun (that's 5 actions/attacks per melee). For every short burst there is a 50% chance of the gun exploding causing 2D4+25 M.D to the bearer of the gun (that's 3 actions/attacks per melee). For every long burst there is a 75% chance of the gun exploding causing 2D4+25 M.D to the bearer of the gun (that's 2 actions/attacks per melee). For a full melee, the gun will instantly explode causing 2D4+25 M.D to the bearer of the gun.

C-1201 Infantry Rifle (Man sized)

Weight: 9 lb. (6.3 kg)

Length: 4.3 ft (1.43 m)

Mega-Damage: 8D6

Rate of Fire: Standard, see Modern Weapon Proficiency Section.

Maximum Effective Range: 1600 feet (488 m)

Payload: 10 shots per regular (stock) E-clip, 20 per long E-clip, 40 per canister.

Black Market Cost: 12,500 credits. Commonly available.

Special: will knock a man back 1D6 ft. (Roll on Critical Damage Table); 75% chance of knocking a Borg over (Roll on Critical Damage Table). No chance to knock a mecha over and the pilot does not have to roll a skill control.

C-1202 Infantry Rifle (Borg sized)

Weight: 18 lb. (6.3 kg)

Length: 9.6 ft (3.2 m)

Mega-Damage: 2D12

Rate of Fire: Standard, see Modern Weapon Proficiency Section.

Maximum Effective Range: 1800 feet (600 m)

Payload: 20 shots per regular (stock) E-clip, 30 shots per long E-clip, 60 blasts from a canister.

Black Market Cost: 1,200,500 credits. very scarce.

Special: will knock a man back 1D8 ft. (Roll on Critical Damage Table); 50% chance of knocking a Borg over (Roll on Critical Damage Table). 95% chance to knock a Power Armor over and the pilot does not have a penalty applied when he/she rolls their skill control. This will not effect the Robot in this manner.

C-1203 Infantry Rifle (Power Armor sized (made for Power armor under 15ft. tall))

Weight: 72 lb. (6.3 kg); Power Pack weight is an extra 52 lb..

Length: 11.3 ft (3.76 m)

Mega-Damage: 1D4x10

Rate of Fire: Standard, see Modern Weapon Proficiency Section.

Maximum Effective Range: 2400 feet (800 m)

Payload: 25 shots per standard (stock) E-clip, 40 from long E-clip, can not except canisters. Power Pack hold 1200 shots.

Black Market Cost: 200,500 credits. scarce.

Special: will knock a man back 1D12 ft. (Roll on Critical Damage Table); 25% chance of knocking a Borg over (Roll on Critical Damage Table). 75% chance to knock over a Power Armor all penalties apply (Roll on Critical Damage Table). 95% chance to knock a Robot (25ft. and above) over and the pilot does not have a penalty applied when he/she rolls their skill control.

C-1204 Infantry Rifle (Robot sized (made for Robots between 25 and 35 ft. tall))

Weight: 218 lb. (6.3 kg); Power Pack weight is an extra 128 lb..

Length: 15.8 ft (5.26 m)

Mega-Damage: 1D6x10

Rate of Fire: Standard, see Modern Weapon Proficiency Section.

Maximum Effective Range: 1600 feet (488 m)

Payload: 30 shots per standard (stock) E-clip, 45 from long E-clip, can not except canisters. Power pack holds 1500 shots.

Black Market Cost: 250,000 credits. scarce.

Special: will knock a man back 4D6 ft. (roll on critical damage table); will knock a Borg back 2D6 feet (Roll on Critical Damage Table). 25% chance to knock over a Power Armor all penalties apply, plus it will get knocked back 1D4 feet (Roll on Critical Damage Table). 50% chance to knock a Robot (25ft. and above) over all penalties apply (Roll on Critical Damage Table).

Energy-Clips

E-Clips cost are pretty standard. Generally a new, fully charged standard E-Clip (short) will cost 5000 credits. Recharging a short E-Clip cost about 1500 credits.

Typical payload for the short E-Clip: 10 to 20 shots for pistols/handguns, or 8 to 10 shots for rifles. The cost for a new, fully charged standard E-Clip (long) will cost 10,000 credits. Recharging a long E-Clip cost about 3000 credits.

Typical payload for the long E-Clip: 40 to 50 shots for pistols/handguns or 20 to 40 shots for rifles.

The Coalition has introduced a new type of weapon cell called a Canister E-Clip or CE-Clip. The CE-Clip can hold more charges and can be used in conjunction with an E-Clip, providing a weapon with a greater number of shots. At this time, only the Coalition uses this technology, and the only type of weapon the CE-Clip is designed for are rifles. They can not be used on any other energy weapons. The cost for a CE-Clip is 15,000 credits. Recharging a CE-Clip will cost about 5000 credits.

Typical payload for the CE-Clip: 50 to 75 shots!

Cost for conventional S.D.C. Rounds: Available S.D.C. rounds/bullets include all the common types, from 22. caliber to 10 mm. Armor piercing rounds (add 1D6 S.D.C. to the bullets damage) ,or high explosive cartridges (add 1D6x10 S.D.C.) are available. A box of 48 rounds (normal bullets) typically cost about 10 credits. Triple for armor piercing, dumdums, and other special rounds. One hundred credits for a box of 48 exploding rounds.

Cost for Pump Rounds: High explosive mini-grenades (6D6 M.D.C.) cost 500 credits each; a box of 48 is 24,000 credits.

Fusion Blocks

A fusion block is a little square case about the size of hand-held computer. On top of the block is a small key pad for programming the time of detonation. An automatic 30 second delay is built into each fusion bomb as a safety feature to avoid instant detonation.

Mega-Damage: There are four types of fusion block bombs.

- 1D4x10 M.D.
- 2D6x10 M.D.
- 4D6x10 M.D.

○ 6D6x10 M.D.

The blast is contained in a 10 ft area (3 m) for fusion blocks types 1-3. The blast is contained in a 20 ft area (6 m) for fusion block type four.

Weight: One half pound to one pound.

Note: Fusion blocks are not aerodynamic.

Black Market Cost: 1000, 3000, 8000, and 10,000 credits respectively.

Coalition Hand Grenades

A hand grenade is a small, softball-sized explosive canister designed for throwing and exploding. Average effective throwing range is about 100 ft (30.5 m).

Fragmentation (anti-personnel): 3D6 M.D. to a 15 ft (9 m) area. Cost: 250 credits

High Explosive (anti-armor): 5D6 M.D. to a 5 ft (3 m) area. Cost: 150 credits.

Napalm (light): 6D6 M.D. to a 10 ft (6 m) area. Cost: 400 credits.

Plasma (medium): 1D4x10 M.D. to a 8 ft (3 m) area. Cost: 450 credits.

Plasma (heavy): 1D6x10 M.D. to a 5 ft (1.5 m) area. Cost: 550 credits.

Stun/Flash: This riot/anti-terrorist weapon is designed to disorient and confuse criminals who are holding hostages in confined places. The grenade makes a loud exploding boom and emits a bright flash, followed by a shower of white-hot sparkettes and some white smoke. The flash, burning sparks, and smoke should blind and startle any character without environmental armor or protective goggles. The victims of a stun/flash grenade are -8 to strike, parry, and dodge, -1 on initiative and lose one attack/action for the next 1D4 melee rounds (15 to 60 seconds) to everyone in a 20 ft (6 m) area. Even those in armor should be momentarily distracted for 1D4 seconds and lose initiative. Cost: 100 credits.

Tear Gas: The gas will instantly affect all characters without protective masks or environmental body armor. The eyes burn, sting and water profusely, causing great discomfort and makes seeing clearly impossible. The gas also makes breathing difficult and irritates exposed skin. The effects last for 3D4 minutes. The 25 ft (7.6m) cloud dissipates in about five minutes unless blown away by wind (dissipating more quickly in about 1D4 minutes). The victims of tear gas are -10 to strike, parry and dodge, -3 on initiative and lose one melee attack/action for each of the 1D6 + 6 melee rounds. Those in environmental armor are completely safe and not affected. Cost: 200 credits.

Smoke: A thick cloud of smoke that covers a 20 to 40 ft (6 to 12 m) area. The smoke obscures vision in and through the cloud from those on the outside of it. Infrared can not penetrate a smoke cloud or be used inside a smoke cloud. Those inside the cloud will be blinded and have trouble breathing while inside it. Those who are not protected by environmental suits or gas mask and goggles will be -5 to strike, parry and dodge and -1 on initiative. Attackers firing into/through the cloud are shooting wild. **Note:** Passive nightscopes will work in a smoke cloud. Cost: 50 credits.

Hand-Held Flare: This is the type item truck drivers and road patrols use to signal for help or to warn others of accident or danger. The flare burns for 20 minutes. Cost: 1 credit each.

Parachute Flares: This pyrotechnic device usually comes in a hand-held, throw-away launch tube. Three seconds after launching the flare, it ignites into a bright, sparkling light that slowly drifts back down to earth. While in the air the flare burns for 60 seconds and illuminates an area roughly 150 ft (45.7 m) in diameter. **Note:** This is not a weapon, but if shot into a person, the flare does 6D6 S.D.C. each melee round for one minute (four rounds). There is also a 50% chance of causing combustibles to catch

fire. Cost: 10 credits.

Vibro-Blades

All vibro-blades are bladed weapons surrounded by an invisible, high-frequency energy field that gives them mega-damage capabilities. The scientist at Chi-Town have found a way to increase the power of their invention (vibro-blades were created there) by 30%. The process to increase the power of vibro-blades is a secret known to the Coalition only, and can not be duplicated anywhere else! The Coalition has also developed more vibro weapons to better their soldiers in any kind of combat.

Vibro-Knife: 2D6+6 M.D. Weight: 1.0 lb.. Cost: 3000 credits.

Vibro-Saber (short sword): 4D6 M.D. Weight: 4 lb.. Cost: 7000 credits.

Vibro-Sword (larger one or two handed): 5D6+6 M.D. Weight: 5 lb.. Cost: 10,000 credits.

Vibro-Claws: 5D6+6 M.D. Weight: 2 lb.. Cost: 5000 credits. Usually three hooked blades attached to forearm gauntlets or protective plate. Great for parrying and slashing.

Retractable Double-Bladed Vibro-Staff: 1D4x10 M.D. Weight: 6 lb.. Cost: 20,0000 credits. A deadly new hand to hand melee weapon. When retracted (3 ft) the weapon does 2D6 + P.S., but when extended (5 ft) (turned on) its damage is an incomparable 1D4x10 M.D.

Double-Bladed Vibro Battle Axe: 6D6 M.D. Weight: 4 lb.. Cost: 15,000 credits.

Note: The Ancient Weapon Proficiency skills and bonuses apply to the vibro-blades. Claws fall into the W.P. Knife category.

Neural Mace

Another close combat weapon developed by the Coalition. The mace is effectively a stun weapon that releases an energy charge that temporarily short-circuits the nervous system. There is a chance of rendering an unarmored person unconscious, but even if the individual remains conscious the charge will impair his/her movement.

Physical Damage: Mace: 2D6 S.D.C. plus P.S. attribute bonus. However, the mace is an M.D.C. structure and can be used to parry M.D. attacks from robots and power armor.

Stun Penalties of the Victim: -8 to strike, parry, and dodge for 3D6 melees! The duration of the impairment is increased 3D6 melees for every hit by the mace (also roll each time to see if knocked unconscious).

Save vs Neural Mace: The same as saving against non-lethal poison, 16 or higher. The character must save each time he/she is struck.

Note: The mace is ineffective against environmental M.D.C. body and power armor, but is effective against half-suits, or body armor without a helmet (not fully environmental without the helmet attached).

Coalition High-Tech Arrowheads

Bows and arrows are becoming a popular choice weapon in the Coalition, predominately used by the Psi-Stalker Elite, Military Specialist and other specialist. The bow weapon has a few advantages. One, the firing mechanism requires no artificial energy supply. Second, the weapon is entirely silent made by hand (Carpentry skill is needed), if necessary.

Types of Arrowheads

All are suitable for either crossbow or conventional arrowheads

Light Explosive: 1D6x10 S.D.C. Cost: 100 credits each.

Medium Explosive: 3D6 M.D. Cost: 300 credits each.

Heavy Explosive: 6D6 M.D. Cost: 500 credits each.

Plasma: 1D4x10+6 M.D. Cost: 700 credits each.

Tear Gas: Shatters on impact and will instantly affect all characters without protective masks or environmental body armor. The eyes burn, sting and water profusely, causing great discomfort and makes seeing clearly impossible. The gas also makes breathing difficult and irritates exposed skin. The effects last for 3D4 minutes. The 25 ft (7.6m) cloud dissipates in about five minutes unless blown away by wind (dissipating more quickly in about 1D4 minutes). The victims of tear gas are -10 to strike, parry and dodge,-3 on initiative and lose one melee attack/action for each of the 1D6 + 6 melee rounds. Those in environmental armor are completely safe and not affected. Cost: 400 credits each.

Stun/Flash: This riot/anti-terrorist arrowhead is designed to disorient and confuse criminals who are holding hostages in confined places. The arrowhead makes a loud exploding boom and emits a bright flash, followed by a shower of white-hot sparkles and some white smoke. The flash, burning sparks, and smoke should blind and startle any character without environmental armor or protective goggles. The victims of a stun/flash arrowhead are -8 to strike, parry, and dodge,-1 on initiative and lose one attack/action for the next 1D4 melee rounds (15 to 60 seconds) to everyone in a 20 ft (6 m) area. Even those in armor should be momentarily distracted for 1D4 seconds and lose initiative. Cost: 600 credits each.

Bow Types

Modern Composite Bow: 500 to 1200 credits.

Modern Crossbow: 600 to 1200 credits.

Modern Crossbow Pistol: 400 credits.

Weight: Varies with type. Usually 2 to 6 lb. (0.9 to 2.7 kg).

Rate of Fire: Varies. See *Rifts: RPG book page 32*, W.P. Archery and Targeting for S.D.C. damages and effective ranges.

Gambling Section **WARNING!**

Palladium Books nor myself does not condone the use of gambling, this is for pure entertainment only and should be used as such. The section below is to help characters and game play have a fun element in it, like playing the ultimate pool game (for your life).

[Pool] [BlackJack] [Slot Machines] [Wheel of chance]

Have you any extra activities to help spice up the A typical bar scene?

Here are some fun thing you can do in your games.

POOL

Since you actually can't see the balls on the table, unless you actual go out and play on a real pool table. We developed this system for the average pool player, trust me no one in the party can become an expert at the game and I also doubt that your GM will let you, nor should you. Use a 1D20 die for this table:

Note: You can use your strike bonuses (for hand to hand) for an extra Umphh! Provided the GM allows it.

- 1 - 2 Off the table.
 - 3 01 - 50% chance hitting opponents ball; 51 - 00 off the table: On breaks the ball will go off the table.
 - 4 Scratch.
 - 5 01 - 75% bumps around the table (no balls hit); 76 - 00 Scratch.
 - 6 - 9 Bumps around the table (no balls hit).
 - 10 - 11 Bumps around the table (hits some balls, none go in) 15 or better for the next opponent.
 - 12 Hits any ball on the table knocking it in; on breaks roll on this table to see which balls you are playing with 01 - sinks 8 ball; 02 - 50 stripes; 51 - 00 Solids.
 - 13 - 18 Knocks in any ball.
 - 19 - 20 Perfect shot and perfect set up; 10 or better for your next shot.
-

BLACKJACK

You can do this by playing with a real card set or use the table below. This table will require a 1D20 die for play.

Gambling

- 1 or 11 Ace
 - 2 - 9 Numbered cards (what ever number you roll that is the number on the card).
 - 10, 12 - 20 Face cards (you the GM can decide if it's a King, Queen, or Jack).
-

SLOT MACHINES

We are going on the assumption that you don't have slot machines readily available, so use the chart below for this type of gambling. This table requires a 1D10 die for play. There are usually 1, 5, 10, 20, 50, 100 credit machines, mostly 1, 5, 10 credit machines will be in the place the others are for the top dogs.

- 1 & 2 Blank
- 3, 4, 5 Cherry
- 6, 7 Orange
- 8, 9 Lemon
- 10 Bar

1st Reel	2nd Reel	3rd Reel	Pay Out
Cherry	Any	Any	2X
Cherry	Cherry	Any	5X
Cherry	Cherry	Cherry	10X
Blank	Blank	Blank	5X
Orange	Orange	Orange	10X
Lemon	Lemon	Lemon	15X
Bar	Bar	Bar	100X

WHEEL OF CHANCE

The character would place 1 credit on one of the spaces EX.: You place your credit on the 10 credit spot you roll the dice if it land there that's the amount you win. If it falls somewhere else then you loose 1 credit (use the percentile die for this game).

- 01 - 05 Blank
- 06 - 35 1 credit
- 36 - 55 5 credits
- 56 - 70 10 credits
- 71 - 82 15 credits
- 83 - 92 20 credits
- 93 - 97 25 credits
- 98 50A - 50 credits

Gambling

- 99 50B - 50 credits
 - 00 100 credits
-

Rifts Time Line

DATE	EVENT
A hell of a long time ago	The creation of the Megaverse and a lot of other things
???	First climb out of the primordial ooze
???	Cosmic Forge created
60,000,000*B.C.	Life on Gemini 2 totally wiped out
50,000,000*	Gemini 1 irradiated by powerful P.P.E. storm
5,000,000*	Center on Phase World is built
???	Mechanoids created on Homeworld
???	Mechanoids wiped out
50612*	Splugorth discover Kydians
47000*	Xy the Great Old One is transformed into Thoth Dominators try to create genocide for the races in the 3 galaxies
35613	Splugorth discover Kittani
10000	Nazcan Empire flourished
7,000	Warrior tradition of the Kreeghor started
6000*	Second Epoch of Magic begins
5612*	Lo Li journeys to Earth
3090	Rahu-men establish community in Himalayas
3000*	Machinist race flourishes Machinist peoples attacked by Star Hunters Cosmos Knights and other champions of good declare war on the star hives almost totally wiping them out
2000	Prometheans change Center into an interdimensional trading center Splugorth try and attack center and fail Terra Prime becomes space worthy
1500*	Chiang-Ku leave Earth
15??	Daisho of the Relentless Warrior forged
286	According with legend Mt Fuji rose out of a quite valley in a tremendous earthquake
101	Nazcan Shamans return from other dimension and with those from Earth prepare to defend the Earth from the Arkhon invasion
100	Arkmons try and invade Earth and are repelled by the Nazcans line drawings
272 A.D.	Library at Alexandria destroyed
387*	Splugorth conquer Altarans

700	Almost all trace of Nazcan civilization is gone
1100*	Vampires invade Northern Europe
1200*	Inca gods and demi-gods rift to Earth Inca culture appears and is started by the Pantheon of the Suns demi-gods Inca gods revert to a stasis sleep in order to regenerate damage received in a previous battle
1290*	The Megaversial Legion first appears
1300*	Tarnow Crystal discovered in Poland
1387	Olympian Club founded
14??	The Goddess Ameratsu leaves the Bushi Federation The Olympian Club is founded
1492	Columbus discovers America
1600*	Tarnow Crystal lost in river
16??	Quetzalcoatl the Rebels first reappearance on Earth since fleeing
1776	United States of America becomes a free country
1851	Ley line activity begins on Mars
1859	Darwin publishes <u>On the Origin of Species</u>
188?	Tlazolteol poised as a madman in California
1903	The Wright Brothers make first powered flight
July 16, 1945	First atomic bomb detonated at Alamagordo
1953	Watson & Crick create the first model of DNA
1956	Ley line activity on Mars ends
October 4, 1957	USSR launches Sputnik
196?	Tlazolteol was a revolutionary in Central America
1963	Victor Lazlo meets Lo Fung in Korea
July 20, 1969	Neil Armstrong sets foot on the Moon
1973*	Robert Nois invents microprocessor
Nov, 1976	Megamouth shark is discovered
1977	Victor Lazo publishes <u>Worlds Within Worlds</u> Demandred the Forsaken is born
1981	Victor Lazlo publishes <u>Splintered Souls and Broken Auras</u>
Dec, 1984	Victor Lazlo is rifted to Rifts Earth
198?	Tlazolteol poises as a high class girl
1987	Victor Lazlos last words are published
1990	General Henry Smiths first encounter with the Dreamer

1998	Splogorth attack the Gods of India
2004	Colonel Arthur Savags 7th Armored Calvary is rifted from Earth and turned into warrior slaves for the Dakir
2024*	Golden Age of Man begins
2061*	Mindwerks signs contracts with Psytronics to research M.O.M. implants
2069*	Golden Age of Man ends
2071	Mindwerks sued over M.O.M. process
2086*	Battle of Guada Marta in South America
2095	U.S.S. Ticonderoga is built in a Top Secret military shipyard in the American Empire The Experimental Arcology of Patagonia city is built
December 22, 2098	The Great Cataclysm begins Post Apocalyptic Dark Ages begin Mt. Fuji erupts and grows an additional 600 feet Many cities in Japan are rifted into a limbo dimension City of Manoa is rifted back to Earth Mutant cats from Project Achillies implement their plan and escape from compound Werebeast and Mutant cats from Project Achillies perform ritual and rift the city of Omagua to Earth Ancient Inca Undead start to come back to life and wander South America The Experimental Arcology of Patagonia city, city with high powered mages, and a city from Wormwood city is rifted from a parallel Earth to Rifts Earth, South America
January, 2099	Mindwerks complex in Poland scheduled to open
2099	First Millennium Tree begins to grow
2100*	Lizard Mage Rifts to Earth from the Palladium world and starts to bring other Lizard Men over and forms community
2108*	Plague kills survivors at Aberdeen A.R.C.H.I.E. goes into hibernation
???	Mechanoids re-emerge
2121*	Captain Nemo Dobson takes the Ticonderoga out in search of other civilizations Captain Nemo and dive crew are transformed by energies from a rift turning them into Sea Titans
2130*	Most of the New Empire in Japan is converted to the Shinto Religion
2137*	Techno-Zombies are first created by the Vallax aliens
2150*	First Horune Pirated arrive on Rifts Earth

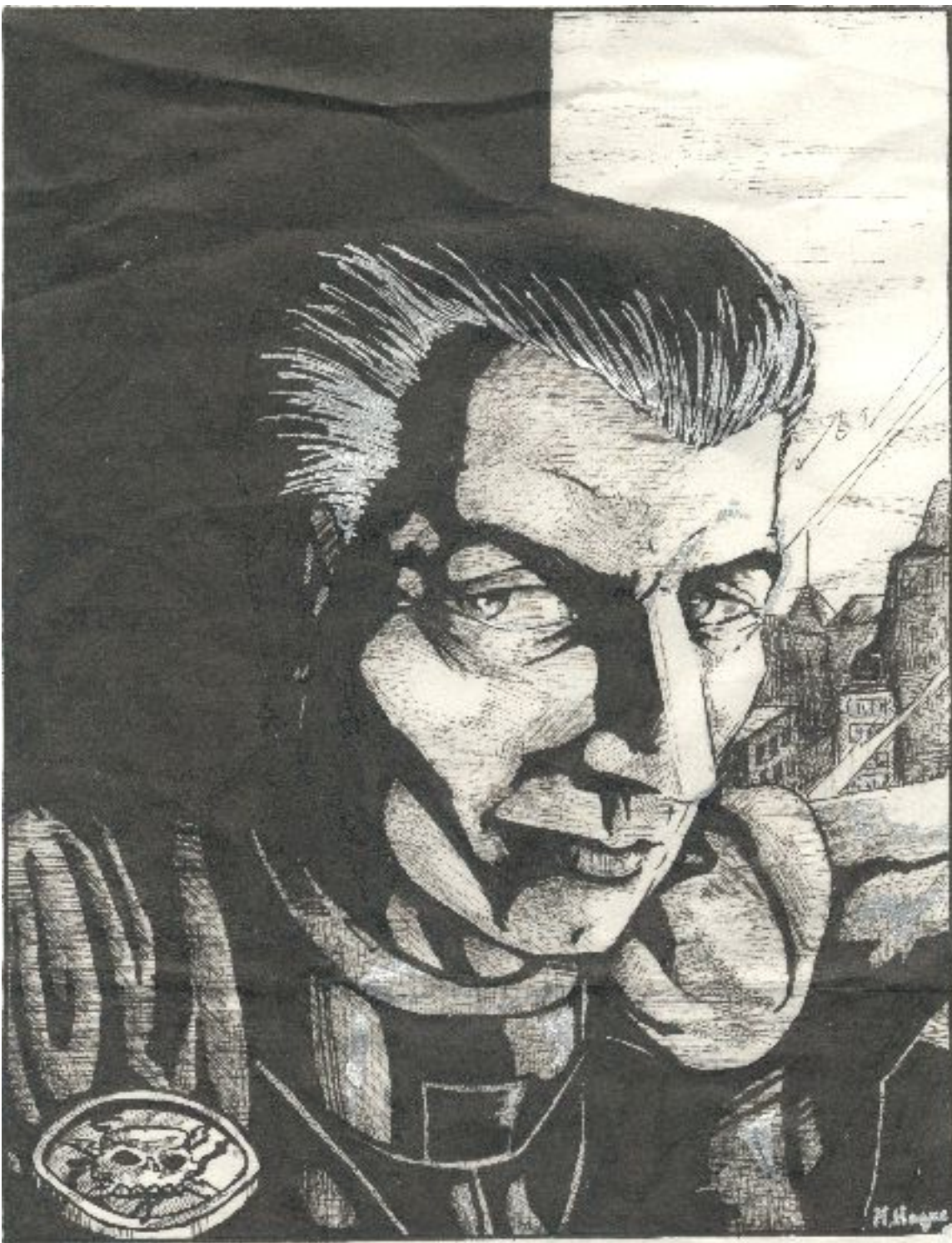
2154*	Angel Herrenisel emerges from Mindwerks complex Angel Herrenisels new community of humankind is attacked by a neighboring city-state Angel Herrenisel and the Angel of Vengeance are converted into full conversion borgs
2158*	Mindwerks begins kidnapping humans
2165*	Mindwerks aligns with Brodkil Empire
2180*	First gathering of Lizard Men in South America
2188*	Grizzly Carter is rifted to Earth
2194*	The Great Cataclysm ends
2198	Splugorth invade Atlantis
2198*	The New German Republic forms
2200*	The Lord of the Deep becomes active again
2208*	A.R.C.H.I.E. awakens and murders humanoids A.R.C.H.I.E. goes into hibernation
2224*	Nationalization sweeps orbital stations
2230*	First Elven community is founded in Europe
2258*	A.R.C.H.I.E. awakens and forms "God" community "God" community destroyed by Splugorth
2275*	La Fortaleza is built
2283	KLS deploys Glitter Boy Mark III
2286	Post Apocalyptic Dark Ages end
2287	Celtic Gods and Fomorians reappear in Scotland
2290A.D./1 P.A.	Post Apocalyptic Calendar begins Pharaoh Rama-Set takes control of the Phoenix Empire New Empire exploded into power Juicers start making their return after the Great Cataclysm
3	The Bloody Campaign Mind Bleeders appear in Europe
10*	Ghost World discovered in the Transgalactic Empire
12	Federation of Magic invade Chi-Town CS begins the invasion into the Federation of Magic Refugees of the war start to go to Kingsdale
15	Tritona emerges from the Dark Ages Refugees from the CS invasion into the Federation of Magic stop going to Kingsdale
18	Achillies Republic starts to form
20	Italo Industries is founded

21	Cyber-Knights appear in North America
25*	Battle for Axis-5 begins between the Freedom Fighters and the Transgalactic Empire
26	KLS deploys Glitter Boy Mark IV D-center at Azlum opens The Portal
30	Triton starts trade with other human and D-bee populations Factories are built in Kingsdale
*	Second gathering of Lizard Men in South America
32	Kingdom of Tarramore founded
37	Erin Tarn is born
February, 38	The Gargoyle Empire invades the NGR
40	No Juicers are officially left in the Quebec army
September 2, 41	Mrrlyn reappears in England
43	Marsalis joins Mindwerks George Hornesby is born in Newtown
45	Enhancement Clinic is opened in Kingsdale
46	Karl Prosek born
50	The Dakir move the Megaversial Legion to Rifts Earth The Republic of Santiago comes into existence
*	Ralph the Destroyer - Holy Terror is Rifted to Earth
51	Hera slaughters True Atlanteans Sunaj begin to eliminate True Atlanteans
*	NGR deploys X-500 Forager Battlebot
53	By this time the goals and actions of the Coalition military and the Coalition government can not be distinguished
55	Joseph Prosek forms Coalition States
60	Triax makes first contact with Coalition States
61*	Subs formed in Ciudad Juarez
63	_Humankind's Rise From Chaos_ published
67*	CS develops "Dead Boy" armor
68	CS attempts to contain Magic Zone Megaversial Legion mutinies against the Dakir
73	Cyber-Horsemen arrive on Earth Vladapar establishes himself in Europe Erin Tarn writes in her journals about the Tree of Darkness
74	Arkmons try and attack Earth again and fail due to some serious miscalculations

78	Joseph Prosek II born UAR-1 deployed by CS Erin Tarn writes <u>A Study in the Corruption of the Soul</u>
79	Erin Tarn writes on the Mysteries of the Sea Alchemist Regies begins testing propabilities of dragons blood in order to make Juicers Powder Keg military outfit store is opened in Newtown
*	Holy Terrors first appear in Wormwood
80	Rumors of the Grim Reapers cult have started to surface
*	War between the Consortium of Civilized Worlds and Free World Council against the Transgalactic Empire is ended
*	Third gathering of Lizard Men in South America
81	Xiticix appear in North America NGR deploys XM-270 "Mosquito"
81*	NGR deploys X-10A Predator Wyatt Halloway begins to rebuild El Paso
82	Last humans on Mars perish
83	NGR develops EIR program
85	Ultratech Incorporation is started Battle of Humari The Coalition States creates Psi-Net Lieutenant Colonel Carol Black takes charge of Psi-Net
*	The Revenge of Blood begins against Chi-Town
87	Pre-Rift cities of Japan pop out of their pocket dimension and back to Earth
88	The Battle of Eagle Peak
88*	The Revenge of Blood ends
90	Prototype of the Defender power armor is built First advanced factories in Newtown go online
*	Dr Heinrich Rommel leaves Mindwerks and sets up a Body-Chop-Shop in CS
August, 90	Doc Reid forms Reid's Rangers
91	Gilgamesh the Wanderer appears
93	Arkmons defend themselves against a threatening attack from Cordoba First Techno-Wizard M.O.M. system is developed by Professor Nostrodamus Cervantes for Crazies
94	NGR deploys X-535 Hunter King Peter Wojtla discovers Tarnow Crystal Victor Lazlo is rifted to the NGR
95	Simple Power Armor suits go into production in Newtown

*	Naruni Enterprises discovers Earth
96	NGR deploys X-545 Super Hunter Freya is kidnapped by Hera
96*	Corellion forms the Sons of Quetzalcoatl
97	Dr. Gray Matter created at Lone Star King Arr'thuu takes the throne of New Camelot Sir John Brisbane publishes <u>A True Account of my Experiences with in the Well of Wisdom</u> Newtown starts reproducing replicas of Northern Gun and Wilks guns and armor at cheaper prices
98	KLS deploys Glitter Boy Mark V Erin Tarn writes on her encounter with a Lorica Wraith
99	Otomo corporations band of sorcerers discover Techno-Wizardry Royal Casino is built in Newtown Last time that La Fortaleza was beseiged
June 12, 99	Coalition embassy goes to meet with Newtown delegates
100	Erin Tarn writes <u>Traversing Our Modern World</u> Tritona becomes a major trading port in the Pacific A large majority of Atlanteans have moved back to Earth and settled in Manoa Solar Combat Armor is assembled in Arequipa Larhold population is reported to be over a million and still growing
*	Intruders appear in the three galaxies
101	CS deploys Skelebots Record time in Murderthon is set in Los Alamo Newtown is given membership in the Coalition States
May, 101	Erin Tarn journeys to Mexico
Spring, 101	Erin Tarn is rifted to Wormwood
August, 101	CS troops dispatched to Minnesota
102	Edict of Planetary Distress issued by Plato A.R.C.H.I.E. summons Mechanoids to Earth CS deploys Nightwing Attack Aircraft Report from Captain LeFerre of the Quebec CS Navy on encountering the Lord of the Deep and the U.S.S. Ticonderoga Los Alamo institutes open door policy Los Alamo comes up with the idea of an International League and championship games start Fort El Dorado becomes part of the Coalition States Newtown delegation travels to Chi-town to form plans for the Prometheus Treatment
November, 102	Professor August Cudbury of Lazlo, sends his first transcript back to Lazlo

103	Free Quebec negotiates trade deal with NGR NGR deploys T-550 Glitter Boy The Four Horsemen of the Apocalypse appear in Africa The Gathering of Heroes Katrina Sun joins the Gathering of Heroes Second International League championship is held Gargoyle Empire prepares for offensive Mega-Juicer Julian takes control of the Juicer Army of Liberation Assassination attempt on Arcadia of the Kingsdale Senate Hyperion and Phaeton Juicer conversion process is available at Los Alamos Uti Builds Body-Chop-Shops in Fort El Dorado and offers almost every type of Juicer conversion
*	CS deploys Grinning Skull Main Battle Tank
*	Field test for the new Coalition army begin
March, 103	Professor August Cudbury of Lazlo, sends his second transcript back to Lazlo
May, 103	Professor August Cudbury of Lazlo, sends his third transcript back to Lazlo Erin Tarn is rifted to England
July, 103	Professor August Cudbury of Lazlo, sends his fourth transcript back to Lazlo
August, 103	Professor August Cudbury of Lazlo, sends his fifth transcript back to Lazlo
September, 103	Professor August Cudbury of Lazlo, sends his sixth transcript back to Lazlo
Autumn, 103	Erin Tarn journeys to the NGR
December 9, 103	Intel. Op. G15 suggests CS alliance with NGR
104	Erin Tarn publishes <u>Wormwood, A Distant Land</u> First Deadball championship is held International League championship is canceled due to the fact that the visiting team being attacked by Wild Vampires Naruni trading delegation goes to Los Alamos to set up shop Test for the Prometheus Treatment are finished
December 13, 104	First official announcement by Joeseoph Prosek on the Prometheus Treatment
105	Third International League championship is held CS CTX-54 Fire Storm Mobile Fortress is built
March, 105	Word of the alleged agreement about the Coalition giving the Prometheus Treatment to all Juicers
Late, 105	The Juicer Uprisings Techno-Zombies and the Phoenix Juicers first appear
Autumn, 105	Erin Tarn writes on the Coalition States Campaign of Unity Coalition States begins their Campaign of Unity
106	Second Deadball championship is scheduled to be held Maxi-Killer Juicer process will be available in Splugorth Body-Chop-Shops



Skill Descriptions

(For use with Palladium Standards)

Communications

Clowning:

Cryptography:

Electronic Counter-Measures (Jamming):

Encryption:

Flag Signaling:

Jesting:

Laser:

Microwave Communications:

Mime:

Optic Systems:

Performance:

Public Speaking:

Radar/Sonar Operation:

Radio: Basic:

Radio: Advanced:

Radio: Expert

Radio: Deep Space:

Radio: Scramblers: Basic:

Radio: Scramblers: Advanced:

Radio: Scramblers: Expert

Radio: Satellite Relay:

Sign Language:

Signal Codes:

Surveillance Systems:

Telephone Networks:

T.V./Video: Basic:

T.V./Video: Advanced:

T.V./Video: Expert:

Computer

Artificial Intelligence:

Computer Engineer:

Computer Hacking:

Computer Imaging:

Computer Keyboarding:

Computer Language:

SPECIAL NOTE: The following rules apply to ALL land vehicles.

Special Maneuvers:

Evasive Action:

Reverse Driving:

Stunts:

Sharp Curves:

Sideswipe:

SPECIAL NOTE: The following rules apply to ALL aircraft.

Special Maneuvers:

Evasive Action:

Tilt Dodge:

Stunts:

Emergency Landing:

Shadow:

Dog Tail:

NEW ADDITIONS:

Missed Piloting Skill Roll:

Mecha Ground:

Evasive Action:

Stunts:

Pilot Related

Aerial Navigation:

Astrogation (Navigation via Astronomy):

Debris Ring Navigation:

Instrument Rating:

Interplanetary Navigation:

Navigation:

Navigation (Air):

Navigation (Land):

Navigation (Space):

Navigation (Water):

Navigation (Underwater):

Starship Gunnery (Automated):

Computer Networks:

Computer Operations:

Computer Programming:

Computer Repair:

Cyberjacking:

Neural Interface & Networks:

Supercomputers:

VR/3D Systems:

Cowboy

Branding:

Breaking/Taming a Wild Horse:

Herding Cattle:

Horsemanship: Cowboy:

Horsemanship: Exotic:

Lore - Cattle/Animals:

Lore - Indians:

Roping:

Trick Riding:

Cultural/Domestic

Accounting:

Acting:

Advertising:

Animal Husbandry:

Architectural: Design/Engineer:

Art:

Barbering:

Begging(T):

Blacksmith:

Bonsai:

Breed Dogs:

Business Management:

Calligraphy:

Calligraphic Forgery:

Chess:

Cook:

Dance:

Desert Survival:

Drawing: Pencil/Ink/Chalk:

Economics:

Starship Gunnery (Manual):

Orbital Navigation:

Radar/Sonar Operations:

Read Sensory Equipment:

Temporal Navigation/Time Detection

Equipment:

Weapon Systems (Battloid):

Weapon Systems (Battle Pod):

Weapon Systems (Destroids):

Weapons Systems (General):

Weapon Systems (Glitter Boy):

Weapon Systems (Power Armor):

Weapon Systems (Robot):

Weapon Systems (Veritech):

Weapon System:

Rogue Skills

Acting:

Appraisal:

Bargain/Bribe:

BS Smooth Talking:

Cardsharp:

Con:

Concealment:

Contortionist:

Dice Rolling:

False Divination:

Find Contraband, Weapons & cybernetics:

Gambling (Standard):

Gambling (Dirty Tricks):

Hide/Sneak:

Juggling:

Locate Secret Compartments:

Palming:

Pick Locks:

Pick Pockets:

Pool Shark:

Prowl:

Safecracking:

Search:

Editor:
Farming:
Fasting(T):
Fishing:
Flint Working:
Floral Arrangement (Ikebana):
Game:
Gaming (strategy):
Gardening:
General Repair & Maintenance:
Go:
Juggling:
Leather working:
Lighting Technician:
Live Engineer:
Meditation:
Meteorology
Mountaineering:
Music - Composition:
Music - Play Musical Instrument:
Music - Sing:
Painting: Oil/acrylic/watercolor:
Philosophies(T):
Poetry(Haiku):
Recording Engineer:
Recycle:
Sculpture:
Sewing:
Spelunking:
Sports:
Weaving:

Electrical

Avionics:
Basic Electronics:
Advanced Electronics:
Expert Electronics:
Circuit Board Micro-Electronics:
Computer Repair:
Electrical Engineer:
Electricity Generation/Power Systems:

Seduction:
Shell Game:
Sleight of Hand:
Streetwise:
Streetwise - Con Games:
Streetwise - Drugs:
Streetwise - Gambling:
Streetwise - Networks:
Use & Recognize Poison:
Ventriloquism:

Science

Anthropology:
Archaeology:
Aromatherpy:
Astronomy:
Astrophysics:
Biochemistry:
Biology:
Biophysics:
Biotechnology:
Botany:
Cartography:
Chemistry:
Chemistry - Alchemical:
Chemistry - Analytical:
Chemistry - Chinese Alchemical:
Chemistry - Pharmaceutical:
Cosmology:
Cross-Dimensional Physics:
Cryptozoology:
Ecology:
Electrochemistry:
Entomology:
Ethology:
Ethnology:
Geochemistry:
Geology:
Geophysics:
Hydrology:
Horticulture:

Glitter Boy Electronics:

Mecha Electronics:

Power Armor Electronics:

Robot Electronics:

Spacefold Electronics:

Starship Electronics:

Veritech Electronics:

Engineering

Aeronautical & Aerospace Engineer:

Chemical Engineer:

Civil Engineer:

Computer Engineer:

Electrical Engineer:

Genetics Engineer:

Glitter Boy Engineer:

Industrial Engineer:

Mechanical Engineer - Basic:

Mechanical Engineer - Advanced:

Mechanical Engineer - Expert:

Mining Engineer:

Nuclear Engineer:

Power Armor Engineer:

Robot Engineer:

Safety Engineer:

Sanitary Engineer:

Spcefold Engineer: Basic:

Spacefold Engineer: Advanced:

Spacefold Engineer: Expert:

Starship Engineer: Basic:

Starship Engineer: Advanced:

Starship Engineer: Expert:

Weapons Engineer - Basic:

Weapons Engineer - Advanced:

Weapons Engineer - Expert:

Espionage

Binding:

BS Smooth Talking:

Command:

Concealment:

Interdimensional Theory:

Marine Biology:

Mathematics - Basic:

Mathematics - Advanced:

Mathematics - Accounting:

Mathematics - Statistics:

Meterology:

Microbiology:

Nanotechnology:

Nanomanufacturing:

Nanorobotics:

Nuclear Physics:

Ocean Geographic Surveying:

Oxygen Systems:

Paleontology:

Dating rocks, fossils & artifacts:

Parapsychology:

Petrology:

Physical Chemistry:

Physics:

Psychological Warfare:

Psychology:

Psychotherapy:

Temporal Physics:

Theology/Philosophy:

Trans-Dimensional Physics:

Undersea Farming:

Xenology:

Zoology:

Spatial

EVA:

Jury-rig:

Mining:

Salvage:

Technical

Advanced Fishing:

Antiquarian:

Art:

Balloon Animal Making:

Detect Ambush:
Detect Concealment:
Disguise:
Escape Artist:
Fieldcraft:
Forgery:
Hojo-Jutsu:
Imitate Voice:
Impersonation:
Intelligence:
Interrogation:
Interrogation Techniques:
Jungle Survival:
Land Navigation:
Lip Reading:
Marxism/Leninism-Maoism:
Microfilm/Microfiche/Microdot Technology:
Palming:
Perception:
Pick Locks:
Pick Pockets:
Safe-Cracking:
Sniper:
Stalk/Capture:
Tracking:
Trap Construction:
Trap/Mine Detection:
Urban Survival:
Urban Warfare:
Wilderness Survival:

Industrial

Armor & Weapon Decoration:
Blacksmithing/Metalworking:
Carpentry:
Cobblery:
Construction:
Fashion Tools and Weapons:
Glass blowing:
Logging:
Masonry:

Basic Construction:
Basic Drafting:
Bionics
Breed Dogs:
Brewing:
BS Writing:
Bureaucracy:
Candlemaking:
Chinese Antiquarianism:
Chinese Calligraphic Codes & Code
Breaking:
Chinese Classical Studies:
Chinese Mythology - Buddhist:
Chinese Mythology - Taoist:
Cobbling:
Construction Demolitions:
Contacts:
Deep Sea Fishing:
Diplomacy:
Entrepreneurship:
Fashion Tools and Weapons:
Gem Cutting:
Gemology:
General Repair/Maintenance:
Glassworks:
History:
History-Era Specialization:
History, 20th Century:
History, 19th Century:
History, 18th Century:
History, 16th & 17th Century:
History, Renaissance:
History, Medieval:
History, Greco-Roman:
History, Ancient Civilizations:
History, Chinese:
History, Middle-Eastern (Islamic):
History, Oriental Cultures (general):
History, Indian (Asia):
History, West:

Mining:

Pilot Construction Vehicles:

Plumbing:

Mechanical

Aerospace Engineering:

Aircraft Armor and Weaponry:

Aircraft Mechanics:

Aircraft Mechanics: Basic:

Aircraft Mechanics: Advanced:

Aircraft Mechanics: Expert:

Automotive Mechanics:

Automotive Mechanics: Basic:

Automotive Mechanics: Advanced:

Automotive Mechanics: Expert:

Basic Cybernetics:

Basic Mechanics:

Basic Mechanics (update):

Advanced Mechanics:

Expert Mechanics:

Bioware Mechanics:

Cross-Dimensional Trans-Location Device

Mechanics:

Cybernetic/Bionic Repair:

Cyclone Repair:

Design Engineering

Drive repair: chemical drive

Drive repair: fold drive:

Drive repair: ion drive

Drive repair: plasma drive

Drive repair: traction drive

Drive repair: warp/gravity drive:

Fashion Tools and Weapons:

Glitter Boy Mechanics:

Hardsuit/Motoroid Mechanics:

Helicopter Mechanics:

Jet Aircraft Mechanics:

Locksmith:

Marine/Naval Engineer:

Mecha Mechanics:

Mechanical Engineer:

History, Native American:

History, Pre-Colonial Africa:

History, Rifts Atlantean Era:

History, Robotech or Macross

Zentraedi:

History, Palladium World:

Historical Languages:

Language-Classical Greek:

Language-Latin:

Language-Norman French:

Language-Portuguese:

Language-Colonial Spanish:

Chinese Language & Literacy:

Stage 1 - Thousand Character

Literacy.

Stage 2 - Chinese Literacy.

Stage 3 - Advanced Chinese Literacy.

Stage 4 - Classical Chinese Literacy.

Invention:

Investigative:

Japanese Mythology:

Journalism:

Language:

Language Dialects:

Law:

Law: CCW:

Leather Working

Literacy:

Lore - Alchemy:

Lore - Alien:

Lore - Animal:

Lore - Astral:

Lore - Cattle/Animals:

Lore - Cetra:

Lore - Chinese Mythology - Buddhist:

Lore - Chinese Mythology - Taoist:

Lore - Conspiracy:

Lore - Cults and Sects:

Lore - D-Bee:

Lore - Dragon:

Metallurgy:
Mountain Bike Mechanics:
Nuclear Engineer:
Power Armor Mechanics:
Radiation Technology - Industrial:
Robot Mechanics:
Satellite Systems:
Ship Mechanics:
Spaceship Mechanics:
Starship Engineer:
Submersible Vehicle Mechanics:
Time Machine Mechanics:
Veritech Mechanics:
Weapons Engineer:
Welding (Basic):
Welding (Advanced):
Welding (Expert):

Medical

Animal Husbandry:
Bioengineering:
Brewing:
Criminal Sciences & Forensics:
Dentist:
Diagnostic:
Doctor of Veterinary Medicine (DVM):
Entomological Medicine:
First Aid:
Field Expedient Surgery:
Field Surgery:
Genetics Engineer:
General Practitioner:
Holistic Medicine:
Medical Doctor:
M.D. in Cybernetics:
Medical - Juicer Technology:
Medical Instruction:
Nurse:
Paramedic:
Parapsychology:
Pathology:

Lore - Demons and Monsters:
Lore - Dimensions:
Lore - Dreamstream:
Lore - Faerie:
Lore - Farm:
Lore - Folklore and Mythology:
Lore - Galactic/Alien:
Lore - Geomancy & Lines of Power:
Lore - Ghosts:
Lore - Indians:
Lore - Japanese Mythology:
Lore - Juicer:
Lore - Magic:
Lore - Megaverse:
Lore - Nightbane:
Lore - Nightlands:
Lore - Omens and Superstition:
Lore - Psychic:
Lore - Read Aura:
Lore - Religion:
Lore - Science:
Lore - Sea:
Lore - Technology:
Lore - Temporal:
Lore - "Time of Man":
Lore - UFOlogy:
Lore - Undead:
Lore - Vampires:
Lore - Witches:
Lore - Wormwood:
Lore - Zentran & Meltran:
Map Reading:
Masonry:
Milling:
Mining:
Operate Heavy Power Tools:
Philosophy:
Phonetics:
Photography:
Photography - Film:

Plastic Surgery:

Psychiarty:

Psychobiology:

Psychology:

Psycho-Thearpy:

Sea Holistic Medicine:

Specialist:

Surgeon:

Radiation Technology - Medical:

Toxicology:

Veterinarian:

Medieval Civilization Skills

Courtly Etiquette:

Falconry:

Field Armorer:

Horsemanship:

Horsemanship - General:

Horsemanship - Knight:

Horsemanship - Paladin:

Heraldry:

Military

Armorer:

Arsenal: Creating:

Arsenal: Reloading:

Assassination Techniques:

Camouflage:

Combat Sniper:

Defense Systems:

Demolitions:

Demolitions: Creating:

Demolitions Disposal:

Find Contraband, Weapons & cybernetics:

Field Armorer:

Fortification:

Military Construction Engineer:

Military Engineer:

Military Etiquette:

Military Instruction:

Naval/Marine Engineer:

Photography - Video:

Plumbing:

Pottery:

Prospecting:

Pyrotechnics - Basic:

Pyrotechnics - Advanced:

Pyrotechnics - Expert:

Regional Knowledge:

Research:

Right Brean Memory Techniques:

Role-Playing Game Design:

Rope Works:

Sculpting & Whittling:

Study:

Surveying:

Teaching:

Undersea Salvage:

Writing:

Weapon Proficiencies

Ancient Weapon Proficiencies:

W.P. Archery and Targeting:

W.P. Archery - Cross Bow:

W.P. Archery - Long Bow:

W.P. Archery - Short Bow:

W.P. Barstool:

W.P. Battle Axe:

W.P. Blunt:

W.P. Bola:

W.P. Boomerang:

W.P. Bow:

W.P. Broken Bottle:

W.P. Chain:

W.P. Crossbow:

W.P. Deadball:

W.P. Forked:

W.P. Grappling Hook:

W.P. Improvisation:

W.P. Knife:

W.P. Mouth Weapons:

Naval History:
Naval Tactics:
Nuclear, Biological & Chemical Warfare (NBC):
Paired Weapons:
Parachuting:
Radiation Technology - Military:
Recognize Weapon Quality:
Ship-to-Ship Combat:
Siege Engineer:
Sniper:
Strategy/Tactics:
Torturing Tactics
Trap Construction:
Trap/Mine Detection:
Underwater Demolitions:
Underwater Demons: Basic:
Underwater Demolitions: Advanced:
Underwater Demolitions Disposal: Basic:
Underwater Demolitions Disposal: Advanced:
Weapons Specialist:

Physical

Acrobatics:
Aerobics:
Arm Wrestling:
Athletics:
Battle Bike Combat:
Basketball:
Blind-Fighting:
Body Building:
Boxing:
Climbing:
Deadball:
Fencing:
Forced March:
Gymnastics:
Hand to Hand Combat:
Aikido:
Assassin:
Basic:
Commando:

W.P. Net:
W.P. Paired Weapons:
W.P. Polearm:
W.P. Rune Weapon:
W.P. Shield:
W.P. Siege Weapons:
W.P. Slingshot:
W.P. Small Thrown Weapons:
W.P. Spear:
W.P. Staff:
W.P. Sword:
W.P. Trident:
W.P. Whip:

Modern Weapon Proficiencies:

W.P. Artillery:
W.P. Automatic Pistol:
W.P. Automatic and Semi-automatic

Rifles:

W.P. Black Powder:
W.P. Bolt Action Rifle:
W.P. Cyclone Weapon Systems:
W.P. Flame Thrower:
W.P. Gallant H-90:
W.P. Grenade:
W.P. Grenade Launcher:
W.P. Harpoon Gun:
W.P. Heavy:
W.P. Mortar:
W.P. Revolver:
W.P. Sub-Machinegun:
W.P. Torpedo:
W.P. Energy Pistol:
W.P. Energy Rifle:
W.P. Heavy Energy Weapons:
W.P. Sharpshooter:
W.P. Study:
Weapon Mastery:
Weapon Proficiencies bonuses:

Wilderness

Expert:

Judo:

Jujitsu:

Karate:

Kendo:

Magic:

Martial Arts:

Ninjutsu/Tai-Jutsu:

Teng-jutsu (rare among humans/mortals):

Wrestling:

Zanji Shinjinken-Ryo:

Zero Gravity Combat Advanced

Zero Gravity Combat Basic

Juggling:

Juicer Football:

Kickboxing

Marathon

Meditation:

Movement: Zero Gravity:

Murderthon:

Oxygen Conservation:

Pressure Point Control Tactics:

Prowl:

Running:

Skiing:

Swimming - Basic:

Swimming - Competitive:

Swimming - Deep Sea:

Swimming - S.C.U.B.A.:

Swimming - Snorkel:

Track and Field:

Tumbling:

Vacuum Survival:

Wrestling:

Swimming & Fatigue Note:

Agriculture:

Archery:

Boat Building:

Carpentry:

Construction (Wood):

Dowsing:

Fashion Tools and Weapons:

Horsemanship:

Hunting:

Identify Plants & Fruits:

Land Navigation:

Oceanic Survival:

Preserve Food:

Rope Works:

Sculpting & Whittling:

Sense of Direction:

Skin and Prepare Animal Hides:

Tame Animals:

Track Animals:

Track & Hunt Sea Animals:

Trap Construction:

Trap/Mine Detection:

Undersea & Sea Survival:

Underwater Navigation:

Winter Survival:

Pilot Skills (Air, Ground, Mecha, Sea, Space)

Pilot Air

Air-to-Air Combat:

Airplane:

Fighter Combat "Basic" Training:

Fighter Combat "Elite" Training:

Flight System Combat:

Helicopter:

Helicopter (Military):

Jet Aircraft:

Jet Aircraft: Commercial (Large):

Jet Fighters:

Jet Packs:

Jet Packs & Space Booster:

Lighter-than-Air Vehicles:

Small Jet:

Small Single Engine Plane:

Twin Engine:

Pilot Ground

APC:

Automobile:

Battle Bike Combat:

Bicycle:

Commercial Vehicles:

Construction Equipment:

Construction Machinery:

Dog Sled:

Farm Equipment:

Freight Hauler:

Heavy Machinery:

Horsemanship:

Horsemanship: Exotic Animals:

Horse: Teamster/Wagoner:

Hovercycle:

HoverCraft (ground):

Jump Bike Combat:

Military Hover Vehicle:

Motorcycle:

Mountain Biking:

Offensive Driving:

Snowmobiles:

Tank:

Tanks and APCs:

Time Machine:

Titan Transport:

Truck (Small):

Truck (Large):

Unicycle:

Pilot Mecha

Mecha Cyclone:

Mecha Destroids:

Mecha Veritech:

Mecha Zentraedi Style Battle Pods:

Pilot: Glitter Boy:

Pilot Power Armor:

Pilot Robots:

Pilot: Underwater (Robots):

Pilot: Underwater (Power Armor):

Mecha Combat (Rifts):

Basic:

Advanced:

Expert:

Elite:

Mecha Combat (Robotech):

Basic:

Advanced:

Expert:

Ace:

Robots and Power Armor:

Robot Combat Basic:

Robot Combat Elite:

Pilot Space

Combat Engineer Vehicles (CEV):

Combat Pod:

Contragravity Pack:

Cross-Dimensional Piloting and Navigation:

Extra-Vehicular Activity EVA:

Hardsuit/Motoroid:

Solar Sail:

Space Shuttle:

Spacecraft:

Spacecraft: Advanced:

Space Fighter:

Starship:

Pilot Water

Advanced Deep Sea Diving:

Boat: Motor and Hydrofoils:

Boat: Paddle Type:

Boat: Sail Type:

Boat: Ships:

Boat: Warships/Patrol Boats:

CVS & SLV:

Freighter Ship:

Hydrofoils:

Sail Type:

Sailing:

Seamanship:

Ships: Small:

Ships: Small (Military):

Ships: Large:

Ships: Large (Military):

Ships: Submersibles:

Ships: Military Submersibles:

Submarines:

Underwater (Deep Sea):

Underwater General:

Underwater Robots &Power Armor:

Water Scooters:

Water Skiing & Surfing:

Warship/Patrol Boats:

Yacht:

Communications

If the skill roll is missed the character has no clue how the object in front of him/her works. Depending on the severity of the missed skill roll nothing usually happens, in extreme cases (a roll of 95 or above, depending on the skill level of the character) the individual using the skill overloads, destroys, or in some way incapacitates the piece of equipment before them. If the character doesn't damage the equipment, there is a -10% per skill roll, unless the character figures (makes his/her skill roll) it out. If the character misses a lot then the character can start all over again, after at least 15 minutes have past. During this time the character must take time away from the object and pursue this at a later time. Note: All penalties are accumulative.

Time to use the skill: Usually one attack, unless otherwise stated. If the character misses his/her skill roll, the character then rolls again at a -10% chance (as described above). *Example:* The character Radio: Basic Skill level is a 55% and the character rolls a 75%, he/she can roll again, but this time at a 45%. If the character continually misses his/her skill roll the character has to wait at least 15 minutes before the character can try again. After the allotted time has past the character can try again starting at 55%.

Clowning: The profession of the clown is an ancient one. Clowning is more than just a costume and makeup, although learning to wear the makeup is a difficult and time consuming process. Clowns take on very special "characters" (as if the character were role-playing someone entirely different). Note that clowns, in most fantasy worlds are not considered funny (although they do get laughs). Their acts, skits and plays are all ancient routines (called "mystery plays"), the meanings of which are often totally lost in the history of a forgotten time. **Note:** All clowns are members of the clowning guild, no ifs, ands, or buts. "False" clowns, those without guild authority are often hunted down and killed, usually by assassins, but royal agents of a few kingdoms are known to have been involved, at one time or another, in the slaying of pretend clowns. **Bonuses:** +5% for each of the following skills: acting, disguise, and history. **Base Skill:** 20%+4% per level of experience.

Cryptography: Skill in recognizing, designing, and cracking secret codes and messages. The character must study the code for two hours to attempt to break it successfully. A failed roll means the individual must study the code for an additional two hours before he can try to break it again. The character may attempt to break the code sooner, after only 10 minutes of study, but suffers a penalty of -30%. **Base Skill:** 25% + 5% per level of experience. **Requires:** [Literacy](#).

Electronic Counter-Measures (Jamming): Useful for preventing the enemy's communications from working. Since all armor, power armor and robot vehicles are linked by radio transmissions, jamming can cause unit confusion and disrupt communications. Military organization breaks down, causing a loss of effectiveness for all but the best units.

Just about any high powered radio can be used for jamming. Armed with a radio, a small guerrilla unit can completely disrupt the maneuvers of large enemy groups. This skill also enables the radio operator to "follow" the enemy's attempted transmissions over jammed frequencies to trace their general location, a specific building, or direction. This tactic is extremely useful in finding and eliminating lone power-armor troopers. **Base Skill:** 30% + 5% per level of experience. **Note:** If the G.M. likes, he can make this part of the Radio: Scrambler skill, but still with a base of 30%.

Encryption: This is the skill of encoding and decoding messages. Only the person with the code

key or a master hacker can decipher the message. Most codes will take months or even years of deciphering before the encryption is cracked. **Base Skill:** 20% + 4% per level of experience.

Flag Signaling: Ships at sea in a medieval setting, often miles apart, have developed a "language" based on the display of colored flags. Those with this skill can read and compose messages, as well as be able to recognize banners, ensigns, pennants and standards used to communicate ship's origins and status. Communicating basic naval messages ("Turn to starboard." "Do you have any fresh water to spare?" or "Beware! Pirates sighted to the northeast!") are easy for anyone with 2nd level, or better, expertise. However, non-naval messages, including names (Sir Bertrand, Port Jarl) or messages related to other subjects (magic, money or religion), are more time consuming, and more difficult to compose or decipher. Since each ship usually displays banners showing their nationality and other information, those with this skill have the chance of identifying a fake (pirates often fly false flags). In addition to the common signal code (used by every seafaring nation), certain navies and merchant companies have developed their own secret systems of communicating. **Bonuses:** +5% if the heraldry skill is known. **Base Skill:** 18% + 6% per level of experience.

Jesting: The medieval equivalent to a comedian is more than just a teller of jokes. The jester literally "play the fool," in that the object is to make oneself look like an idiot. On a physical level this involves being able to trip over their own feet, look incredibly clumsy, and take pratfalls (all without seriously injuring oneself). The jests themselves are verbal jokes, part of conversations that a jester may have with himself, or with others (usually while pretending to be someone else). The idea is to always have the humor on two levels, the overt funny stuff that even the most ignorant observer will find funny, and a more sophisticated, biting, sardonic humor that only those in the know will understand. Jesters also know how to create jokes, put together comedy scenes, and assemble "situation" comedies. Traditionally, jesters wear floppish clothing that is a mix of mismatched colors and patterns. Most successful jesters are considered to be wise counselors, and are respected for being the only member of a court who can tell the monarch that he is acting like an idiot without getting himself beaten, killed or imprisoned. This is usually done by play-acting at being monarch and exaggerating any foolish or wrong-headed moves or decisions (while funny, this is not usually done in public, but privately). **Bonuses:** +5% if the acting skill is known. **Base Skill:** 28% + 3% per level of experience.

Laser: This skill provides the character with an in-depth knowledge of laser communications systems. **Base Skill:** 40% + 5% per level of experience. **Requires:** Radio: basic, [Electrical Engineer](#), and [Computer Operations](#) and Optic Systems.

Microwave Communications: Experience in the use of microwave equipment, transmitters and receivers for communications. **Base Skill:** 40% + 5% per level of experience.

Mime: The artful combination of two other skills, prowl and sign language, to create a form of silent entertainment. Characters who choose the mime skill must first select both prowl and sign language. The percentile score indicates the overall quality and acting / portrayal of the mime. **Base Skill:** 30%+5% per level of experience.

Optic Systems: Training covers a wide variety of optic systems, from video to optical enhancement devices, to laser and fiber optics. The character will understand the meaning of optical readings, recording, transmission, and use of special equipment like thermo-imagers,

passive light intensifiers, infrared, ultraviolet, etc. **Base Skill:** 50% + 5% per level of experience. **Time to use the skill:** Depends on length of the task and is provided that the character has made his/her skill correctly. Adds a special one time bonus of +5% to T.V./video skill if both are selected.

Performance: This ability is used by actors, gladiators, pro-wrestlers and politicians to impress and sway the public. A character with this skill knows how to do things with flair; if a skill roll is successful, it works like an attempt to charm or intimidate the audience. **Base Skill:** 30%+5% per level. **Note:** Obvious lies, inconsistencies and evidence to the contrary may ruin the effectiveness of the best performance. G.M.s, use your discretion.

Public Speaking: Training in the quality of sound, tone, pitch, enunciation, clarity, and pace in speaking to the public, loudly and distinctly. Also includes the practice of good, enticing storytelling and composition of the spoken word. The percentile number indicates the overall quality and charisma of the spoken word. **Optional:** Seeing how the M.A. stat would have a bearing on this skill, a GM may allow a bonus to this skill based on a high M.A., either the I.Q. bonus line or the trust/intimidate bonus divided by 5. **Base Skill:** 30% + 5% per level of experience.

Radar/Sonar Operation: Use of radar (radio echo bounces) and sonar (underwater sound echo bounces) to precisely locate aircraft, ships and submarines. **Base Skill:** 45% + 5% per level of experience.

Radio: Basic: This is the knowledge of the operation and maintenance of field radios and walkie talkies, home stereos and receivers, Ham operations, and some radio procedures. GM's remember there is a difference between the military use and the civilian use of radio communications and functions. Please keep this in mind when the characters are using this skill. Counts as One Skill, unless otherwise stated. **Base Skill:** 50% + 5% per level of experience. The character can do simple wiring for the antennas and/or speakers, that's it. **Time to use the skill:** Depends on length of the task and is provided that the character has made his/her skill correctly.

Radio: Advanced: This is the knowledge of wire laying, installation, radio procedure, communication security and visual signs communications, as well as knowing Morse code. GM's remember there is a difference between the military use and the civilian use of radio communications and functions. Please keep this in mind when the characters are using this skill. Counts as Two Skills, unless otherwise stated. **Requires:** Radio: Basic. **Base Skill:** 35% + 5% per level of experience. The character can do basic repairs such as trace cables, change fittings, etc. If beyond this will need a professional. The character has received additional training in the use of radio, orbital and sub-orbital satellite communication relays. The character has learned how to repair radio and has the ability to jury-rig a make shift radio from spare parts. **Time to use the skill:** Depends on length of the task and is provided that the character has made his/her skill correctly.

Radio: Expert: This is the knowledge of installing transmissions towers, includes UHF and VHF, TV towers, FM and AM, radio towers, and certain towers such as cellular communications, towers for airports. Also, has the knowledge of power ratings, frequencies, and what it takes to keep and maintain a tower. All of these towers are used for Broadcasting and receiving the old analog signals. Digital signals fall under Radio: Satellite Relay: Advanced. GM's remember there is a

difference between the military use and the civilian use of radio communications and functions. Please keep this in mind when the characters are using this skill. Counts as Three Skills, unless otherwise stated. Requires: Radio: Basic and Advanced. **Base Skill:** 15% + 5% per level of experience. **Time to use the skill:** Depends on length of the task and is provided that the character has made his/her skill correctly.

Radio: Deep Space: This is training in the use of deep space communications equipment normally found on spacecraft and starbases.

The technology varies by culture (Robotech & Macross, Phase World & Mechanoids universe or Manhunter), but generally these systems involve some sort of contact through another dimension (using phase or subspace technology) that is receivable by any equal receiver with an open receiving window. The speed of such transmissions is roughly 1000x normal; a message sent this way from Earth to Alpha Centauri (4.3 light years) would take about 37.7 hours to reach its destination.

While these are for the standard communications systems of these spacefaring societies, faster systems do exist, but are usually found only in the hands of the military forces, and cannot access or be accessed by standard transmitters. These systems are 1000 to 1 million times faster than the standard systems, but have problems with signal integrity, requiring heavy coding and redundancy to insure the message gets through as intended (and whole). They also require equipment larger than some small shuttlecraft, meaning only fleet flagships, stations and planetary installations possess this type of equipment.

The Zentraedi, for example, have the fastest type, meaning that (counting processing time) messages have only a 1 second delay per 300 light years between the sender and receiver. Within 400 ly, this is less than what NASA had to deal with during the Apollo missions to the moon.

Note: Distress beacons use the standard system, and ships/life pods without an automated distress beacon require this skill to activate the manual distress call, or to specifically target an area for the beacon to call (automated beacons broadcast in all directions on set emergency frequencies). Phase World/Mechanoid & Robotech/Macross type transmitters use 10 Mb data packets in the transfer process. **Base Skill:** 45% + 5% per level of experience. **Note:** The Manhunter comm system, though just as sophisticated in terms of access to the subdimensions used for transmission, requires 5 minutes per packet to decode. However, that system transmits 100 Tb packets (10^{14} Bytes, to the others' 10^7 Byte packets).

Radio: Scramblers: Basic: This is on the civilian level for those who need privacy from their neighbors. This would be used along with Radio: Basic. This skill can not be used with the advanced forms of radio or with the advanced forms of satellite communications. However they can unscramble cable channels. GM's remember there is a difference between the military use and the civilian use of scrambled and unscrambling communications and functions. Please keep this in mind when the characters are using this skill. Counts as One Skill, unless otherwise stated. **Base Skill:** 50% + 5% per level of experience. **Time to use the skill:** Depends on length of the task and is provided that the character has made his/her skill correctly.

Radio: Scramblers: Advanced: This is training in the use of electronic masking and scrambling (unscrambling) equipment, and codes for increased security. This skill will only enable the character to use this with Radio waves only! GM's remember there is a difference between the military use and the civilian use of scrambled and unscrambling communications and functions. Please keep this in mind when the characters are using this skill. Counts as Two Skills, unless

otherwise stated. **Requires:** Radio: Scramblers: Basic. **Base Skill:** 35% + 5% per level of experience. **Time to use the skill:** Depends on length of the task and is provided that the character has made his/her skill correctly.

Radio: Scramblers: Expert: This is the training in the use of electronic masking and scrambling (unscrambling) equipment, and codes, for increased security. This enables the character to create new codes, that even the advanced people would have a hard time cracking. For use with digital and analog waves on satellites and radio communications. GM's remember there is a difference between the military use and the civilian use of scrambled and unscrambling communications and functions. Please keep this in mind when the characters are using this skill. Counts as Three Skills, unless otherwise stated. **Requires:** Radio: Scramblers: Advanced. **Base Skill:** 15% + 5% per level of experience. **Time to use the skill:** Depends on length of the task and is provided that the character has made his/her skill correctly.

Radio: Satellite Relay: This is an understanding in the methods and operations of satellite transmissions. **Base Skill:** 25% + 5% per level of experience.

Sign Language: Different worlds have developed sign languages, for many different reasons. Some, like the sign language of Palladium, evolved to be a standard language for trade; similarly, several of the Phase world trade languages utilize sign to some extent. Others use such a language as their sole means of communication, due to a lack of hearing or vocal ability. An example of the latter is ASL (American Sign Language) for the deaf. To some extent, Earth deaf sign languages have a common basis in their standard signs, but the differences in source languages and alphabets (used for spelling out names and words with no standard sign) lead to difficulty. If a character chooses to learn a sign language, the specific language or source of the language must also be given. For every 10 words (or letters, for spelled out words) "signed," the sender of the sign language must roll to successfully transmit the message. Likewise, the interpreter must also roll versus their skill in sign for every batch of 10 words. A failed roll on either end means a misunderstanding. **Base Skill:** 60% + 5% per level of experience.

Signal Codes: This is the skill in sending coded messages via radio, microwave, laser, etc. communications system. These include ultra modern codes that require computers to decode them to the simple a such as Morse Code that uses "dots and dashes". **Base Skill:** 30% + 5% per level of experience.

Surveillance Systems: This the study and understanding of operation, methods, and techniques involved in the use of surveillance systems. Includes motion detectors, simple alarm systems, complex alarm systems, video and camera equipment, amplified sound systems, miniature listening devices (Bugs, telephone tapping), recording methods, and some optical enhancement systems (specifically as they relate to camera lenses). GM's remember there is a difference between the military use and the civilian use of surveillance systems and their functions. Please keep this in mind when the characters are using this skill. **Time to use the skill:** Depends on length of the task and is provided that the character has made his/her skill correctly.

Tailing, or following someone without their knowledge, is another form of surveillance. This also includes stake out procedures. A failed surveillance roll indicates that the tail was spotted and the subject is aware of being/ followed. A failed roll in the use of equipment indicates a ruined or garbled recording/film (not usable) or malfunction. Bugging equipment can be easily located or

noticed during the course of casual activity if a character fails his surveillance roll while planting it.

Base Skill: 30% + 5% per level of experience. **Requires:** [Electronics: basic](#) or [Electrical Engineering](#) and [Computer Operations](#) and [literacy](#) (the latter two are needed only for complex, high-tech systems).

Telephone Networks: The character knows everything from the wiring of telephones, phone taps and tracing calls to international switching methods. Time to trace a call: 2D4x10 seconds, modified as follows -

Local - cut time by 75%;

LD, same Area code - cut time by 50%;

LD, out of Area Code - normal;

International - add 3D4 rounds;

Call being forwarded: add 1D4 rounds;

Caller also using skill; double time and skill levels must be rolled in competition (first to miss loses).

Base Skill: 40% + 5% per level of experience.

TV/Video: Basic: This is the understanding of VCR's, Camcorders, some television monitors, and VHS equipment. Can make amateur videos utilizing the home video equipment. Counts as One Skill, unless otherwise stated. **Base Skill:** 50% + 5% per level of experience. **Time to use the skill:** Depends on length of the task and is provided that the character has made his/her skill correctly.

TV/Video: Advanced: This is the understanding of the techniques involved with video (for television broadcasts, Betacam, 3/4 machines, and cameras), editing of video, some special video effects, amateur filming (with a motion picture camera), can even edit that film footage, and can transfer film to video tape. Counts as Two Skills, unless otherwise stated. **Requires:** TV/Video: Basic. **Base Skill:** 35% + 5% per level of experience. **Time to use the skill:** Depends on length of the task and is provided that the character has made his/her skill correctly.

TV/Video: Expert: This the understanding of the techniques involved with film making. The character with this skill can make motion pictures, edit the film, and is an expert with video equipment. Counts as Three Skills, unless otherwise stated. **Requires:** TV/Video: Basic and Advanced. **Base Skill:** 15% + 5% per level of experience. **Time to use the skill:** Depends on length of the task and is provided that the character has made his/her skill correctly.

Next section [Computer Skills](#).

Computer

Artificial Intelligence: There are a variety of artificial intelligences scattered among the settlements of the orbital community. They range from simple computers and devices using fuzzy logic and heuristics to control simple devices, such as ship temperature and power output, to rogue devices modeled on the neural network of the human mind, installed in pre-Flash satellites, some of which are still orbiting and able to defend themselves. A character with this skill is able to understand how artificial intelligence systems work, how they "think" and "understand" the world around them, how to communicate with them and how to reprogram them, either directly or by argument. Experts are able to build and repair computer (50% base proficiency). **Base Skill:** 30% + 5% per level of experience. Adds bonus of +5% to all other computer skills. **Requires:** Computer Operations.

Computer Engineer:: The electronics of computers involve engineers in design and manufacture of memory systems, of central processing units, and of peripheral devices. Foremost among the avenues, of central processing units, and of Very Large Scale Integration (VLSI) and new computer architectures. The field of computer science is closely related to computer engineering; however, the task of making computers more "intelligent" (artificial intelligence), through creation of sophisticated programs of development of higher level of machine languages or other means, is generally regarded as being in the realm of computer science. One current trend in computer engineering is micronization. Using VLSI, engineers continue to work to squeeze greater and greater numbers of circuit elements onto smaller and smaller chips. Another trend is toward increasing the speed of computers operations through use of parallel processors, superconducting materials, Multi-tasking, etc. The main concern is how to link humans to the machines. Currently they have been connecting the brain waves of a human into virtual reality type helmets to tell a computer what to do. This should explain how the all of the Rifts mecha works. **Base Skill:** 20% + 5% per level of experience. **Requires:** Computer Operation, Computer Programming, Computer Language, [Literacy](#), and [Writing](#).

Computer Hacking: This is a computer skill similar to computer programming; however, the emphasis of the skill is breaking computer access codes to gain illegal access to other computer systems and steal sabotage its data. The character is an expert in tracing computer data, bypassing defense systems, and breaking ("hacking") codes; add a one time bonus of +5% to the cryptography, surveillance, and locksmith (electronic and computer controlled locks only) skills if the character is a hacker. There is a time frame, for simple codes 5 to 8 minutes, for advanced codes 15 to 20 minutes and for complex codes 1 to 2 hours. A failed roll, the character can try again, has been caught, or set off alarms, etc. (GM's base the outcome on the severity of the roll). **Base Skill:** 15%, + 5% per level of experience. **Requires:** [Literacy](#), Computer Operation, Computer Programming, and at least [Math: Basic](#).

Computer Language: In Rifts there are approximately 12,000 different computer languages. The character can specify in only one. There are many languages that are used by the military alone here is an example of some of them: Digital RAD (helps in programming radar) Digital COM (helps in translating current digital signal into audio and vice versa, for use in communications) Digital COP (helps in scrambling codes and unscrambling codes), etc. Civilian uses can be as many as 5,000 different languages COBOL, Binary, Basic, Machine Language, Tech -Lang1 are just some examples. GM's can create their own, but it has to do something with either the Civilian population, or the military, high tech bandits, etc. Plus, there has to have a purpose and doesn't have to be an outrageous language, just

something straight forward. It is impossible for a character to be able to know all of the different languages, but not impossible for a character to learn at least 100 or more different ones, so keep this mind. Another thing to remember is the actual spoken language of the creator that has encoded computer language. There are different programs for the various languages in the World of RIFTS. **Base Skill:** 35%+5% per level of experience.

Computer Imaging: This skill deals with scanning images and enhancing them to the artist's whim, making soldiers more heroic, monsters more fierce, etc. Can also be used to parody and blackmail as well. The CS Department of Propaganda Ministries deals harshly with anyone using this ability against the CS, even in jest. **Base Skill:** 25% + 4% per level of experience.

Computer Keyboarding: This skill allows the PC to type at a keyboard at a good speed of 5 times their I.Q. without making a mistake. They can write at 6 times their I.Q. 80% mistake free. This skill is good for typing programs and transfer of data.

Computer Language: In Rifts there are approximately 12,000 different computer languages. The character can specify in only one. There are many languages that are used by the military alone here is an example of some of them: Digital RAD (helps in programming radar) Digital COM (helps in translating current digital signal into audio and vice versa, for use in communications) Digital COP (helps in scrambling codes and unscrambling codes), etc. Civilian uses can be as many as 5,000 different languages COBOL, Binary, Basic, Machine Language, Tech -Lang1 are just some examples. GM's can create their own, but it has to do something with either the Civilian population, or the military, high tech bandits, etc. Plus, there has to have a purpose and doesn't have to be an outrageous language, just something straight forward. It is impossible for a character to be able to know all of the different languages, but not impossible for a character to learn at least 100 or more different ones, so keep this mind.

Another thing to remember is the actual spoken language of the creator that has encoded computer language. There are different programs for the various languages in the World of RIFTS. **Base Skill:** 35% + 5% per level of experience.

Computer Networks: Getting information out of national and international computerized data networks is a job for a specialist. Characters with this skill can use their abilities to track down names, addresses, phone numbers, license plates, and just about anything else. **Base Skill:** 55% + 5% per level of experience.

Computer Operation: A knowledge of how computers work, along with the skills to operate peripherals like keyboards, printers and modems. Characters can follow computer directions, enter and retrieve information, and similar basic computer operations. However, this does NOT include programming. Another thing to remember is the actual spoken language that the computer is set up in. There are different versions for the various languages in the World of RIFTS. **Base Skill:** 60% + 5% per level of experience. **Requires:** [Literacy](#).

Computer Programming: Designing, programming, debugging, and testing computer programs/software. **Requires:** Computer Operation, Computer Language, Literacy, and Writing. **Base Skill:** 40% + 5% per level of experience.

Cyberjacking: Some computers allow their users to go beyond the normal "interface" of a keyboard, joystick or mouse, and to communicate directly with the computer via a socket ("dataplug" or

"headjack") implanted in the back of their necks. This means that the computer operator's mind effectively enters the computer, seeing its memory and processors as a kind of virtual reality. Once accessed, the cyberjack can alter data, add data, change files, and redesign the computer's programs, all with his mind. If the computer is linked to others in a network, such as the Link that connects all the computers in and around the Freedom station or the Matrix that connects all of the computers of Fort Knox and the Armory, the user can communicate with other cyberjacks within the network. If cyberjacking is used in conjunction with a ship's weapons using a targeting computer, it will add +2 to strike. Cyberjacking is much more direct and up to ten times faster than normal computer programming, but not without its perils: software bombs, viruses and trojan horses may lurk within the computer's memory; other cyberjacks can ambush you or design programs to trap your mind within the computer; and if the computer itself is artificially intelligent anything might happen. Characters must have the computer operator skill to take Cyberjacking. Any player character starting with this skill automatically has a dataplug implant. Others must pay for the dataplug and its implantation later. **Base Skill:** 50% + 5% per level of experience.

Computer Repair: Knowledge of the internal electronics of computers and related devices (terminals, printers, etc.). The character can attempt to repair, sabotage, or fix computers. The character can replace computer chips, but can not program the darn thing; Computer Programming is a separate skill. The character can update the hardware in the computer. Note that figuring out a repair problem requires one roll; the character must roll again to actually fix it. No computer operation or programming skills are included; many computer personnel don't even know how to turn the machines on! **Requires:** Computer Operations; Computer Programming, but not necessary. **Base Skill:** 40% + 5% per level of experience.

Neural Interface & Networks: This is the detailed information needed to effectively use the high tech computer systems that are controlled by the mental interactions of the operators brain. This is similar to cyberjacking but is a much more advanced and refined method. Instead of just "visualizing" the computer landscape and interacting with it by symbolically, this a direct connection to a characters brain and nervous system. This enables robots, vehicles and other computer controlled devices to react with the speed of thought. In some cases this will act like an autonomous response (like when a human dodges out of the way when something is thrown at them). This adds incredible bonuses when using Power Armor and other Ultra-tech machines. **Base Skill:** 25% + 5% per level of experience. **Bonuses:** When using "Man" size Power Armor, **ALL** the characters' hand to hand skills come into play. This means that if the character has PA Combat Elite, they would get those bonuses **PLUS** those of his own Combat skills. When using giant size robots the bonuses from his HtH combat skills are 2/3.

Supercomputers: These ultra fast, ultra expensive machines are so fast that they would melt without a constant flow of liquid nitrogen running through the system. They operate thousands of times faster than normal computers and are used for the most sophisticated problems **Base Skill:** 25% + 5% per level or experience.

VR/3D Systems: This is the technology to create computer generated virtual landscapes. The knowledge to create the physical interfaces such as VR/3D helmets that incorporate visual and auditory stimulus to a character. This is not as advanced as cyberjacking or Neural Interfaces so it is not a effective way to control any machines that require quick reaction times, but it also does not subject the character to the dangers of a connection to the nervous system. Thus protecting the character from damage from hostile computer programs designed to screw up the "software" of the character's nervous system. **Base Skill:** 40% + 5% per level of experience.

Next section [Cowboy Skills.](#)

Cowboy Skills

Branding: The techniques and methods for tethering, controlling and marking, or "branding," animals. A brand is a mark burned on the skin to identify and show ownership of an animal - typically used on horses and cattle, sometimes on humans and D-bee slaves. This skill also includes a basic knowledge of common and notable insignias and emblems. **Base Skill:** 50% + 5% per level of experience.

Breaking/Taming a Wild Horse: To "break a horse, first the trainer must get the horse used to being around people, then used to having a saddle on its back (this takes 3D4 days), and then you "bit" train it (get's used to having a bit in its mouth and reins). Finally, the trainer must get the horse used to having a rider on its back. Depending on the horse, this can take a couple weeks (making an attempt every day) or several weeks with moderate success. It takes a lot of skill to stay on a wild horse when he wants you off. Some horses are never completely tame, and some will allow certain people to ride it, while bucking and throwing other riders. During this initial training period the rider must hang on for dear life while the horse does everything it its power to throw him. This battle of wills can last hours and take up to 12 weeks. **Base Skill:** 20% + 5% per level of experience.

Also includes riding wild bulls (cannot be broken), wild broncos, and other wild animals, as well as *steer wrestling*, but all at -15%.

Herding Cattle: The techniques and methods of leading, directing and controlling cattle in a contained and orderly herd. Also includes keeping animals calm, basic care and feeding, how to tend cattle, recognize disease and illness, give birth to young, how to survive and regain control of a stampede, gather strays, how best to pen and corral livestock, mend fences, etc. **Base Skill:** 30% + 5% per level of experience.

Horsemanship: Cowboy: Base Skill: 66%/50% + 3% per level of experience. Not available to most O.C.C.'s. Combat: All bonuses are in addition to other combat skills, weapon proficiencies, or attribute bonuses. Applies to the rider, not the horse. he rider gains a combat advantage from the height and speed of being mounted.

+1 on initiative when on horseback at levels 2, 5, 10 & 15.

+1 to roll with fall or impact when knocked from a horse.

+2 to parry or dodge while on horseback.

Inflicts +1D4 S.D.C. or M.D. when on horseback, depending on the weapon (M.D. weapons like Vibro-Blades get the M.D. bonus; not applicable to ranged weapons like rifles and blasters).

Charge Attack (running horse) with a pole-arm or spear: +2D6 S.D.C. damage. The attacker must roll under the second percentile number to avoid being dismounted. Charge attacks count as two melee actions/attacks.

Horsemanship: Exotic: Basically the same as the *general horsemanship* skill, except that the character is experienced in riding "tame" animals other than the horse. This can include elephants, camels, lamas, pegasus, gryphons, dinosaurs, giant insects, and other monstrous beasts trained (or willing) to be riding animals. Wild, untamed creatures cannot be ridden, except by Simvan and others with special animal skills or powers. **Base Skill:** 30%/20% + 5% per level of experience. **Note:** Characters with the traditional "horsemanship" skill for riding horses and other very horse-like animals can quickly figure out how to ride exotic animals and alien riding beasts, but at a skill penalty of -12% to ride ground/running animals and -16% to ride flying or tree climbing and leaping animals. Similarly, beings from other

dimensions not familiar with riding the fast and sleek Earth horse are -10% to ride them.

Lore - Cattle/Animals: This is a general knowledge about cattle, horses, livestock, and other notable animals of the West. This knowledge includes what they eat, where they live in the wild, means of defense, the value of their meat, fur, hides and horns, and their natural predators, as well as the most notable tales about supernatural animals, spirits, gods and magic attributed to or involving animals (including some Indian spirit and totem lore). **Base Skill:** 30% + 5% per level of experience.

Lore - Indians: Characters with this skill can recognize the different tribes and nations, warriors and shamans, totems, fetishes and warnings, identify the people by their housing, clothing and weapons, and has a fundamental understanding about the Native Americans' society, beliefs, customs and laws - at least the most notable. They also know about Indian gods, spirits, and magic. **Base Skill:** 25% + 5% per level of experience.

Roping: The rope is the cowboy's most important and famous tool. Characters with the roping skill can expertly throw a rope to snare/lasso a cow's horns, a horse's neck, or the hoofs of either, to enable a 140 pound man to capture and subdue a half ton animal! Hitched around the saddle horn, a lariat can be used to pull a mired animal out of a bog, mud or river, as well as keep a hobbled horse or other animal from straying away in the night or rain, and the rope can even be used to create an instant, make-shift corral, when stretched taut by several men, to contain and hold a herd of animals - and even for quick justice at the end of a hangman's noose. The roping skill includes knowledge and training in how to use a lariat, lasso, tie knots, expertly handle roped animals after they are snared, bring them to a stop by taking quick turns of the lariat around the saddle horn (known as "dally" or "da la vuelta"), tethering animals, and how to "hog-tie" animals (after the animal has been lassoed, the horse backs up to make the rope taut while the cowboy "tips" over the animal and ties three legs with a half shank; used in separating stubborn animals from the herd, capturing wild animals, and branding). The rope/lariat can be used for the roping and tying of animals, including cattle, horses, similar alien animals, and even small dinosaurs and people. This skill with a lariat can be executed standing on the ground, but is designed and intended to be done from horseback (or hovercycle). A failed roll to tie a knot means that it is loose, sloppy and easy to untie, slip out of, or likely to unravel or snap when strained. A failed roll to lasso an animal or stationary target, means it misses its mark or slips off. Against human and intelligent opponents, roll to lasso as if it were a combat attack to strike and ensnare. The intended victim can try to dodge; parry is not applicable. A successful strike means the character is caught in the lasso. Ensnaring a foot, leg or hand means the victim can be tripped, knocked down and pulled/dragged by hand or horse. Ensnaring the upper body means one arm is pinned (useless). Two or more lassoes around the upper body means both arms are pinned and attacks requiring the use of one's hands are impossible, and the lassoed individual can be pulled off his feet and dragged. Multiple lassoes can also be used to snare each limb and "spread-eagle" the character. It takes 1D4 melee actions to cut through a lasso, but it is impossible to draw a weapon and cut oneself loose if both arms are pinned or while being dragged. In this combat usage, the roping character is +1 to strike for every 20 points of skill, so a skill of 65% means a +3 to strike/ensnare. **Base Skill:** 20% + 5% per level of experience.

Trick Riding: Riding bareback, standing on the animal's back, hanging from the side, or under its belly (usually for rodeo tricks or to hide from enemies), side saddle, as well as quick mounts and dismounts, mounting a horse by leaping down from above or with a running start, leaping from the back of a horse onto another horse or wagon, and similar. **Skill Requirement:** Must know one of the horsemanship skills, or trick riding cannot be selected. **Base Skill (Special):** The trick riding character can attempt all

tricks and stunts without penalty; roll on the first/greater of the horsemanship skill percentages for success. **Note:** Characters without this skill can *try* any of these tricks, but must roll on the second percentage number of their horsemanship skill after reducing it by half. Roll for each attempt. Likewise, these stunts can be tried while riding mounts other than a horse, but reduce the skill by half, unless the character also has the skill *Horsemanship: Exotic Animals*.

Next section [Cultural Skills](#).

Cultural/Domestic

Note: Characters can attain professional quality by selecting the same skill twice. Add a one time bonus of +10% and note that the end result is of superior quality.

Accounting: This is the fundamental of mathematics to do complex and often very easy work such as pay roll, taxes, books for a business, and so on. Requires: Math Basic and Advanced to have this skill.

Base Skill: 30% + 5% per level of experience. A failed roll means that the characters calculations or process is messed up and has to start again from scratch.

Acting: This involves the process in memorizing lines and being able to recite them with some type of convection. The character will be able to do stage, movies, and TV The amateur can put on a performance, but people that have an I.Q.: above a 7 and an M.A.: 8 of will find it somewhat pleasing, but not real interesting. A moderate performance will not have an effect on people with an I.Q.: above 11 and an M.A.: 12, these people will take some interest in the film. Of course, the professional will have an effective performance on people with an I.Q.: around 16 or below and an M.A.: of the same. It is possible for a person to fool someone with a performance, but lacks the makeup and technical skills to pull it off completely, unless they are on stage, movies, or TV The character starts off as an amateur, at the selection of two other skills the can become an advanced actor/actress, at the cost of three other skills the character can be a professional, unless otherwise stated. **Base Skill:** 40% + 5% per level of experience.

Note: If the character starts off at the Amateur level the character must reach 98% before they can move on. When reaching the Advanced level the skill gets reduced to 40% and the process starts over to reach the Expert or Professional level. After reaching the Expert/Professional level the skill drops to 20%.

Advertising: This is the art and training of advertising fundamentals centering on budgeting, planning, implementing, marketing, and promotion. Areas of study are likely to include: selecting media, consumer trends/habits, advertising objectives, writing ad copy/headlines, and basic design elements. **Base Skill:** 35% + 5% per level of experience.

Animal Husbandry: This area of study provides the character with a knowledge of the care, feeding, breeding, reproduction, treatment and behavior of domestic animals. This includes cattle, sheep, goats, horses, ducks, chickens, and similar creatures. The percentile number indicates the degree of knowledge and skill one has about animals and their care. Reduce the skill ability by half when caring for captive or injured wild animals. Making this skill professional means only ONE type of animal gets the +10% bonus. **Base Skill:** 35% + 5% per level of experience.

Architectural: Design/Engineer: This skill area has to do with the designing and constructing of buildings. The techniques and sciences include the drawing of blueprints/drafting, construction materials and equipment, style, decoration, planning and budget. **Base Skill:** 30% + 5% per level of experience.

Art: The ability to draw or paint or sculpt or do craft-work. Scholastic art training indicates a professional quality, while a secondary skill indicates a talented amateur. **Base Skill:** 35% + 5% per level of experience.

Barbering: Skill in cutting and styling hair, shaving and trimming beards. A failed roll means the end result is not as desired (too short, not even, ugly, etc.). **Base Skill:** 35% + 5% per level of experience.

Begging(T): Although learned as a monk, this skill can be particularly useful either as a disguise, or to collect emergency money when things are desperate. The base skill determines the chance of collecting a donation from each passerby. And on a crowded street it could be pretty lucrative. The amount of money depends on the economy of the area where the begging is taking place. **Base Skill:** 30% + 2% per level of experience.

Blacksmith: Use of a forge and ironworking tools, plus the ability to work with animals. Characters with this skill can make and repair horseshoes and a variety of other small iron tools and appliances. Aside from general usefulness, a skilled blacksmith can earn a good living just about anywhere and any time throughout recorded history. **Note:** Blacksmith requires a minimum P.S. of 10, and a minimum Size Level of 8 is recommended. **Base Skill:** 40% + 4% per level of experience.

Bonsai: Tending, trimming and growing tiny miniature trees know as the "Bonsai." Experts can tell the difference between new (under 50 years old) and truly ancient bonsai (hundreds of years old). The character can also estimate the value and quality of the miniature tree. Bonsai is a common pastime of the noble castes in the New Empire. **Base Skill:** 50 + 5% per level of experience.

Breed Dogs: The first percentile number indicates the art of raising, breeding, taming and training domestic and wild canines, as well as knowledge about canines in general.

The second percentile number is used to attempt to tame a wild canine, teach a dog tricks, or to train the animal for a specific task like tracking, retrieving, pointing, herding animals, attack on command, and so on. A failed roll means that the animal refuses to learn that particular trick or specialty. **Base Skill:** 40%/20% + 5% per level of experience.

Business Management: This is the fundamental understanding on how to run a small or large business. This is the knowledge of the paper work, procedures for daily operation, placing orders for inventory, dealing with people, and so on. A failed roll means that you messed up count in the drawer, angered a potential buyer, messed up an order, or what ever the task was, has met with failure. **Requires:** [Basic](#) and [Advanced](#) math to have this skill. [Accounting](#) can be helpful, but is not required. **Base Skill:** 40% + 5% per level of experience.

Calligraphy: The ability to produce beautiful Japanese letters using a brush, ink and paper with great skill and legibility. He can also copy Chinese character symbols and, if the character has taken the Chinese language and literacy skills, he can write Chinese. Traditionally, any person of culture and education, especially a noble, is expected to be able to produce gorgeous ideograms. Calligraphy is a skill almost as necessary as literacy for a traditionalists. **Base Skill:** 35% + 5% per level of experience.

Calligraphic Forgery: A special skill that allows the character to imitate the calligraphy of the ancients and to reproduce copies of exotic styles. This is an advanced version of artistic calligraphy, and the character must take both skills. To successfully pass off a forgery as an ancient work requires a roll under the base skill on percentile. Attempting to forge the penmanship of a particular author is more difficult (-25% penalty on the roll). **Base Skill:** 25% + 5% per level of experience.

Chess: By selecting this skill, the character knows the fundamentals of this ancient board game. A percentage chance skill roll is not required to play, but to determine a victory. **Base Skill:** 30% + 3% per level of experience.

Cook: Skill in selecting, planning and preparing meals. A cooking roll failure means that the cooked

food is either inedible (burnt!) or distasteful. **Base Skill:** 50% + 8% per level of experience. Spending two skill selections on this one skill area makes the character of professional quality. One time bonus of 10% applies in this case.

Dance: A practiced skill in the art of dance. The percentile number indicates the relative skill and quality of the dancer. **NOTE:** Characters with an extremely high Physical Prowess (P.P.) will get a bonus in their dance proficiency: P.P. 15 - 20: +5%, 20 - 25: +10%, 26 or higher: + 15%. **Base Skill:** 40% + 6% per level of experience. Spending two skills will produce professional quality dancing skill. One time bonus of 15% if this is the case.

Desert Survival: Specifically, the ability to find water out in the desert. Also includes survival to exposure, path finding and other desert survival skills. **Base Skill:** 50%+5% per level of experience.

Drawing: Pencil/Ink/Chalk: This skill includes a basic rudimentary knowledge of drawing techniques and tools (specifically pencils, chalk, pastels, and ink). A person with this skill is able to put on to paper images that reflect his/her moods, thought, what he sees and so on. A successful roll under the skill proficiency indicates a successful drawing; meaning it clearly reflects the idea, description, or feeling that it was meant to convey. Only an extremely high skill proficiency (89% or higher) reflects a better than average quality. **Base Skill:** 36% + 6% per level of experience.

Economics: This is the study of money management, social-economic trends, distribution, income and expenditures as it pertains to the government and the consumer/public. Explores economic factors in industry, human resources, labor institutions, and international finance. Applies observations, analysis, research, estimations, and projections toward predictions of market and market trends. **Base Skill:** 40% + 5% per level of experience.

Editor: This is the understanding of editing certain types of media, the character will have to choose from one of the selections below: (Reminder that video editing and film is learned under TV/Video: Advanced, Expert.).

Books: The person can edit and construct books. Books of all types, including ones like this one. A successful roll means no problems and the job is complete. On the other hand a failed roll means that the job is incomplete and can take weeks to fix and/or finish. **Base Skill:** 30% + 5% per level of experience. **Requires:** Literacy, writing, and Language are required; Journalism will help to become a professional.

Newspaper/Magazine: The person can edit newspapers and magazines as well as layout design. A successful roll means no problems and the job is complete. On the other hand a failed roll means that the job is incomplete and can take weeks to fix and/or finish. **Base Skill:** 30% + 5% per level of experience. **Requires:** Literacy, writing, and Language are required; Journalism will help to become a professional.

Farming: This skill is the techniques used to farm properly. You know how to till your your land, when to leave it fallow. Also know rudimentary knowledge in herbicides, and fertilizer. You know which ones work but not why. Can estimate when it is going to rain and so on. **Base Skill:** 30% + 4% per level of experience.

Fasting(T): The ability to go for long periods of time without food. So long as the character has

sufficient water, two weeks without food will be pretty easy. After that the character will have to roll under the Skill to avoid becoming weakened or sick. **Base Skill:** 54% + 4% per level of experience.

Fishing: These are the fundamental methods (and enjoyment) of the relaxing sport of fishing. Areas of knowledge include the use of lures, baits, poles, line, and the cleaning and preparation of fish for eating. This includes fresh and salt water. Base skill: 60% + 5% per level of experience. Spending two skills will produce professional quality fishing skill, example: a pro bass fisherman. One time bonus of 10% if this is the case.

Flint Working: The ability to chip flint and obsidian into useful tools. The character can recognize useful rocks and knows how to locate flint and obsidian in the wild. Actually making useful tools, like blades, needles, and arrowheads, is incredibly difficult. Even experts will waste a lot of stone before creating exactly what they want. **Base Skill:** 15%+4% per level of experience.

Floral Arrangement (Ikebana): The artful and creative arrangement of flowers appreciated by everyone throughout the orient. A painstakingly difficult art that takes years to really master. The creation of a good floral arrangement is a matter of honor to those who practice Ikebana; a bad job will be scorned even if done by the most heroic of warriors. This 'art' is appreciated in modern and traditional Japan. **Base Skill:** 30 + 3% per level of experience.

Game: Characters may pick this skill repeatedly, once for each game they wish to be proficient in. Games can be anything from ping pong to chess or go. Characters will know all basic rules, many strategies, and will be able to be competitive players. **Base Skill:** 30% + 5% per level of experience.

Gaming(strategy): Various types of strategy games are popular around the world. Chess is the most widely accepted intellectual game of the West; Go is accepted as the most "enlightening" game of the eastern world. Other games, such as Shogi (Chinese Chess), Checkers, Chinese Checkers, have appeal as well. Taking this skill once gives a general knowledge of such games; but totally amateur. For each additional skill spent on this category, Competitive level ability in one specific game is gained. Other categories of games (each count as one slot) could include miniature wargames(ancient), miniature wargames(modern), naval games, railroad games, and world domination games (such as Risk or Axis & Allies). **Base Skill:** 30% + 5% per level of experience.

Competitive Level Base Skills:

Chinese Checkers: 24% + 4% per level.

Shogi: 15% + 5% per level.

Other games: As base skill.

Gardening: This skill offers a basic understanding of plant care and garden design. It can be both the ability to grow enough food to eat well, and/or the skill at creating beautiful, decorative gardens (with plants and rocks) that create a feeling of tranquility and harmony with nature; Zen gardening. This "art" is appreciated in modern and traditional Japan. **Base Skill:** 34% + 4% per level of experience.

General Repair & Maintenance: Not everyone can be a blacksmith or a carpenter, but many are good with their hands and capable of doing satisfactory repairs on simple mechanisms, gears, pulleys, wheels and so on. General repair/maintenance skill includes: sharpening blades/weapons, sewing tears in sails and clothes (it may not look pretty, but does the job), replace a wagon wheel, repair furniture, paint, varnish, and assist in basic woodworking, and even do minor patchwork on armor (restores 2D6 S.D.C.). Roll once to see whether the character can figure out what's broken, what must be done to fix it, and

whether it's beyond his meager abilities. Roll again to determine success or failure in making the actual repair. If failure, the player may try again. **Base Skill:** 35% + 5% per level of experience. Reduce skill proficiency by half if the item is extremely complex or alien.

Go: As chess is the most widely accepted intellectual game of the west, so Go is accepted as the most "enlightening" game of the eastern world. In many cases one's skill at Go is seen as much more important than ability in the fighting arts. A victory at the intelligent game of Go easily outweighs any ten wins in single combat. **Base Skill:** 30% + 5% per level of experience.

Juggling: This skill is the simple ability to keep three or more objects in the air at once. The characters P.S. will determine the weight of the objects. A weak character will only be able to juggle eggs, bullets, etc. , while a strong character can try his luck with chainsaws and other heavy items. **Base Skill:** 55% + 5% per level of experience.

Leather Worker: Having this skill enables the character to create and repair leather clothes, boots and other items made of leather, such as saddles, saddle bags, and tack and harness for horses. **Base Skill:** 25% + 5% per level of experience.

Lighting Technician: This is the rudimentary understanding of lights, wattage, how to set mood, in the various types of media. The character must choose from one of the categories below:

Film: The character can recreate sunlight, moonlight, and various other forms of light, with actual studio lighting and shading. The character can even set the lighting up at the dead of night and recreate the sun's light with this specialized ability. This helps cut down on costs of having to do location shots during the day. **Base Skill:** 30% + 5% per level of experience. A failed roll means that the lights are in correct and have to readjusted taking an extra 1 to 2 hours.

Live Shows: This is the technique of using lights in live performances, such as a Yellow Dancer concert. This enables the character to add a visual aid with the sound. The character can use various colors to express the music. The character can add a whole new dimension to the performance if done correctly. **Base Skill:** 25% + 5% per level of experience. A failed roll means the character has fouled up and could possible darken the stage while in the middle of the bands performance.

Photography: The character can set up the lights on a model shoot and be able to light their hair properly, or not cast face shadows, etc. **Base Skill:** 30% + 5% per level of experience. A failed roll means that when the pictures come back the shots are incorrect, due to lighting problems, for what the photographer wanted.

TV: TV is different than film in the fact that film reproduces colors and lighting techniques better than a TV camera can. The character is taught three point lighting techniques. With video the character doesn't have to be pin point accurate. **Base Skill:** 40% + 5% per level of experience. A failed roll means that the lighting was improper done for that scene or shot and only requires 30 to 60 minutes to correct.

Live Engineer: This is the art of reproducing sounds as they happen, in a live show environment. This skill will enable the character to create sounds live. The best example is when band performs live the character would be behind the main house console, set up a P.A. system, constructing the stage, operation and maintenance of the power amps, and knowledge of speakers and how to aim them in order to achieve the best sounds covering the most area. This skill also, enables the character to work the

monitor console behind the stage. The character will also have knowledge of mixing consoles, effects, equalizers, crossovers, etc. This skill is separate from Recording Engineer, because the recording engineer 9 times out of ten is working in a building which has separate rooms, all of which are sound proof. Live is dealing with the acoustics of a building or an out door show. In order to become a professional at this, the skill must be picked three separate times, plus adds a one time bonus of 20%. **Requires:** [Basic Electronics](#), [Basic Math](#), and [Literacy](#). **Base Skill:** 15% + 5% per level of experience.

Meditation: Involves engaging the mind and body so that the body remains motionless, but without fatigue or pain, and the mind stays in a clear, calm and rested state. While meditating a character recovers Chi, I.S.P., P.P.E. and other internal resources at an accelerated rate. Although it is not a substitute for sleeping, characters will usually feel alert and refreshed after any period of meditation. When in a meditative state they character is, at a subconscious level, well aware of what is happening in the environment and can instantly leave the meditation position with no combat penalties.

Base Meditation Skill: Rolls based on meditation should be done as a check versus the character's Mental Endurance (M.E.) attribute.

Base Meditation Time: The amount of time that a character can continue to meditate: One hour at first level, with an additional fifteen minutes at 2nd, 3rd, 4th, and 5th levels. At 6th level the meditation time jumps to three hours, and the character picks up another advancement into 7th level and beyond.

Meteorology: The branch of science that deals with the atmosphere of a planet. The character will have the knowledge of weather patterns, cold fronts, Low systems, etc. The technical way to forecast weather is to use weather satellites, radar, computers, and the almanac. On today's earth the technological way is not available, but the barometers, weather balloons etc. still exist and sometimes you can find almanacs to help as well. **Base Skill:** 30% + 5% per level of experience for those on Earth; 50% + 5% per level of experience for the Sentinels. A failed roll means that the character's prediction on the weather is wrong. A reminder you do have to wait the allotted time to see if the prediction is correct.

Mountaineering: Unlike a climber, a mountaineer is experienced in the use of specialized mountain climbing gear and also knows all the skills of survival in the rugged high-altitude environment. To become a professional mountaineer, the character must have been on at least two high-difficulty, high-altitude expeditions. **Base Skill:** 40% + 5% per level of experience. **Bonuses for professional skill:** +1 P.S. & P.E., +2D6 SDC, +10% to Climb, Climb Rope and Repelling. **Requires:** [Climbing](#).

Music - Composition: Is the practiced study of musical arrangements, lyrics, rhythm, aesthetic consideration and creativity. **Base Skill:** 32% + 4% per level of experience. The writing will be competent and pleasant to listen to, but two skill selections in this same category must be taken for the writing to be of professional quality. Add a one time bonus of 15% if this is done.

Note: If the character starts off at the Amateur level the character must reach 98% before they can move on. When reaching the Professional level the skill gets reduced to 50%.

Music: Play Musical Instrument: A character with this skill has the ability to play a particular musical instrument and to read music. Each specific type of instrument counts as an additional skill selection. This means that a character who can play a guitar must select the musical instrument skill a second time to play a violin and a third time to play the drums. However, skill in a guitar includes all types: acoustic guitar, electric guitar, etc. Some specific categories of musical instruments include: guitar, banjo, violin/fiddle, piano and organ, electric keyboards and synthesizers, drums and cymbals, flute, harmonica,

horns, saxophone, and trombone. In order to be a professional, the character must pick the skill three separate times, unless otherwise stated. **Base Skill:** 30% + 5% per level of experience. The playing will be competent and pleasant to listen to, but two skill selections in the same instrument must be taken for the playing to be of professional quality. Add a one time bonus of 15% if this is done.

Music: Sing: The simple ability to read music and carry a pleasant tune. **Base Skill:** 40% + 5% per level of experience. The character's singing ability is nice, but not of professional quality, unless two skills are spent. Add 20% if this is done.

Philosophies(T): Characters educated in religious institutions (monasteries, temples, religious schools, etc.) can learn that school's philosophy. While this is typically one of the oriental philosophies it can also be a western one.

Eastern Philosophies include - Confucianism, Buddhism (choose subtype), Tibetan Lore, Taoism, Shinto, Bushido, Zen and Hinduism.

Western & Mideastern Philosophies include - Christian (Choose from Catholicism, Eastern Orthodox, Conservative Protestant and Liberal Protestant), Judaism, and Islam (choose from Sunni, Shiite or Sufi). Rarer types are up to the GM (such as tribal beliefs, voodoo etc.).

Base Skill: 80% + 2% per level of experience.

Painting: Oil/acrylic/watercolor (New): The character is familiar with the tools and techniques of painting. Types of paints include are oil, acrylic, and watercolor. The same conditions apply as noted under drawing. **Base Skill:** 30% + 6% per level of experience.

Poetry (Haiku): Creating good, and sometimes a inspirational, poetry. Haiku" are short, three line, seventeen syllable poems that are the national poetry of Japan. Poetry often accompanies important events in society. For example, a samurai compelled to commit ritual suicide is expected to compose a "death poem." **Base Skill:** 35% + 5% per level of experience.

Recording Engineer: This is the art of putting sounds on tape. The character will be able to take acoustical sounds and put them on cassette, reel to reel, multi-track, etc. The character will also have a limited knowledge on microphones and placements to get the best sounds. The character will also have a limited knowledge of sound equipment, such as, mixing consoles, effects, equalizers, etc. There's more to it than what is stated, but the character will have a limited knowledge on sound and how to reproduce it. This also gives the character the ability to work with TV, video, and movies. A reminder that TV/Video is a separate from this skill. In order to become a professional at this, the skill must be picked three separate times, plus adds a one time bonus of 20%. **Requires:** Basic Electronics, Basic Math, and Literacy. **Base Skill:** 15% + 5% per level of experience. **Note:** You do not have to be a musician to have this skill. This means you can record Emperor Prosek and his weekly inspirational tapes.

Note: If the character starts off at the Amateur level the character must reach 98% before they can move on to the Intermediate. When the character gets the Intermediate the skill goes down to 25%. Of course the process repeats it's self in order to achieve the Professional level, the skill gets reduced to 35%.

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

Sculpture: This person is familiar with the variety of clays, tools and techniques used in sculpting

figures or images. The same conditions of success apply as noted under drawing. **Base Skills:** 36% + 6% per level of experience.

Sewing: The practiced skill with the needle and thread, to mend, layout, cut and sew simple patterns, and do minor alterations. This is not a tailoring ability unless the player spends two skills. One time bonus of 20% if this is the case. **Base Skill:** 40% + 5% per level of experience.

Sing: The simple ability to read music and carry a pleasant tune. **Base Skill:** 35% + 5% per level of experience.

Spelunking: The art and practice of exploring caves. Unskilled characters wandering about in a large series of natural caverns have about the same chance of survival as unskilled climbers attempting to scale a major mountain without guidance. **Base Skill:** 55% + 5% per level of experience.

Sports: Can include any team sport such as Baseball, Basketball, Football, Hockey, or Soccer. **Base Skill:** 30% + 5% per level of experience. **Optional:** If a character buys any sport skill twice, then that gives him professional status. That means the character can have a secret identity working as a member of a professional sports team or traveling as a participant in international sporting events. Particularly valuable as good covers are Golf and Tennis, both of which allow the character to travel widely.

Bonuses: Adds 2D4 S.D.C. and +1 to roll with a punch or fall.

Weaving: Practiced skill of creating garments, tapestries, and draperies from wool or cotton. The weaver requires a spinning apparatus and a loom. This skill only represents the characters ability to weave, not raise/grow the sources of their raw material (other skills should be used instead). **Bonuses:** +5% if the sew skill is known. **Base Skill:** 20%+5% per level of experience.

Next section [Electrical](#).

Electrical

Avionics: This is the specialized skill in repairing the electrical, navigational and control systems in aerospace craft. A character with this skill can repair the "Black Boxes" in these vessels. They can also debug the code so that the craft flies correctly. **Base Skill:** 20% + 5% per level of experience. **Requires:** [Computer Operations](#) and [Computer Programming](#).

Basic Electronics: This enables a character to understand simple wiring and diagrams. These characters can do basic wiring in a home or building, and can even do some basic wiring for TVs VCR's, etc. If it relates to circuit boards and/or anything more complicated than simple and basic wiring, the character will have to seek a professional. GM's remember there is a difference between the military use and the civilian use of electronic systems and their functions. Please keep this in mind when the characters are using this skill. Counts as One Skill, unless otherwise stated. **Base Skill:** 50% + 5% per level of experience.

Advanced Electronics: This is the rudimentary understanding of the principals of electricity, simple circuits, wiring, and so on. This wiring is not limited to TVs and radios, but can wire houses on a commercial level. This person can do basic wiring, repair appliances, wiring, and so on. The character will also, have knowledge to work on circuit boards, but not computer chips, although he/she can replace them. GM's remember there is a difference between the military use and the civilian use of electronic systems and their functions. Please keep this in mind when the characters are using this skill. Counts as Two Skills, unless otherwise stated. **Requires:** Basic Electronics.

Expert Electronics: This character is a professional and can build, design, and repair most circuit boards and is the key man to call when you lose electricity. He can wire a house with ease, can easily repair simple circuit boards, and has the knowledge on computer chips (can't repair computers, falls on the Computer Repair Skill). The has a first hand knowledge on electricity, how it works and safety when working. The character can not work on Robots, Power Armor, Glitter Boys bases, etc. GM's remember there is a difference between the military use and the civilian use of electronic systems and their functions. Please keep this in mind when the characters are using this skill. Counts as Three Skills, unless otherwise stated. **Requires:** Basic and Advanced Electronics. **Base Skill:** 15% + 5% per level of experience.

Circuit Board Micro-Electronics: Soldering connections, boards, wiring, and power supplies to construct microchip based electronics. **Base Skill:** 55% + 5% per level of experience.

Computer Repair: Knowledge of the internal electronics of computers and related devices (terminals, printers, modems, etc.). The character can attempt to repair or sabotage computers. Note that figuring out the repair or sabotage procedure counts as one roll, and the actual repair is a second roll. A failed roll means the repair is faulty and does not work (try again). No computer operation or programming skills are included nor required to fix computers. Many computer repair personnel don't even know how to turn the computer on! **Base Skill:** 25% + 5% per level of experience.

Electrical Engineer: Knowledge of electricity. Characters can diagnose and locate electrical problems, repair complex electrical devices, wire entire buildings or vehicles, and build electrical equipment. The character can also attempt to bypass security systems, alarms, and surveillance systems, but at a penalty

of -20% for simple systems and -50% for complex systems (reduce these penalties by half if the character also has the surveillance systems skill). **Base Skill:** 30% + 5% per level of experience. **Requires:** [Math: Advanced](#) and [literacy](#). **Note:** There is a -30% penalty when working on alien or extremely unfamiliar electronics. This includes techno-wizard devices. The electrician may be able to puzzle out some of the basic aspects of a device created by techno-wizardry, and may be able to figure out how to operate the machine, but will not be able to fully fathom how it works nor repair it.

Electricity Generation/Power Systems: Electricity is generated in two ways: from sunlight, using solar panels, and from small nuclear generators. This skill allows a character to understand and repair such generation systems, but not to build them. **Base Skill:** 50% + 5% per level of experience.

Glitter Boy Electronics: The Glitter Boy is an advanced power armor. The electronics use nanotechnology and computer chips the size of a flea. This form of power armor works on the thought processes and certain nerve pulse of the brain of the pilot. All of the electronics are complex and very greatly from the ordinary power armor. Most Glitter Boys are powered by a fusion device no bigger than a lap top computer, using a non-radioactive element. The element has the same power as a nuclear energy, but with out the radioactivity. The older Glitter Boys still functions off of nuclear power. Most engineers that acquire this skill can work on normal power armor, but at -30% skill level. The training includes how to program the nanites to perform their specified jobs. The character must have an I.Q. of 12 or better to even have this skill. Those characters with an 11 or below that want the skill, they will have to start off at half the base and it will cost three separate skill selections. A note to the GM This skill applies to all Glitter Boys not just to military Glitter Boys. **Base Skill:** 30% + 5% per level of experience. **Requires:** [Electrical Engineer](#) and [Computer Operations](#). There is a -40% penalty when working on alien or extremely unfamiliar robot electronics (for Glitter Boys not built and designed in that particular region).

Mecha Electronics: First hand knowledge of the electrical systems built into RDF, REF and Southern Cross mecha. The character knows exactly how they interact with protoculture and the intricacies of Robotechnology. Other skills in electrical systems do not apply to mecha, making this an invaluable skill for repairing the famous war machines. **Base Skill:** 35% + 5% per level of experience.

Power Armor Electronics: This is the skill that enables the character to work on these complex and efficient form of mecha. The power armor is more advanced than a robot, but not as advanced as the Glitter Boys. Just like the Glitter Boy the Power Armor use thought and brain waves to control it. Most Power Armor is powered by a fusion device no bigger than a lap top computer, using a non radioactive element. The element has the same power as a nuclear energy, but with out the radioactivity. The older Power Armors still functions off of nuclear power. A note to the GM This skill applies to all Power Armor not just to Coalition/military Power Armor. **Base Skill:** 30% + 5% per level of experience. **Requires:** [Electrical Engineer](#) and [Computer Operations](#). There is a -40% penalty when working on alien or extremely unfamiliar robot electronics (Power Armors not built and designed in that particular region).

Robot Electronics: This is the complex and specialized study of these massive machines known as robots . This includes robot/military engineering, and microcircuitry. It includes knowledge of robot assault units, exoskeletons, and robot systems. Most Robots are powered by a fusion device no bigger than a lap top computer, using a non radioactive element. The element has the same power as a nuclear energy, but with out the radioactivity. The older Robots still functions off of nuclear power. A note to the GM This skill applies to all Robots not just to Coalition Robots. **Base Skill:** 30% + 5% per level of

experience. **Requires:** [Electrical Engineer](#) and [Computer Operations](#). There is a -40% penalty when working on alien or extremely unfamiliar robot electronics.

Spacefold Electronics: This skill is needed to design, build, repair, and install Spacefold Engines. The character will have most of the knowledge on how the electrical systems of the spacefold engine works. There are only a few people that have a full understanding of the spacefold engine, one of them is Dr. Lang. This skill can only be picked if the character has Spacefold Engineer: Expert. **Requires:** [Math: Basic](#) and [Advanced](#), Basic Electronics, Advanced Electronics, Expert Electronics, and [Electrical Engineer](#). **Base Skill:** 35% + 5% per level of experience.

Starship Electronics: This is the person you call on when something malfunctions in a spacecraft. He/she has the knowledge of all electrical properties and is properly the same person that built spacecraft. This person designs the electrical conducts in the Horizons, SDF class ships, Garfish, etc. This skill also enables the character to work on Space Fold engines as well as installing, but can not build or construct them. GM's remember there is a difference between the military use and the civilian use of electronic systems and their functions. Please keep this in mind when the characters are using this skill. **Base Skill:** 35% + 5% per level of experience.

Veritech Electronics (New): First hand knowledge of the electrical systems built into RDF and REF transformable mecha. The character knows exactly how they interact with protoculture and the intricacies of Robotechnology. Other skills in electrical systems do not apply to mecha, making an invaluable skill for repairing the famous war machines. **Base Skill:** 35% + 5% per level of experience. **Note:** There is a -15% penalty when old VF series veritechs and the AJACs, Hover tank, and the Logan in the Southern Cross due to the lack of experience with these primitive and overly complicated protoculture and fusion generation system.

Next section [Engineering Skills](#).

Engineering

Aeronautical & Aerospace Engineer: Aeronautics deals with the whole field of design, manufacture, maintenance, testing, and use for both civilian and military purposes. It involves the knowledge of aerodynamics, structural design, propulsion engines, navigation, communication, and other related areas. Aerospace engineering is closely allied to aeronautics, but is concerned with the flight of vehicles in space, beyond the earth's atmosphere, and includes the study and development of rocket engines, artificial satellites, and spacecraft for the exploration of outer space. **Base skill:** 48% + 2% per level of experience.

Chemical Engineer: This branch of engineering is concerned with the design, construction, and management of factories in which the essential process consists of chemical reactions. Because the diversity of the materials dealt with, the practice has been to analyze chemical engineering problems in terms of fundamental unit operations or unit processes such as the grinding or pulverizing of solids. It is the task of the chemical engineer to select and specify the design that will best meet the particular requirements of production and the most appropriate equipment for the new applications. With the advancement of technology, the number of unit operations increase, but continuing importance are distillation, crystallization, dissolution, filtration, and extraction. In each unit operation, engineers are concerned with four fundamentals: (1) the conservation of matter; (2) the conservation of energy; (3) the principles of chemical equilibrium; (4) the principles of chemical reactivity. In addition, chemical engineers must organize the unit operations in their correct sequence, and they must consider the economic cost of the overall process. Because a continuous, or assembly-line, operation is more economical than a batch process, and is frequently amenable to automatic control, chemical engineers were among the first to incorporate automatic controls into their designs. **Base Skill:** 25% + 3% per level of experience.

Civil Engineer: Civil engineering is perhaps the broadest of the engineering fields, for it deals with the creation, improvement, and protection of the communal environment, providing facilities for living, industry and transportation, including large buildings, roads, bridges, canals, railroad lines, airports, water-supply systems, dams, irrigation, harbors, docks, aqueducts, tunnels, and other engineering constructions. The civil engineer must have a thorough knowledge of all types of surveying, of the properties and mechanics of construction materials, the mechanics of structures and soils, and of hydraulics and fluid mechanics. Among the important subdivisions of the field are construction engineering, irrigation engineering, transportation engineering, soils and foundation engineering, geodetic engineering, hydraulic engineering, and coastal and ocean engineering. **Base Skill:** 30% + 5% per level of experience.

Computer Engineer: The electronics of computers involve engineers in design and manufacture of memory systems, of central processing units, and of peripheral devices. Foremost among the avenues, of central processing units, and of Very Large Scale Integration (VLSI) and new computer architectures. The field of computer science is closely related to computer engineering; however, the task of making computers more "intelligent" (artificial intelligence), through creation of sophisticated programs or development of higher level of machine languages or other means, is generally regarded as being in the realm of computer science. One current trend in computer engineering is micronization. Using VLSI, engineers continue to work to squeeze greater and greater numbers of circuit elements onto smaller and

smaller chips. Another trend is toward increasing the speed of computers operations through use of parallel processors, superconducting materials, Multi-tasking, etc. The main concern is how to link humans to the machines. Currently they have been connecting the brain waves of a human into virtual reality type helmets to tell a computer what to do. This should explain how the all of the Rifts mecha works. **Base Skill:** 20% + 5% per level of experience. **Requires:** [Computer Operation](#), [Computer Programming](#), [Computer Language](#), [Literacy](#), and [Writing](#).

Electrical Engineer: Electrical Engineering deals with the research, design, integration, and application of circuits and devices used in the transmission and processing of information. Information is now generated, transmitted, received, and stored electronically on a scale unprecedented in history, and there is every indication that the explosive rate of growth in this field will continue unabated. Electronic Engineers design circuits to perform specific tasks, such as amplifying electronic signals, adding binary numbers, and demodulating radio signals to recover the information they carry. Circuits are also used to generate waveforms useful for synchronization and timing, as in television, and for correcting errors in digital information, as in telecommunications. This is the person you call on when something malfunctions in a base and/or town. He/she has the knowledge of all electrical properties and is properly the same person that built the base and/or town. This person designs the electrical conducts in the house, base, building, etc. GM's remember there is a difference between the military use and the civilian use of electronic systems and their functions. Please keep this in mind when the characters are using this skill. **Base Skill:** 35% + 5% per level of experience.

Genetics Engineer: Group of research techniques that manipulate the DNA (genetic material) of cells in order to change heredity traits or produce biological products. The techniques include the use of hybridomas (hybrids of rapidly growing cancer cells and cells that make amounts of desired antibody) to make monoclonal antibodies, gene splicing or recombinant DNA technique (in which the DNA of a desired gene is inserted into the DNA of a bacterium, which then reproduces itself, yielding more than a desired gene), and polymerize chain reaction (which makes copies of DNA fragments and is used in DNA Fingerprinting). Genetically engineered products include bacteria designed to efficiently break down oil slicks and industrial waste products, drugs (human and bovine growth hormones, human insulin, interferon), and plants that are resistant to diseases and insects or that yield fruits or vegetables with desired quantities. Because genetic engineering involves techniques used to obtain patents or human genes and create patentable living organisms, it has raised many legal and ethical issues. Questions have also been raised about the safety of releasing into the environment genetically altered organisms that might disrupt ecosystems. GM's remember there is a difference between the military use and the civilian use of Genetics Engineer. Please keep this in mind when the characters are using this skill. **Requires:** [Biology](#), [Botany](#), and [Math: Basic](#) and [Advanced](#). **Base Skill:** 15% + 5% per level of experience.

Glitter Boy Engineer: This gives the character to build and design the Glitter Boy. The character must have knowledge on the power consumption and required to know the mechanics of this mecha already. The Armorer is a separate skill, this is to apply the outer skin. One person with the proper equipment, proper skills, proper parts, etc. can assemble a Glitter Boy in about 7 to 9 days. **Base Skill:** 25% + 5% per level of experience.

Industrial Engineer: Study includes fundamental theory and operations covering gas and arc welding, cutting, brazing, spot welding, forging, heat treatment, electroplating, forming and casting techniques. Knowledge and use of tools includes lathes, mills, shapers, grinders, welding and other related equipment and tools. GM's remember there is a difference between the military use and the civilian use of machines

and their functions. Please keep this in mind when the characters are using this skill. **Require:** [Math Basic](#) and [Advanced](#), [Chemistry](#), Welding, and Mechanical Engineering. **Base Skill:** 35% + 5% per level of experience.

Mechanical Engineer - Basic: This is the person who operates this huge presses, such as for the machine that presses out specific mecha metal plates. The character can maintain, operate, give design ideas, analyze, and even sabotage a piece of machinery. GM's remember there is a difference between the military use and the civilian use of machines and their functions. Please keep this in mind when the characters are using this skill. The first percentile number reflects his/her ability to analyze/evaluate mechanical systems, and diagnose and pinpoint problems. The second percentile number indicates his/her skill level in actually repairing, working on, modifying or sabotaging mechanical devices. **Requires:** [Math Basic](#) and [Literacy](#); Writing and metallurgy is not required, but may be useful. **Base Skill:** 50%/25% + 5% per level of experience. **Special Bonus:** +5% to Locksmith skill and +5% to Surveillance Systems Skill.

Mechanical Engineer: Advanced:

Mechanical Engineer: Expert: Characters with this training have an understanding and knowledge of mechanical tools/equipment, and the principles and terminology of practical design, construction, operation and care of machinery. Study includes of motion, kinetics, variable mass, equations of motion, momentum principles, work energy, vibrations, friction, inertia, thermodynamics (energy conversion); analysis and design of common mechanical elements (gears, springs, clutches, brakes, shafts, bearings, etc.); materials (strengths, structures, stress, etc.), evaluation techniques, metal working (coolants, welding, cutting, etc.) analysis (functions/problem finding), combustion systems; fundamental vehicle design, and hydraulic repair.

This means this person can repair, modify, convert or sabotage machinery; as well as build and design his/her own engines/generators and mechanical devices. The first percentile number reflects his/her ability to analyze/evaluate mechanical systems, and diagnose and pinpoint problems. The second percentile number indicates his/her skill level in actually repairing, working on, modifying or sabotaging mechanical devices. **Requires:** Mechanical Engineer: Basic, Basic Math, physics, and Literacy; Writing and metallurgy is not required, but may be useful. **Base Skill:** 40/30% + 5% per level of experience. **Special Bonus:** +5% to Locksmith skill and +5% to Surveillance Systems Skill.

Mining Engineer: This is an aspect of civil engineering and includes basic concepts and principles of statistics as they apply to the laws of motion (force, momentum, equilibrium, couples, trusses, frames, friction, fluids, mass, and inertia), surveying topography, fluid mechanics (channel flow, hydraulics of pipe flow, pumps); the composition, engineering properties and behavior of soils (strengths (excavation, bulkhead, walls, earth, slopes); drilling and piping methods and control theory. **Requires:** [Math: Basic](#) and [Advanced](#), and [Physics](#). **Base Skill:** 30% + 5% per level of experience.

Nuclear Engineer: This branch of engineering is concerned with the design and construction of nuclear reactors and devices, and the manner in which nuclear fission may find practical applications, such as the production of commercial power from the energy generated by nuclear reactions and the use of nuclear reactors for propulsion and of nuclear radiation to induce chemical and biological changes. In addition to designing nuclear reactors to yield specified amounts of power, nuclear engineers develop the special materials necessary to withstand the high temperatures and concentrated bombardment of nuclear particles that accompany nuclear fission and fusion. Nuclear engineers also develop methods to shield

people from the harmful radiation produced by nuclear reactions and to ensure safe storage and disposal of fissionable materials. **Base Skill:** 42% + 3% per level of experience.

Power Armor Engineer: This gives the character to build and design the Power Armor. The character must have knowledge on the power consumption and required to know the mechanics of this mecha already. The Armorer is a separate skill, this is to apply the outer skin. One person with the proper equipment, proper skills, proper parts, etc. can assemble a Power Armor in about 2 to 3 weeks. **Base Skill:** 25% + 5% per level of experience.

Robot Engineer: This gives the character to build and design the Robots. The character must have knowledge on the power consumption and required to know the mechanics of this mecha already. The Armorer is a separate skill, this is to apply the outer skin. One person with the proper equipment, proper skills, proper parts, etc. can assemble a Robot (depending on the size) in about 1 to 2 months. **Base Skill:** 25% + 5% per level of experience.

Safety Engineer: This field of engineering has as its object the prevention of accidents. In recent years safety engineering has become a specialty adopted by individuals trained in the other branches of engineering. Safety engineers develop methods and procedures to safeguard workers in hazardous occupations. They also assist in designing machinery, factories, ships and roads, suggesting alterations and improvements to reduce the likelihood of accident. In the design of machinery, for example, the safety engineer seeks to cover all moving parts or keep them from accidental contact with the operator, to put cutoff switches within reach of the operator, and to eliminate dangerous projecting parts. In intersections, known to result in traffic accidents. Many large industrial and construction firms, and insurance companies engaged in the field of workers compensation, today maintain safety engineering departments. **Base Skill:** 32% + 3% per level of experience.

Sanitary Engineer: This is a branch of civil engineering, but because of its great importance for a healthy environmental, especially in dense urban-population areas, it has acquired the importance of a specialized field. It chiefly deals with problems involving water supply, treatment, and distribution; disposal of community wastes and reclamation of useful components of such wastes; control of pollution of surface waterways, groundwater's, and soils; milk and food sanitation; housing and institutional sanitation; rural and recreational-site sanitation; insect and vermin control; control of atmospheric pollution; industrial hygiene, including control of light, noise, vibration, and toxic materials in work areas; and other fields concerned with the control of environmental factors affecting health. The methods used for supplying communities with pure water and for the disposal of sewage and other wastes are described separately. **Base Skill:** 30% + 5% per level of experience.

Spacefold Engineer: Basic: This will provide the character the knowledge of a general working of the spacefold engines. In other words the character will have the knowledge of general maintenance and repair of the housing and some of the electrical systems. The character will have only some knowledge and will not know exactly how the space fold engines work, but can operate a good percentage of the systems built into it. Counts as three skills, unless otherwise specified. If the character has an I.Q. of 11 or higher this will only cost one other skill. **Requires:** [Math: Basic](#) and [Advanced](#), [Basic](#) and [Advanced electronics](#), and [Basic Mechanics](#). **Base Skill:** 55% + 5% per level of experience.

Spacefold Engineer: Advanced: This will enable the character to be able to analyze and examine problems with a spacefold engine. The character will have a limited knowledge on how the engines work, how the fuel system works, the energy it can produce, etc. Characters will not now how to install

or design and build one of the massive complex engines, but can service and maintain it very efficiently and CAN NOT design, build, or install these massive complex engines. Counts as six skills, unless otherwise specified. If the character has an I.Q. 13 or above this will only three other skills. **Requires:** Spacefold Engineer: Basic, [Math: Basic](#) and [Advanced](#), [Basic](#) and [Advanced electronics](#), and [Basic Mechanics](#). **Base Skill:** 35% + 5% per level of experience.

Spacefold Engineer: Expert: This is the complete understanding of how the Spacefold engines work. Even gives the character the ability to design, build, and install one of the extremely complex engines. Now if the character has an I.Q. below 16 the character only has the complete understanding and CAN design, build, or install these massive complex engines. Counts as twelve skills, unless otherwise specified. If the character has an I.Q. 16 or above this will only four other skills. **Requires:** Spacefold Engineer: Basic and advanced, Spacefold Electronics, [Math: Basic](#) and [Advanced](#), [Basic](#) and [Advanced electronics](#), and [Basic Mechanics](#). **Base Skill:** 15% + 5% per level of experience.

Starship Engineer: Basic: This will provide the character the knowledge of a general working of the space ships. In other words the character will have the knowledge of general maintenance and repair of the spaceship and some of the electrical systems. The character will have only some knowledge and will not know exactly how the everything works, but can operate a good percentage of the systems. This applies to all spacecraft like Horizons, Garfish, and even the SDF class vessels. Counts as two skills, unless otherwise specified. **Requires:** [Math: Basic](#) and [Advanced](#), [Basic Electronics](#) and Starship Electronics, and [Basic Mechanics](#). **Base Skill:** 55% + 5% per level of experience.

Starship Engineer: Advanced: This will enable the character to be able to analyze and examine problems with a spaceship. The character will have a limited knowledge on how all the systems work, how the weapon system works, the auxiliary engines, communications, etc. Characters will not know how to design and build one of the massive ships, but can service and maintain them very efficiently. This applies to all spacecraft like Horizons, Garfish, and even the SDF class vessels. Counts as four skills, unless otherwise specified. **Requires:** Starship Engineer: Basic, [Math: Basic](#) and [Advanced](#), Basic and Starship electronics, and [Basic Mechanics](#). **Base Skill:** 35% + 5% per level of experience.

Starship Engineer: Expert: This is the complete understanding of how the Spaceships work. Even gives the character the ability to design and build one of the extremely complex ships. This skill will enable the character to fix, repair, maintain, build and design about 75% of the systems on the starships. This applies to all spacecraft like Horizons, Garfish, and even the SDF class vessels. Counts as six skills, unless otherwise specified. If the character has an I.Q. 16 or above this will only four other skills. **Requires:** Starship Engineer: Basic and advanced, [Math: Basic](#) and [Advanced](#), [Basic Electronics](#) and [Advanced Electronics](#), and [Basic Mechanics](#). **Base Skill:** 15% + 5% per level of experience.

Weapons Engineer - Basic: This skill is usually reserved for military personnel. The character can maintain, repair, mount, and figure out hand held and tripod mounted weapons. The character will be able to fix a C-27 Plasma or mount a Rocket Launcher to the back of a dune buggies. They will also have a very limited knowledge on hand held mecha weapons, they can only repair and maintain these guns, but can reload energy clips and bullet clips. Also, can help and assist in the reloading of a mecha such as the Power Armor, Glitter Boy, etc. CAN NOT do a field reload on mecha, unless the proper equipment exists. **Requires:** [Basic Mechanics](#), Mechanical engineer and [Basic Electronics](#). **Base Skill:** 55% + 5% per level of experience.

Weapons Engineer - Advanced: This skill is usually reserved for military personnel. This skill is basically the same as it's predecessor, but the character can modify, design and build weapons (S.D.C. only!). Also, can reload expended shells and design new bullet types. As far as the mecha go the character will have the knowledge on how to reload any mecha, whether it is guns or missiles. Can even help in the designing of, modifying the missile bays on mecha to hold more missiles or more destructive missiles. CAN NOT modify any mecha weapons or build any. Limited to repair and maintenance.

Requires: Weapons Engineer: Basic, [Basic Mechanics](#), Mechanical engineer and [Basic Electronics](#).

Base Skill: 35% + 5% per level of experience.

Weapons Engineer - Expert: This skill is usually reserved for military personnel. This enables the character to design, build, modify, maintain, repair, mount, reload, and figure any weapons system know to man (S.D.C. or M.D.C.). This skill will be able to help a character design new weapons (hand held and mecha), missile (Damage, Range, Blast Radius, and M.D.C.), etc. With this skill there are unlimited possibilities to designing and build new weapons in the time of Rifts. A Reminder the GM has the final decision on any modifications, new weapons (Mecha or not). GM's you should make sure to have the weapons in your campaign that balance the power. Player should respect their Game Master's decision and give him or her a hard time about it. **Requires:** Weapons Engineer: Basic and Advanced, [Basic Mechanics](#), Mechanical engineer and [Basic Electronics](#). **Base Skill:** 15% + 5% per level of experience.

Next section [Espionage Skills](#).

Espionage

Binding: This is the practiced art of knot making and binding. Character will know the best way to tie someone/something down tightly and securely. The character will know a wide array of knots, the abilities of each one, and when each one should be used. Anyone tied up in this manner will find it nearly impossible to escape (-15% for escape artists). This skill also adds a one time bonus of +5% to climbing, since superior knots are used. **Base Skill:** 30% + 5% per level of experience.

BS Smooth Talking: The ability to smooth talk oneself out of danger or potentially embarrassing situations, and the ability to come up with a completely bullshit explanation for any occurrence. This is the art of making lame-ass excuses and being able to get away with it. **Base Skill:** 35% +5% per level.

Command: Command is used to make an NPC do what the user wants by ordering him in a persuasive and authentic tone. When successful, the target snaps to and does as ordered. To look at it another way, a character with a high command skill can take charge of a situation when leadership is needed, and get other characters to cooperate without debate or question. How to use this skill, well the characters commands will be based on M.A. and/or P.B., against the NPC's I.Q. and/or M.E. The characters M.A. is matched against the NPC's I.Q. and/or the characters P.B. against the NPC's M.E. Use percentile dice for the chart below will show you what we are talking about: For this chart shows how you can talk someone into doing something without question or dispute. EX: The characters M.A. is 13 and the NPC's I.Q. is 9. The character and NPC(s) both roll percentile dice and the higher of the two wins, since the character has a 13 M.A. he/she gets a bonus of 15% to that particular roll. The NPC(s) has a 9 I.Q. and gets no bonus to his/her roll therefore the player character has the advantage.

Characters M.A.:	3 - 5	6 - 8	9-12	13-16	17-24	25-30	31 & above
Bonuses on roll:	-35%	-20%	0	+15%	+30%	+45%	+65%

All this goes against the NPC's I.Q.

NPC's I.Q.:	3 - 5	6 - 8	9-12	13-16	17-24	25-30	31 & above
Bonuses on roll:	-35%	-20%	0	+15%	+30%	+45%	+65%

For this chart shows how beauty can influence someone's decision making process. This means you can tell an NPC do something and they will just based on you physical beauty whether it is male or female. EX: The characters P.B. is 13 and the NPC's M.E. is 9. The character and NPC(s) both roll percentile dice and the higher of the two wins, since the character has a 13 P.B. he/she gets a bonus of 15% to that particular roll. The NPC(s) has a 9 M.E. and gets no bonus to his/her roll therefore the player character has the advantage.

Characters P.B.:	3 - 5	6 - 8	9-12	13-16	17-24	25-30	31 & above
Bonuses on roll:	-35%	-20%	0	+15%	+30%	+45%	+65%

All this goes against the NPC's M.A.

NPC's M.E.:	3 - 5	6 - 8	9-12	13-16	17-24	25-30	31 & above
Bonuses on roll:	-35%	-20%	0	+15%	+30%	+45%	+65%

If the user rolls equal to or higher than the NPC(s), targets of the command do as he/she requests.

As usual, there is room for game master interpretation; The higher the difference might mean immediate and enthusiastic compliance. The closer the two rolls are, this means that the target does as ordered now but may question the commander's authority later on. ("I didn't know that there was a commander on this level. What in the hell is going on here. Wait a minute...").

Concealment: Is the practiced ability of hiding something on ones body or in hand, usually by continually moving it around from hand to hand or place to place unnoticed. Objects must be no larger than 14 inches in height and length, 6 inches in width and weigh 10lbs or less. The smaller and/or lighter the item, such as a knife, gem, small sack, etc., the easier it is to conceal (add a bonus of +5%). Larger items such as a book or club or statue or other similarly larger and heavier objects are more difficult to conceal on ones person for obvious reasons. A penalty of -5% applies to items over 7 inches (remember 14 inches maximum) because it is more difficult size. Larger than 14 inches are impossible to conceal. **Base Skill:** 20% + 5% per level of experience.

Detect Ambush: Training which develops an eye for spotting locations and terrains suitable for ambushes and being ambushed. It also provides a rudimentary knowledge of guerrilla tactics used by the enemy. **Base Skill:** 30% + 5% per level of experience.

Detect Concealment: This is a skill which enables the individual to spot and recognize camouflage, concealed structures/buildings and vehicles, as well as the ability to construct unobtrusive shelters, use camouflage and blend into the environment. **Base Skill:** 25% + 5% per level of experience.

Disguise: The character knows how to apply make-up, wigs, skin putty, dyes, and other special effects in order to alter his appearance or that of somebody else. **Base Skill:** 25% + 5% per level of experience.

Escape Artist: The methods, principles, and tricks of escape artists. Includes muscle control (tensing and relaxing muscles), flexing and popping joints, knowledge of knots, and the ability to conceal tiny objects on the person. The character can try slipping out of handcuffs, ropes, straitjacket, etc. **Note:** Picking locks is a separate and distinct skill. **Base Skill:** 30% + 5% per level of experience.

Fieldcraft: This skill covers the common "tricks" spies use to exchange information covertly. Some fieldcraft methods include "dead drops" (the information is placed in a hiding place such as taped under a park bench, behind a brick, and so on; the other agent then comes by and picks it up, avoiding ever seeing his "contact"), ways to notice and avoid being shadowed (can be used in conjunction with the Perception rules in the Nightbane RPG, page 66) selecting code words and passwords to recognize other agents, and similar techniques. **Base Skill:** 40% + 4% per level of experience.

Forgery: The techniques of making false copies of official documents, signatures, passports, I.D.s, and other printed material. The forger must have an original or photocopy to work from in order to make an accurate copy. Skilled forgers can recognize other counterfeits at -10%. **Base Skill:** 20% + 5% per level of experience.

Hojo-Jutsu: This is the Art of Binding, Japanese style. Tying someone up with Hojo-Jutsu makes it far more difficult to escape (-15% to an opponent's escape skill roll). **Base Skill:** 30% + 5% per level of experience.

Imitate Voice: Character can, with practice, attempt to imitate the voice, accent and expressions of another person. **Base Skill:** 45% + 5% per level of experience.

Impersonation: This skill enables a person to impersonate another person or type of soldier (in general). This means the person must have a rudimentary (if not comprehensive) knowledge of the person or general type of personnel that he is impersonating. This is likely to include a knowledge of enemy/subject of impersonation, military procedure, dress, command, rank, and will usually require speaking the language fluently. This means the character can convincingly impersonate a general type of person/soldier/advisor by accurate disguise, proper action, and language. **Base Skill:** 40% to impersonate general personnel and 20% to impersonate a specific individual (which may require weeks of study and special disguise), + 4% per level of experience.

The success of one's impersonation/disguise can only be determined after exposing oneself to those whom you wish to trick. A successful impersonation requires the player to roll under his skill for each of his first, THREE encounters. Afterward, the character must roll under his skill for each encounter with an observer. If interrogated/questioned, he must successfully roll for every other question or be revealed as an impostor. A failed roll means his impersonation has failed and is recognized as an impostor and is in immediate danger.

Intelligence: This is the specific training in the practices and principles of recognizing and analyzing sources of information about the enemy, observation techniques, counterintelligence measures and proper procedure. This includes the practical assessment of sights and sounds, estimation of ranges, what to report, handling prisoners of war, and handling captured documents and equipment (tagging and reporting to group leader or proper authority). This means the character will be able to accurately estimate ranges, the number of enemies, direction, purpose, and assess the importance of specific information.

Further intelligence training includes a working knowledge of indigenous guerrilla warfare, enemy practices, appearance, and current activities. This enable the intelligence officer to recognize suspicious activity as guerrilla actions and identify guerrilla operatives. **For Example:** A particular booby trap, or weapon, or mode of operation, may be indicative of guerrilla activity in the area. It may be up to the character to confirm the existence of the enemy and their strength, number, and location.

Another area of training made available to intelligence is the identification of enemy troops, officers, and foreign advisors. This means the person learns the many distinguishing ranks and marks that identify specific military units, special forces, groups, and leaders of the enemy. Such identification can pinpoint and confirm enemy operations, goals, and movement, as well as confirm outside intervention/aid.

Note: A failed roll in any of the areas of intelligence means that evidence is inconclusive, or that the character has incorrectly assessed the information/situation and is uncertain. A failed roll involving individual clues may mean the person has dismissed it entirely as being meaningless (GMs, use your discretion). **Base Skill:** 32% + 4% per level of experience.

Interrogation: This skill includes training in the questioning of prisoners, captives and informers, and the assessment of that information. **Base Skill:** 40% + 5% per level of experience.

Interrogation Techniques: This skill is learned by policemen, intelligence officers, etc. The character knows the techniques to get information from (typically unwilling) subjects. This

includes such old methods as "good cop/bad cop" (one interrogator is threatening and intimidating, the other is sympathetic and friendly), deceiving and misleading the subject into giving away information, and similar. The character can also judge if the subject is lying (the Game Master might assess bonuses or penalties depending on how good a liar the subject is). This skill also includes some basic knowledge on methods of torture, from basic tactics like depriving the subject of sleep, to old "medieval" instruments and new, sophisticated techniques like sensory deprivation, partial electrocution, and drugs. **Note:** Only evil characters will engage in torture routinely. **Base Skill:** 30% + 5% per level of experience.

Jungle Survival: Stepping into jungle, true jungle, is even more alien than swimming down into a coral reef. The main problem is with depth perception. Most characters are used to judging distance based on objects sitting in open space. The jungle turns that upside-down, so that you have to contend with objects (leaves and branches) everywhere, and just a little bit of empty space scattered here and there. Without this skill most characters will experience the following in a jungle: "...I dash in [the jungle] after them, but get instantly fouled in low-hanging vines and fall on my face. All five dogs are now in full cry and K'in Bor has vanished behind them. I think, He must see better than I do, as everything before my 20/20 vision is a dark, impenetrable mesh of leaves, vines and branches, and all else underfoot in an impediment designed to make me stumble. Somehow I claw my way through the brush..." Beyond just being able to see clearly, Jungle Survival also provides techniques for avoiding trouble and keeping alive during extended jungle travel. The character will know how to avoid dangerous plants and insects, how to find nearly-in-invisible pathways, and how to find fresh water. **Base Skill:** 45% + 5% per level of experience.

Land Navigation: This skill allows the person to stay on course while traveling over land by means of observation. This includes mentally marking/recognizing geographic landmarks, estimating distance and movement, recognizing sounds, and other navigation tricks. Techniques include night travel. The player should roll once for approximately every three miles traveled. A failed roll means the character is drifting off course by 200-2000 yards (roll 2D10x100 yards). Do not roll again until the next three miles. A successful roll at that time will allow the character to recognize his error and correct it. Of course, errors mean lost time and traveling through unknown and potentially dangerous areas. A second (and third) failed roll means the character continues to travel 2D10x100 yards further off course. All failed rolls are cumulative unless corrected.

Note: A group of average men can cover approximately 5 miles an hour at a brisk, but relaxing pace, through grassland, along dirt roads or paved streets. Travel through dense forest or jungle at a cautious pace, with eyes open for danger, is about one mile per hour. At this pace, one can easily watch for booby traps, snipers, ambushes, wild animals, tracks, and clues, make other observations, without fear of traveling too fast (and missing them). Only at a faster pace will one begin to miss details and court death. **Base Skill:** 45% + 5% per level experience.

Lip Reading: The character knows how to interpret the spoken word through the movement of the mouth. Characters can observe targets from a distance and understand what they are saying. The target's mouth must be in line of sight and cannot be obstructed by anything. If the moving lips are partially obscured the GM should apply a penalty he/she thinks is appropriate to the situation. This type of art requires the character to speak the language he is attempting to lip read and to have a 80% proficiency or above in that language. Characters must also select this skill in relation to their

common tongue first. Other languages selected after this will count as a new skill and must meet the 80% proficiency requirement. **Note:** This skill is usually taught to CS spies or rouge agents working in espionage. This is not a skill the common soldier would know. **Base Skill:** 30% + 5% per level of experience

Marxism/Leninism-Maoism: The character knows enough about Communist philosophy to be able to escape detection when under cover in a Communist country. Includes studies of all the major literature as well as participation in discussion groups. This skill is found in universes that still have major Communist influences (such as the various 20th century RPGs and the Earth of Robotech, which has the EBSIS and NMSR to contend with). **Base Skill:** 60% + 6% per level of experience.

Microfilm/Microfiche/Microdot Technology: Knowledge of producing, storing and reading of micro-sized text and pictures. This also involves learning to use the cameras, developing equipment and display devices. The character is also capable of developing or detecting hidden microdots. **Base Skill:** 40% + 4% per level of experience.

Palming: Simply the ability to pick up and seemingly make a small object such as a coin, key, playing card, knife, etc. disappear by hiding or concealing it in one's hand. Adds a bonus of +5% to pick pocket skill. **Base Skill:** 25% + 5% per level of experience.

Perception: Can be used for a variety of purposes (GMs use your imagination).

EXAMPLE:

PCs are in a large warehouse, tracking something. The thing makes a noise in a corner.

Roll Percentile: Fail: Unsure where noise came from

Success: Knows where noise came from

Success; Roll Detect Conceal to find thing (if hiding)

NOTE: Everyone could have Perception at % = IQ

Base Skill: (IQ + 20)% + 5% per level of experience.

Pick Locks: The character knows the methods and tools for picking/opening key and basic tumbler type locks. This does not include sophisticated computer or electronic locks. It takes 1D6 melee rounds for each attempt to pick a lock. A failed roll means the lock holds; try again. **Base Skill:** 30% + 5% per level of experience.

Pick Pockets: An ability to remove items from a person without their being aware of it. If a pick pocket attempt fails, the item has NOT been removed and there is a 67% likelihood of the intended victim recognizing the intent of the action. **Base Skill:** 25% + 5% per level of experience.

Safe-Cracking: Knowledge of various safes, lock boxes and security rooms, along with the methods for illegal entry. The character knows the methods, techniques and tools in opening ('cracking') tumbler and combination type locks.

It takes one melee round to open a simple combination lock and five melee rounds for a complicated safe lock. To open a safe/complicated tumbler lock the player must successfully make a skill roll (roll under) two out of three times. Failing the roll means that the lock holds but can be attempted again. **Base Skill:** 50% + 2% per level of experience.

Blowing a safe with explosives requires sophisticated knowledge as well as the following tools: Electric Drill, Blowtorch, (or Laser Drill), plastic explosives, etc., . . . Roll just once, failure means the safe has been blown shut and cannot be opened without heavy machinery. **Base Skill:** 60% + 3% per level of experience. **Note:** Must also roll under the Demolitions skill to successfully use and detonate the explosives.

Sniper: This skill represents special training in long range rifle firing and marksmanship. Only rifles that can be made to fire a single round or blast can be used for sniping (no automatic/multi-firing rifles). Adds a bonus of +2 to strike on an aimed shot.

Optional: Sniper (Updated): This skill represents special training in the W.P.(s) that the character may possess. This applies only to the W.P.s that fall under Modern Weapon Proficiencies. The character will have to pick this skill for every W.P. the character might have. This will enable he/she to take more time on an aimed shot and receive a +2 bonus to strike. This will work only on an aimed shot and the character has to spend an extra attack in order to receive the bonus. There is an extra +2 bonus if the character has W.P.s in semiautomatic rifle or bolt-action rifle. All of these bonuses are accumulative.

Stalk/Capture: This skill enables the character to hunt down and capture a specific individual. This stalker knows how to approach his subject for capture without alerting or startling him until he is within striking range. The character then strikes in a way to disarm, incapacitate and capture the subject while inflicting minimal damage. Note that the stalking attacker can use any of these attacks during a melee round and can also use lethal force at any point. The following combat moves can be used in any combination. Roll under the first percentile number for success of these attacks. The second percentile number is used to appraise the slave market/gladiatorial value of the captive, as well as to assess an opponent's approximate skill level (within two levels). A failed roll (can only roll once per encounter) means he can't tell. **Base Skill:** 10%/20% + 5% per level of experience.

Bear Hug: A crush/Squeeze attack that does not pin one's opponent but may incapacitate him. Each hug/squeeze counts as one melee action/attack and is designed to knock the air out of a person. A successful bear hug causes the victim to lose one melee attack, initiative and is -2 to strike, parry and dodge while caught in the bear hug. Each squeeze counts as a melee attack but does not require the attacker to release his victim from the hug. The penalties from several bear hugs are cumulative and may lead to easy capture or surrender. In the alternative, each bear hug squeezing action may be used to inflict 2D6 damage; not effective against armor with an A.R. of 14 or higher or a character with a P.S. or P.E. of 24 or higher. A failed roll means no damage or penalties and the hugger has a tiger by the tail. His intended victim can strike or try to break free (the latter works the same as a parry: higher roll wins). However, as long as the hugger holds on to his opponent, his attacker is -2 to strike, but he cannot strike, parry or dodge, as long as he keeps holding on. He'll have to let go in order to launch a new attack or try a new bear hug. Note that opponents who see the bear hug coming (roll initiative) are +2 parry or dodge.

Entangle: The stalker can trap the weapon or arm of an attacker instead of parrying or dodging. A successful roll under his percentile skill level means the weapon or arm is entangled, inflicts no damage and the character is unable to dislodge it from opponent's grasp (must let go of weapon or strike with other hand). A failed roll means the stalker is struck, has no chance to parry or dodge and take full damage.

Natural 20 Stun: Knocks out (for 1D4 melee rounds) or pins opponent and only inflicts 1D6 points of damage doing it. The opponent character is captured and is easily tied up or chained.

Pin: A lunging attack that pins an opponent's arms. A pinned character cannot kick or attack with arms. Roll again to see if the captor can wrestle the character to the ground and tie or chain him up. Characters with a P.S. of 20 or higher get to roll a parry to see if they can break free before being tied down. High roll wins; the pinned character wins ties. The pin attack can not defend against psionics, magic, prehensile tail, or two heads. Nor can he defend/pin against attacks from the head such as eye beams or breath attacks, unless he grabs his opponent from behind. A failed roll means no attack, a loss of initiative and no opportunity to parry or dodge his opponents counterstroke.

Stunning Strikes: Using a weapon or his bare hands (or kick attack) the stalker can deliver blows that stun rather than inflict damage. Each successful strike slightly stuns his opponent causing the following cumulative penalties: -1 initiative, -1 strike and parry and speed is reduced 10%. The penalties last for 2D4 melee rounds. Add the penalties from each successful stun attack, At some point the stunned character will be so debilitated that he will succumb easily to being pinned, entangled, disarmed, captured, or killed, or feel it necessary to surrender. A failed roll means his opponent is not stunned, suffers only one point of damage, and is probably angry.

Tracking: Visual tracking is the identification of tracks, and following the path of men or animals by the signs they leave on the ground and vegetation. Tracking is a precise art, requiring much practice. The skill includes the evaluation of tracks, indicating whether the person being tracked is loaded down with equipment, running, moving slowly (by measuring the space between steps), and so on. By this means, the tracker can estimate the person's rate of movement, apparent direction, the number of persons in the party, and whether the person knows he is being followed. Other methods of tracking require recognizing other telltale signs, such as blood and other stains, broken and displaced vegetation, overturned rocks, litter (such as cigarette butts, ration cans, candy wrappers, soiled bandages and campfire remains), and even odors carried by the wind.

Tracking also includes the recognizing of dangerous animals by their tracks, habits, and feces. Likewise, tire tracks made by vehicles can reveal much, such as size and type of vehicle, the weight of its load, etc.

Counter-Tracking techniques are also known, such as covering one's trail, misdirection, parallel trails, avoiding obvious pitfalls like littering and others.

A failed roll means that the signs are inconclusive, vague or misleading. Additional signs must be found to verify or clarify (roll again). Three consecutive failed rolls means the tracker has completely lost the trail. Roll once every 40 yards/meters when following a trail. Persons attempting to follow a skilled tracker are -25% when following his trail if he is deliberately trying to conceal that trail (however, his rate of travel is reduced by half). **Base Skill:** 25% + 5% per level of experience.

Trap Construction: Training in the design and application of traps and mines used in anti-

personnel and defense tactics. With readily available materials and simple tools, including shovels, knives, sticks, wire and rope, the character can build fiendish traps. Any who would scoff at the effectiveness of traps in modern mega-damage combat should reconsider. While traps may not damage M.D. equipment, unless the trap is augmented with explosives (requiring the Demolitions skill), simple pits can hamper, even immobilize, troops and robot vehicles by making them unable to climb out (will earth walls support the weight of a several ton robot trying to climb out? Not likely). Other traps can be used as alarms (triggering flares, video cameras, or simply producing noise), or even as diversions to distract the enemy while the character escapes.

The greatest drawback of traps lies in the amount of time required to prepare them. It can take hours to prepare rock slides, large pits, etc., even with heavy equipment. But, even this time can be shortened with help from others, as only one character needs the skill, in order to successfully direct others in the traps' construction. Ingeniously prepared traps can, and often do, shift the advantage of a battle to the side that prepared the field for combat. See Rifts World Book 11 for examples of most common types of traps. **Base Skill:** 20% + 4% per level of experience.

Trap/Mine Detection: Knowledge of the strategic placement of booby traps and mines, the tell-tale trademarks and indications of traps and mines, how to avoid them, and the use of mine and explosive detection equipment. The character has been trained to watch for suspicious objects, dirt mounds, trip wires and camouflaging materials that may denote the presence of a trap. Simple snare traps and trip wires can be easily disarmed by the character, but the demolitions disposal skill is required to disarm mines, explosives, or complex traps. **Base Skill:** 20% + 5% per level of experience for detecting by visuals alone. Add +50% when using special detection equipment to locate mines or explosives, +10% if the trap isn't a mine or explosives, but uses metal (such as a trip wire). **Note:** See Rifts World Book 11 description of this skill for use of some Dog Boy types to sniff out traps.

Urban Survival: This skill is like the Wilderness Survival except it is for cities, this skill differs from streetwise in the fact that you know more than the illegal parts of the city is, you know how to survive on minimal amounts of credits, know where the best restaurants, where cops are, how the city is run. Basically this skill is like if you live in the city all your life you know where things are, you know how people are going to react to you or how you look. **Base Skill:** 35% + 5% per level of experience.

Urban Warfare: The Urban Warfare skill is divided into two parts, a house-to-house combat skill with a percentage, and a special sniping skill that provides weapon bonuses.

The reason for its placement in the Espionage category instead of Military is simple, it's not a total warfare skill. Instead, the character learns how to set explosives inside building without causing major structural damage to the building. Of course this doesn't mean a few rooms will be obliterated (not to mention those inside), but the explosion won't cause the building to collapse. The first percentage refers to the character's ability to assess the possible damage to a building's integrity inflicted by enemy fire, or that caused by his own attacks. It also grants the person with the skill to use only enough explosives to get the job done, without overkill (since they will usually be inside the building at the time of the explosion), since too much could harm the player characters and any innocent people near by. The second percentage indicates the character's basic knowledge of building schematics. So they'll have a basic idea of where possible gas lines or electrical wiring could be located. This percentage is mainly for the GM, and should be taken into

consideration if the character is shooting into a wall (whether incidentally or accidentally) or slashing with a blade weapon. **Base Skill:** 56%/42% + 4% per level of experience.

Requires: [Demolitions](#), [Demolitions Disposal](#) is helpful, but not needed. **Special Note:** This skill counts as two skills (either "other" or secondary).

Also included in this skill is the training in sniping specific people that may be concealed in a crowd or holding a hostage as a human shield. In these cases, the Urban Warfare skill can come in pretty handy. **Bonuses:** +1 to strike with a modern weapon on when sniping. These bonuses can only be used with sniper rifles, bolt action rifles, bows and crossbows.

Wilderness Survival: Techniques for getting water, food, shelter, and help when stranded in wild forests, deserts, or mountains. Characters without this skill will not be able to stay healthy for more than a few days in the wilderness once their supplies run out. **Base Skill:** 30% + 5% per level of experience.

Next section [Industrial Skills](#).

Industrial

Note: Any O.C.C. that can pick Mechanical: Any, can pick from the Industrial category.

Armor & Weapon Decoration: This skill allows one to lavishly decorate weapons and armor with intricate engravings, gemstones and plating of precious metal. With the proper materials the value of a weapon or suit of armor can be increased by 50 to 100 percent. This skill also enables the character to patch and restore up to 10 S.D.C. points on soft armor and 20 S.D.C. of chain, scale, and plate armor.

Base Skill: 15% + 5% per level of experience.

Blacksmithing/Metalworking: Blacksmithing is the ability to work metal in a forge, to build horseshoes, tools, metal pieces, etc. Character will know the basics of different (low grade) metals and will be able to work them into a variety of forms. If the character chooses this skill TWICE, then it becomes metalworking. The character then has all the abilities of the blacksmith, but has a more comprehensive knowledge of high-tech alloys, metal composites, etc. Character will be able to (with proper facilities) work M.D. metal to a certain degree, and is an accomplished welder, and knows how to use plasma forges, laser tools, laser welders, remote robot manipulators (needed for the enormous heat in the plasma forges), and many other high-tech metal working abilities. If the character also has Armorer, add a one time bonus of +15% to Metalworking. **Base Skill:** 25% + 5% per level of experience.

Carpentry: A fundamental knowledge of working with wood. The character knows how to prepare, treat, and preserve wood, recognize quality craftsmanship, can repair damaged wood and wood items, and build (chests, chairs, tables, cabinets, houses, etc.). Adds +5% bonus to the boat building skill if taken. **Base Skill:** 25% + 5% per level of experience.

Cobblery: Skill in repairing, mending, treating, and making shoes. **Base Skill:** 35% + 5% per level of experience.

Construction: Knowledge in the methods for building houses, roads, bridges, towers, etc. This includes knowing what building materials should be used, knowing how to set frames, what tools and techniques are appropriate, and accurately reading architectural plans to build some sort of structure. Will also know how to use most construction equipment, mix cement, drill holes, etc. **Note:** Having the Armorer skill will enable him to build structures out of M.D. metals, as well as wood and concrete. **Base Skill:** 30% + 5% per level of experience. **Requires:** Carpentry, masonry, [Electronics: Basic](#), and plumbing.

Fashion Tools and Weapons: Useful tools and weapons can be constructed from readily available material. These crude items are usually made from wood, stone, vines, and bones, and include making a simple wood and/or stone hammer, club, hand shovel, pick, fishing hook, bone needle, wooden stake, torch, rope, string, fishing line, simple flute, blow gun, staff, wooden spear, bola, throwing stick, arrow, short bow, stone knife, and spear and axe head made from chipped stone. The ability to fashion tools is a source of pride for jungle tribesman and wilderness folk. An unsuccessful roll results in a product that is completely useless, try again. It generally takes about 1D4 hours to make a small, simple item and 2D4+1 to make a larger, more elaborate item like a stone axe, spear with a stone head, short bow, etc. **Base Skill:** 20% + 5% per level of experience.

Glass blowing: Skill in making objects out of glass, by blowing air into hot glass. Can make tubes, vases, glasses, etc. In conjunction with the art skill, the glass work will be of superior artistic quality.

Base Skill: 25% + 5% per level of experience.

Logging: Knowledge of the equipment, the techniques, and systems used in logging/clear cutting forests for the purpose of treating and selling the wood. The character will know the basic methods for choosing trees/forests, cutting down a tree, or a group of trees, the maintenance and use of logging equipment (chain saws, climbing gear, etc.), a general knowledge of the value of different varieties of trees, and an understanding of how to treat/store wood. **Base Skill:** 35% + 5% per level of experience.

Masonry: The skill of working stone; cutting it to size, knowing how to move blocks into position (as well as how to secure it there), adding some stone-carven details (better if Art is chosen), and so forth. In rifts, masons also know how to prepare and mix concrete, cement, plaster and other glues, as well as how to lay bricks, stone slabs, tiles, and how to cut stone to precise measurements. This skill is ideal for the building of streets, house foundations, strong walls, etc. **Base Skill:** 35% + 5% per level of experience.

Mining: The ability to appraise land for its mineral value, suggest where to dig, what type of mine to use (open air, or shaft), how to transport the metal, and the basics of how to purify metal/extract metal from ore. **Base Skill:** 25% + 5% per level of experience.

Pilot Construction Vehicles: The knowledge of how to use all heavy construction vehicles, including cranes, bulldozers, steamrollers, etc. **Base Skill:** 44% + 4% per level of experience.

Plumbing: Knowledge of how to fix blocked drains, leaky faucets, add tubing/plumbing to a network, connect systems to main drains/local sewage systems. Also knows the basics of water management systems, desalinization plants, water pumps and water towers, and so on. **Base Skill:** 36% + 4% per level of experience.

Next section [Mechanical Skills](#).

Mechanical

Aerospace Engineering: Deals with the whole field of design, manufacture, maintenance, testing, and use for both civilian and military purposes. It involves the knowledge of aerodynamics, structural design, propulsion engines, rocket engines, artificial satellites, navigation, communication, and other related areas. This skill will enable the design and construction of vehicles for use in both an atmosphere and/or space. **Base skill:** 48% + 2% per level of experience. **Requires:** [Math Advanced](#), [Computer Operations](#), [Computer Programming](#).

Aircraft Armor and Weaponry: A specialized skill for mounting aircraft weapons and repairing battle damage. **Base Skill:** 40% + 4% per level of experience.

Aircraft Mechanics: The understanding of aerodynamics and the training to repair, rebuild, modify, and redesign conventional aircraft, including single engines, twin engine airplanes, jets, helicopters and hovercraft. Robot body armors and high tech military vehicles are not included (see [robot mechanics](#)). **Base Skill:** 25% + 5% per level of experience.

Aircraft Mechanics: Basic: This enables the character to maintain and do minor repairs on his/her aircraft. This includes oil changes, changing spark plugs and wires, and other simple repairs, except any and all mecha. Anything beyond this, requires a professional, remember this is like what the average person can do by his/her self. GM's remember there is a difference between the military use and the civilian use of aircraft and functions. Please keep this in mind when the characters are using this skill. Counts as One Skill, unless otherwise stated. **Base Skill:** 50% + 5% per level of experience

Aircraft Mechanics: Advanced: This the understanding on the conventional aircraft. This enables the character to repair, rebuild, and redesign, modify conventional aircraft with gas powered engines, except any and all mecha. This includes turbine and diesel engines, Also includes single and twin engine, fan-jets, jet fighters, helicopter and shuttle craft (you get the idea). GMs remember there is a difference between the military use and the civilian use of aircraft and functions. Please keep this in mind when the characters are using this skill. Counts as Two Skills, unless otherwise stated. This means this person can repair, modify, convert or sabotage aircraft. The first percentile number reflects his/her ability to analyze/evaluate mechanical systems, and diagnose and pinpoint problems. The second percentile number indicates his/her skill level in actually repairing, working on, modifying or sabotaging anything dealing with aircraft. **Requires:** Mechanical: Basic, and Aircraft Mechanics: Basic. **Base Skill:** 20/35% + 5% per level of experience.

Aircraft Mechanics: Expert: This skill is pretty much as the skill above, but the character can build and design new aircraft. Of course, the can design jets, single and twin engine planes, except any and all mecha. This will enable the character to build an aircraft from the ground up. The character will also be able to do body work, design wings, build more efficient engines, build powerful motors/afterburners, etc. (you get the idea). GM's remember there is a difference between the military use and the civilian use of aircraft and functions. Please keep this in mind when the characters are using this skill. Counts as Three Skill, unless otherwise stated. This means this person can repair, modify, convert or sabotage machinery; as well as build and design his/her own engines, systems, and the aircraft itself. The first percentile number reflects his/her ability to analyze/evaluate mechanical systems, and diagnose and pinpoint problems. The second percentile number indicates his/her skill level in actually repairing,

working on, modifying or sabotaging anything dealing with aircraft. **Requires:** Aircraft Mechanics: Basic and Advanced. **Base Skill:** 30/15% + 5% per level of experience.

Armorer: This enables a character to properly fit M.D. type metal onto any surface. This includes mecha, buildings, bases, starships, etc. Any where and any surface that can hold the M.D. metal the character can mount it there, even to the point of making an air tight seal. **Requires:** Welding [Basic](#) through [Expert](#). **Base Skill:** 25% + 5% per level of experience.

Automotive Mechanics: The ability to repair, rebuild, modify, and redesign conventional vehicles with internal combustion (gas) engines. It also includes body work, turbine engines, methanol, ethanol and diesel truck engines. Working on hover jet systems for ground vehicles is possible, but with a -20% penalty. Working on reactor engines there is a -40% penalty. **Base Skill:** 25% + 5% per level of experience.

Automotive Mechanics: Basic: This enables the character to maintain and do minor repairs on his/her vehicle. This includes oil changes, changing spark plugs and wires, and other simple repairs, except any and all mecha. Anything beyond this, requires a professional, remember this is like what the average person can do by his/her self. GM's remember there is a difference between the military use and the civilian use of automobiles and functions. Please keep this in mind when the characters are using this skill. Counts as One Skill, unless otherwise stated. **Requires:** [Literacy](#); [Writing](#) and metallurgy is not required, but may be useful. **Base Skill:** 50% + 5% per level of experience

Automotive Mechanics: Advanced: This the understanding on the internal combustion engine. This enables the character to repair, rebuild, and redesign, modify conventional vehicles with gas powered engines, except any and all mecha. This includes turbine and diesel engines, Also includes automobiles, motorcycles, lawn mowers, trucks, some hover vehicles, etc. (you get the idea). GM's remember there is a difference between the military use and the civilian use of automobiles and functions. Please keep this in mind when the characters are using this skill. Counts as Two Skills, unless otherwise stated. This means this person can repair, modify, convert or sabotage anything automotive. The first percentile number reflects his/her ability to analyze/evaluate mechanical systems, and diagnose and pinpoint problems. The second percentile number indicates his/her skill level in actually repairing, working on, modifying or sabotaging anything dealing with anything automotive. **Requires:** Mechanical: Basic, Automotive Mechanics: Basic, Welding: Basic, [Literacy](#); [Writing](#) and metallurgy is not required, but may be useful. **Base Skill:** 20/35% + 5% per level of experience

Automotive Mechanics: Expert: This skill is pretty much as the skill above, but the character can build and design new vehicles, all hover vehicles except any and all mecha. Of course this still on the internal combustion engine. This will enable the character to build a vehicle from the ground up. The character will also be able to do body work, build chassis, build more efficient engines, build powerful motors, etc. (you get the idea). GM's remember there is a difference between the military use and the civilian use of automobiles and functions. Please keep this in mind when the characters are using this skill. Counts as Three Skill, unless otherwise stated.

This means this person can repair, modify, convert or sabotage machinery; as well as build and design his/her own engines, vehicle bodies, and the actual car itself.. The first percentile number reflects his/her ability to analyze/evaluate mechanical systems, and diagnose and pinpoint problems. The second percentile number indicates his/her skill level in actually repairing, working on, modifying or sabotaging

anything dealing with automotive. **Requires:** Mechanics: Basic and Expert, Automotive: Basic and Advanced, Welding: Basic and advanced, [Literacy](#); [Writing](#) and metallurgy is not required, but may be useful. **Base Skill:** 30/15% + 5% per level of experience.

Basic Cybernetics: This skill is similar to the [M.D. in Cybernetics](#) skill but scaled down. This skill gives the character a basic knowledge of the function and application of various cybernetic mechanics, their structure, function and repair. This is best applied to external bionic and cybernetics such as a bionic arm, leg, eye, body armor, etc. to make "field repairs." The character can also make (or help make) repairs on loose, uninstalled implants. However, they are not Cyber-Docs and can not perform surgery to remove or install any internal cybernetic. Nor can they attach or detach bionic systems to the body. Repairs can only be made to the external machine, i.e. arm, hand, weapon, etc., not the attachment to the nerves or flesh and blood body. Likewise, the character cannot perform medical procedures of any kind, he's a basic cybernetic mechanic or assistant mechanic/Operator! **Base skill:** 25% +5% per level of experience. **Penalties:** -5% if bionic part is attached to a living being. -10% if repairs are made under-fire or other stressful conditions. -30% if of alien manufacture and design! **Requires:** [Mechanical Engineer](#), [Literacy](#) and [Advanced Mathematics](#) skills.

Basic Mechanics: This is a rudimentary understanding of how machinery operates. This person can repair and maintain simple mechanisms and common motorcycles, automobiles and similar vehicles. Special modifications, souping-up vehicles, and working on aircraft and mecha are out of the question! **Base Skill:** 30% + 5% per level of experience.

Basic Mechanics (Updated): This give the character a basic knowledge of simple machines and how they work, but not rebuilding, such as ban saws, drills, glue guns, etc. Also a rudimentary knowledge of inches, feet, standard tools, metric tools, etc. GM's remember there is a difference between the military use and the civilian use of machines and their functions. Please keep this in mind when the characters are using this skill. Counts as One Skill, unless otherwise stated. **Requires:** Basic Math and [Literacy](#); [Writing](#) is not required, but may be useful. **Base Skill:** 50% + 5% per level of experience

Advanced Mechanics: This give the character a greater knowledge in simple machinery, and is able to operate, maintain, rebuild and modify most machinery designed for constructed wood or metal products (S.D.C.). Can work on Automobiles at half the base skill of Automotive Mechanics: Basic, without any harsh penalties. Working on aircraft and mecha are out of the question. GM's remember there is a difference between the military use and the civilian use of machines and their functions. Please keep this in mind when the characters are using this skill. Counts as Two Skills, unless otherwise stated. **Requires:** [Basic Math](#), [Literacy](#), and [Basic Mechanics](#); [Writing](#) is not required, but may be useful. **Base Skill:** 35% + 5% per level of experience.

Expert Mechanics: The character can operate, rebuild, build, and design machines need for working on wood, S.D.C. metal, and M.D.C. metal products. Work is limited to aircraft, automobiles, houses, bases, etc. Mecha are out of the question, but can design a machine to press out the mecha metal plates to fit on a specific mecha. GM's remember there is a difference between the military use and the civilian use of machines and their functions. Please keep this in mind when the characters are using this skill. Counts as Three Skills, unless otherwise stated. **Requires:** Basic and Advanced Math and Literacy, Basic and [Advanced Mathematics](#); [Writing](#) is not required, but may be useful. **Base Skill:** 15% + 5% per level of

experience.

Bioware Mechanics: A character with this skill can identify, service and repair all items of bioware and cybernetic enhancement, from the simplest dataplug to the most sophisticated of the artificial eyes. If assisted by a medical doctor or cyber-doc, he or she can add, remove or transplant bioware fittings and cybernetic implants. They cannot build new bioware items nor change the function of an existing piece.

Base Skill: 30% + 5% per level of experience. -20% when working with bionic systems

Construction (Metal): This skill enables the character to work on sights such as skyscrapers, bases, outposts, etc. The character has a limited knowledge of Mecha Metal, but cannot repair armor and or mecha, that will require a character with the Armorer Skill. This skill will also, add a one time bonus to [Demolitions](#) (+5%), [Demolitions: Disposal](#) (+5%), and [Carpentry](#) (+15%). GM's remember there is a difference between the military use and the civilian use of buildings and their functions. Please keep this in mind when the characters are using this skill. **Base Skill:** 25% + 5% per level of experience.

Construction Engineering: The expert skill of repairing or building structures and/or supervising Basic Construction workers in building structures (also includes the ability to read complex blueprints and a working knowledge of Demolitions as pertains to construction; Basic and [Advanced Mathematics](#) required). **Base Skill:** 40% + 5% per level of experience.

Cross-Dimensional Trans-Location Device Mechanics: Involves building and repairing the machines that can cross dimensional barriers into alternate universes of reality. There is a +25% bonus for installing Cross-Dimensional devices in new vehicles, as well as modifying the wiring and structure in the vehicle. A penalty of -25% is exacted for any rush jobs involving Hoppers. **Base Skill:** 40% + 5% per level of experience.

Cybernetic/Bionic Repair: A character with this skill can repair damage to the complex systems involved with cybernetics and bionics. They can also design and construct new systems providing that they have a fully stocked work shop and have the time available. **Note:** This is not the ability to install and connect cybernetic/bionic systems to the humanoid body and nervous system. **Base Skill:** 20% + 5% per level of experience. **Requires:** [Computer Operations](#), [Computer Programming](#), [Mechanical Eng.](#)

Cyclone Repair: This give the character the ability to test, diagnose, and repair all models of Cyclone, provided that he or she has the time, proper tools, and patience to carry out the task. This skill is formidable, but is not the equivalent of a Bio-Maintenance Engineer! **Base Skill:** 30% + 5% per level of experience. Note: This skill is limited to the military personnel; however, it can also be added to the available skills of the Nomad Scout, Mercenaries, etc. but the base skill is only 15% and no bonuses are applicable. Further more, extremely serious damage may be impossible to repair and a Bio-Maintenance Engineer must be sought.

Design Engineering: The expert skill of understanding blueprints and graphic design (also includes knowledge of how to use CAD (Computer-Aided Design) programs). The Design Engineer can create complex blueprints and designs, and also make professional-quality perspective drawings. In addition to designing structures, Design Engineers may also design weapons, vehicles, mecha, or other devices, depending on what their other specialties (other skills) are (Basic and Advanced Mathematics required).

Base Skill: 40% + 5% per level of experience.

Drive repair: Chemical drive:

The chemical drive is the most basic space drive, the most expensive to run and the least efficient. It burns a mixture of hydrogen and oxygen to provide propulsion and therefore needs a lot of room for fuel. It is also prone to leaks and even explosions.

Drive repair: Fold Drives:

Create a wormhole through space/time from point A to point B. Will not work correctly within a gravity well (for moons, planets & stars, this range is twice the object's radius from its surface). Approximately 1 day passes every hour spent in fold if the fold is done correctly, with about one parsec traveled per hour. If the drive is incorrectly programmed, this could increase to as much as 1 YEAR per hour. **Examples:** Robotech & Macross II ships.

Drive repair: Ion drive:

An ion drive uses electrical power to convert its hydrogen fuel into a stream of ions which propel the spacecraft.

Drive repair: Plasma drive:

The plasma drive uses a controlled nuclear fusion reaction between deuterium and helium-3 to produce plasma, which is then forced backwards by a magnetic field to provide thrust.

Drive repair: Traction drive:

Generates a very powerful and specialized pseudo-magnetic field which attaches itself to the fabric of the space-time continuum and pulls the spacecraft along after it.

Drive repair: Warp/Gravity Drives :

Typified by the FTL drive systems of Manhunter and the CG drive of Phase World (-40% for one universe's techs to work on the other technology). In both, the ship projects a field that isolates it from the universe's gravity field, bypassing the normal limit of lightspeed. However, gravity wells can throw off travel, as the engines are calibrated to counter only the ship's gravitic signature. This skill also applies to sublight gravity drives, used in many atmospheric and local space craft.

The six kinds of space drives are all different and work on totally different scientific principles. A character with Drive Repair: chemical drive will have a complete knowledge of how these drives work, to the extent that they can build one if given time and enough spare parts, but their knowledge of ion drives, plasma drives or traction drives will be minimal. A character can attempt to repair other types of drives, but at a penalty of -40%. **Base Skill:** 30% + 5% per level of experience.

Fashion Tools and Weapons: Useful tools and weapons can be constructed from readily available

material. These crude items are usually made from wood, stone, vines, and bones, and include making a simple wood and/or stone hammer, club, hand shovel, pick, fishing hook, bone needle, wooden stake, torch, rope, string, fishing line, simple flute, blow gun, staff, wooden spear, bola, throwing stick, arrow, short bow, stone knife, and spear and axe head made from chipped stone. The ability to fashion tools is a source of pride for jungle tribesman and wilderness folk. An unsuccessful roll results in a product that is completely useless, try again. It generally takes about 1D4 hours to make a small, simple item and 2D4+1 to make a larger, more elaborate item like a stone axe, spear with a stone head, short bow, etc. **Base Skill:** 20% + 5% per level of experience.

Glitter Boy Mechanics: As the technology advanced the role of in the Technical areas advanced as well, it is now impossible for one person to be technical minded of Robots, Power Armor, and Glitter Boys. The character will have the knowledge it takes to repair and modify existing Glitter Boys as far as the structure, frame, and how every thing fits, but can not design and build one. The Armor, etc. are in different skill selections and will be needed for this skill. Requires: Glitter Boy Electronics, Armorer, etc. **Base Skill:** 25% + 5% per level of experience.

Hardsuit/Motoroid Mechanics: This is the skill needed to maintain or modify a Hardsuit or Motoroid. The first percentage number is for the Hardsuit, the second is for the Motoroid. (This skill is free to anyone of the Knight Saber OCC, but it costs anyone else two skill selections due to the specialized training involved). **Base Skill:** 48/28% +3% / additional level. **Penalties:** -25% to anyone not of the Knight Saber OCC, or the Heroes Unlimited Power Category of Robotics.

Helicopter Mechanics: Specific skill for helicopters. **Base Skill:** 25% + 5% per level of experience.

Jet Aircraft Mechanics: Covers all jets and scramjets. **Base Skill:** 25% + 5% per level of experience.

Locksmith: The study of lock designs and the ability to repair, build, modify and open locks. The methods, techniques, and tools of lock picking include the old style key and tumbler, combination, and modern electrical locking systems. Time requirements: 1D4 melees to open an antiquated key type lock or simple tumbler/combo type. 1D4 minutes to open an elaborate tumbler type, 2D4 minutes to open a simple electronic lock (usually by patching in a bypass system), and 1D4 hours to break a complex, state-of-the-art electronic lock system such as those used in high security and restricted areas. Super high-tech systems, such as those used by the Coalition's military and government, will require 3D4 hours and have a skill penalty of -20%.

If an unsuccessful skill roll is made, the lock is not opened and the process must be repeated. If an attempt to open an electronic lock fails, roll again. A second failed roll means that the lock is irreparable damaged and can not be opened! **Base Skill:** 25% + 5% per level of experience.

Requires: At least [Electronics: Basic](#) (-5% penalty when working on complex or high-tech locks) or [Electrical Engineer](#) (+5% bonus).

Marine/Naval Engineer: Engineers who have the overall responsibility for designing and supervising construction of ships are called navel architects. The ships they design range in size from ocean going super tankers as much as 1300 feet long to small tugboats that operate in rivers and bays. Regardless of size, ships must be designed and built so that they are safe, stable, strong, and fast enough to perform the type of work intended for them. To accomplish this, a navel

architect must be familiar with the variety of techniques of modern shipbuilding, and must have a thorough grounding in applied sciences, such as fluid mechanics, that bear directly on how ships move through water.

Marine engineering is a specialized branch of mechanical engineering devoted to the design and operation of systems, both mechanical and electrical, needed to propel a ship. In helping the navel vessel architect design ships, the marine engineer must choose a propulsion unit, such as a diesel engine or geared steam turbine, that provides enough power to move the ship at the speed required. In doing so, the engineer must take into consideration how much the engine and fuel bunkers will weigh and how much space they will occupy, as well as the projected costs of fuel and maintenance. **Base Skill:** 30% + 5% per level of experience.

Mecha Mechanics: A comprehensive knowledge and ability to repair, build, and modify Mecha, Battloids, and old and new destroids, alphas, betas, vindicators, and cyclones. A lack of familiarity with Southern Cross and Zentraedi mecha makes working on them difficult, but hardly impossible.

This means this person can repair, modify, convert or sabotage machinery; as well as build and design his/her own engines/generators and mechanical devices. The first percentile number reflects his/her ability to analyze/evaluate mechanical systems, and diagnose and pinpoint problems. The second percentile number indicates his/her skill level in actually repairing, working on, modifying or sabotaging these particular mechanical devices. **Requires:** Math: Basic [Literacy](#); Writing and metallurgy is not required, but may be useful. **Base Skill:** 20/40% + 5% per level of experience, depending on the O.C.C. there will be specific penalties and time limits.

Mechanical Engineer: Training, understanding, and knowledge of how machinery is designed, operated, built, and maintained. Characters can attempt to redesign, modify, repair, construct, or sabotage mechanical devices (includes nuclear reactor driven turbines and atomic engines). The player must first roll to see if his character can figure out how to operate/analyze/design a machine. When a successful diagnostic roll has been made, roll again to determine when the character can fix/change/build the mechanism. **Base Skill:** 25% + 5% per level of experience. **Special Bonus:** Add a one time bonus of 5% to locksmith and surveillance systems skills if mechanical engineering is also known. There is a -30% penalty when working on alien or extremely unfamiliar mechanics. This includes techno-wizard mechanics. The mechanic may be able to puzzle out some of the basic aspects of a device created by techno-wizardry, and may be able to figure out how to operate the machine, but will not be able to fully fathom how it works nor repair it. **Requires:** Mathematics [Basic](#) or [Advanced](#), at least [Basic Electronics](#) and [Literacy](#).

Metallurgy: This is the science of separating metals from their ores and preparing them for use by smelting, refining, etc. Study include the behavior and properties of metallic, ceramic, polymeric and composite materials (observe mechanical, thermal, electrical and chemical behavior). This also includes work with plastics (polymeric) analysis, brazing, extraction of metals from areas; transformations (liquid-solid systems), fabrication and joining processes (metal alloys, structural changes/combinations) and the use of tools, equipment and methods. **Base Skill:** 30% + 6% per level of experience.

Mountain Bike Mechanics: This is a more detailed and advanced skill on service and technical aspects of a bike. This is a professional level of skill. A career can be made from this skill. This

includes the ability to basically build a bike from components. It also includes the ability to check and maintain more sensitive bike systems. Repair of brake and shock systems, derailed systems, computer systems, and alignment, etc. All repairs imaginable can be done with this skill. **Base Skill:** 35% + 5% per level of experience.

Nuclear Engineer: This branch of engineering is concerned with the design and construction of nuclear reactors and devices, and the manner in which nuclear fission may find practical applications, such as the production of commercial power from the energy generated by nuclear reactions and the use of nuclear reactors for propulsion and of nuclear radiation to induce chemical and biological changes. In addition to designing nuclear reactors to yield specified amounts of power, nuclear engineers develop the special materials necessary to withstand the high temperatures and concentrated bombardment of nuclear particles that accompany nuclear fission and fusion. Nuclear engineers also develop methods to shield people from the harmful radiation produced by nuclear reactions and to ensure safe storage and disposal of fissionable materials. **Base Skill:** 42% + 3% per level of experience. **Requires:** [Math Advanced](#) and [Physics](#).

Power Armor Mechanics: As the technology advanced the role of in the Technical areas advanced as well, it is now impossible for one person to be technical minded of Robots, Power Armor, and Glitter Boys. The character will have the knowledge it takes to repair and modify existing Power Armors as far as the structure, frame, and how every thing fits, but can not design and build one. The Armor, etc. are in different skill selections and will be needed for this skill. **Requires:** [Power Armor Electronics](#) and [Armorer](#). **Base Skill:** 35% + 5% per level of experience.

Radiation Technology - Industrial: This training also includes a knowledge of radiation and its interaction with matter and a practiced familiarity with techniques and instruments. Emphasis is on industrial use including safety procedures, governmental safety regulations. Radiological physics, theory and applications. **Requires:** [Literacy](#) and [Nuclear Physics](#). **Base Skill:** 25% +5% per level of experience.

Robot Mechanics: This is the specific study of advanced mechanics as it applies to robotics. Those skilled in this discipline can repair, modify, build, and sabotage robots, including the creations of the Coalition, power armor, and exoskeletons. There is a 30% penalty when working with alien or extremely unfamiliar mechanics. **Base Skill:** 20% + 5% per level of experience. **Requires:** [Mechanical engineering](#) and [Basic Electronics](#).

Satellite Systems: There are many satellites in orbit. They range from new models put out by on of the orbital stations to spy on the others, to navigation beacons, burnt-out husks from pre-Flash times and even operational killer satellites with dangerous weapons and deranged programming. This skill allows a character to identify, strip down and repair any of these. **Base Skill:** 30% + 5% per level of experience.

Ship Mechanics: The understanding of hydrodynamics and the training to repair, rebuild, modify and redesign water craft **Base Skill:** 25% + 5% per level of experience.

Spaceship Mechanics: The ability to repair, rebuild, modify and redesign conventional vehicles. This skill covers a basic understanding of gravitronic systems, but only includes the most rudimentary knowledge of phase technology and no skills on Rift drives. Conventional ship systems (communications, hull, life support) are pretty much the same everywhere. **Base Skill:**

22%+5% per level of experience. **Requires:** Mechanical and [Electrical](#) Engineering.

Starship Engineer: The ability to design from the ground up any craft that flies in space. The character can design a fully interconnected system that includes propulsion, life support, navigation, living quarters, etc. It includes detailed knowledge of all known forms of propulsion and their benefits. **Base Skill:** 25% + 5% per level of experience. **Requires:** Drive Repair: [Ion](#), [Fold](#), [Plasma](#), [Traction](#), [warp/gravity drives](#). [Math Advanced](#), [Computer Operations](#), [Computer Programming](#), [Physics](#), [Chemistry](#), [Chemistry Analytical](#), [Mechanical Eng.](#), [Electrical Eng.](#)

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

Time Machine Mechanics: This skill is required for assembling and repairing any kind of time travel devices. +5% for installing new time device in vehicle. +25% in adjusting wiring, grid, generator and battery of any time machine. Penalty of -20% for any rush job. **Base Skill:** 30% + 5% per level of experience.

Veritech Mechanics: A very specialized skill dealing with the repair, building and maintenance of transformable mecha. Without this skill, a character with mecha mechanics could effect structural repairs and limb replacement, but the delicate transformation system would be out of whack and prevent the veritech from changing into different configurations. This includes all veritech mecha, including the cyclones, alphas, betas, VF series veritechs, vindicator and the different Southern Cross mecha, Logan, AJACS and VHT. **Base Skill:** 30% + 5% per level of experience. **Requires:** [Mechanical Engineer](#) and [Mecha Mechanics](#).

Weapons Engineer: This skill is usually reserved for military personnel. The character can maintain, repair, modify, mount, and figure out most weapon systems, including rail guns, energy weapons, and atomic power systems. He can repair an assault rifle and recharge an energy clip to installing a missile system into a vehicle. The engineer can also add and repair body armor and is an expert welder. **Base Skill:** 25% + 5% per level of experience. **Requires:** [Mechanical engineering](#) and [Basic Electronics](#).

Welding (Basic): This enables a character to use welding equipment. The character has the knowledge of Forge welding and the Thomas process. Forge welding is done by means of hammering, with the addition of heat. The Thomas process melting is caused by resistance to an applied electric current. This only applies to S.D.C. type metals, cannot weld any M.D.C. metals. GM's remember there is a difference between the military use and the civilian use of machines and their functions. Please keep this in mind when the characters are using this skill. Counts as One Skill, unless otherwise stated. **Requires:** [Basic Math](#) and [Literacy](#); [Writing](#) is not required, but may be useful. **Base Skill:** 50% + 5% per level of experience.

Note: If the character starts off at the Basic level the character must reach 98% before they can move on. When reaching the Advanced level the skill gets reduced to 40% and the process starts over to reach the Expert or Professional level.

Welding (Advanced): The character will have the knowledge on how to weld any S.D.C. piece of

metal. The character will have a limited knowledge on welding M.D.C. metals, such as mecha metal. The character will only be experienced in forge welding. The character can help in repairing M.D.C. on mecha but, doesn't have the knowledge to do it by him/her self. GM's remember there is a difference between the military use and the civilian use of machines and their functions. Please keep this in mind when the characters are using this skill. Counts as One Skill, unless otherwise stated. **Requires:** [Basic Math](#), [Literacy](#), and Welding: Basic; [Writing](#) is not required, but may be useful. Base Skill: 35% + 5% per level of experience.

Note: If the character starts off at the Basic level the character must reach 98% before they can move on. When reaching the Advanced level the skill gets reduced to 40% and the process starts over to reach the Expert or Professional level.

Welding (Expert): The character can do all types of welding and work with any of the S.D.C. and/or M.D.C. metals. This character can also do his/her own field repairs with a portable torch. GM's remember there is a difference between the military use and the civilian use of machines and their functions. Please keep this in mind when the characters are using this skill. Counts as One Skill, unless otherwise stated. **Requires:** [Basic Math](#) and [Literacy](#), Welding [Basic](#) through [Advanced](#); [Writing](#) is not required, but may be useful. **Base Skill:** 15% + 5% per level of experience.

NOTE: If the character starts off at the Basic level the character must reach 98% before they can move on. When reaching the Advanced level the skill gets reduced to 40% and the process starts over to reach the Expert or Professional level.

Next section [Medical Skills](#).

Medical

Animal Husbandry: This area of study provides the character with a knowledge of the care, feeding, breeding, reproduction, treatment and behavior of domestic animals, as well as very basic veterinary skills for minor illness, setting a broken leg and giving birth. The animals included under this skill are cattle, sheep, goats, horses, mules, donkeys, ducks, chickens, and similar livestock and domesticated animals like dogs (see horsemanship for breeding horses and breeding animals for dogs). The percentile number indicates the degree of knowledge and skill one has about animals and their care. Reduce the skill ability by half when caring for captive or injured *wild* animals. **Base Skill:** 35% + 5% per level of experience.

Bioengineering: Use of engineering and biological principles for the identification of the functions of living systems and for the development of (1) therapeutic devices, especially artificial body parts and systems, e.g., artificial blood vessels, pacemakers, dialysis equipment, and artificial limbs that function like their prototypes; and (2) equipment for monitoring the performance of healthy and diseased organisms. **Base Skill:** 30% + 5% per level of experience. **Requires:** [Biology](#), [Electrical Engineering](#) and [Mechanical Engineering](#).

Brewing: The understanding and methods of making fermented alcoholic beverages from grains and fruits. This specifically includes wine, mead, ale, beer and moonshine. Stronger alcohol, such as brandy, rum and whiskey, are not included, nor are champagnes or fine wines. The first percentile number indicates the chance of success (a failed roll means an undrinkable batch of booze). The second indicates the quality of the brew - the higher the number rolled the tastier the drink. **Base Skill:** 25%/30% + 5% per level of experience.

Criminal Sciences & Forensics: Basic knowledge of police skills including basic criminal law, fingerprinting, ballistics (matching bullets to weapons and angles of impact), and general investigative techniques. Forensic medicine is the methods and techniques which enable the character to find evidence regarding the cause of death, time of death, and other details when examining a corpse. **Base Skill:** 35% + 5% per level of experience. **Requires:** [Biology](#), [Chemistry](#), [Chemistry Analytical](#), [Math Advanced](#), and [Literacy](#).

Dentist: Take care of and treats the teeth and associated oral structures. Dentists are concerned with tooth decay, diseases of the supporting structures (such as gums), faulty positioning of the teeth, and tooth replacements, as well as prevention of these problems. Specialized fields of dentistry include orthodontics (corrective dentistry) and periodontics (treatment of gum disease, such as gingivitis). **Base Skill:** 35% + 5% per level of experience. A failed roll means that the teeth are not cleaned properly, or the root canal was not done correctly, or braces were improperly placed. **Note:** Specializing in a specific type of Dentistry such as orthodontics, will add +15% to the skill, but the overall Density skill stays the same. The skill would be listed like this Dentist/Orthodontics: 35%/50%, if you are a first level character.

Diagnostic: This doctor of medicine is a specialist in diagnosing the causes of disease and illness. He/she cannot actually treat patients although he/she may be able to suggest treatment. His/her special skill is determining and locating the cause of a malady. Emphasis on anatomy, physiology, immunology, pathology, and requires the additional skills of microbiology and chemistry. The same conditions (and penalty) applies to incomplete study in this fields Listed under M.D. A PHD is required to practice.

Requires: [Math: Basic](#) and [Advanced](#), [Literacy](#), [Writing](#). **Base Skill:** 30% + 8% per level of experience.

Doctor of Veterinary Medicine (DVM): The veterinarian is a trained animal surgeon capable of treating most commonly domesticated animals. Has knowledge in basic anatomy, physiology, body chemistry, and so forth. However, since he is not specializing on one particular animal, the information tends to be more broad, though still in depth. When dealing with largely unfamiliar animals (such as animals not usually domesticated) a -25% penalty is imposed. Alien creatures are even more difficult: -40 to -70%, depending on how strange/different they are. The first number is the vet's ability to accurately diagnose the problem. The second is the ability to treat. **Base Skill:** 60/50% + 5% per level of experience. **Requires:** [Biology](#), [Pathology](#), [Chemistry](#), [Math Advanced](#), and [Literacy](#).

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

First Aid: Rudimentary medical treatment which includes how to bandage wounds, stop bleeding, administer CPR/artificial respiration, and use antiseptics and common anti-inflammatory drugs and pain killers. **Base Skill:** 45% + 5% per level of experience.

Field Expedient Surgery: is the same as the [Field Surgery](#) skill found on below. **Base Skill:** 16% + 4% per level of experience.

Field Surgery: This skill reflects training in emergency, life-saving surgical procedures that can be performed in the field to keep critically wounded characters alive. Given the proper tools, the surgeon character can perform amputations, suture torn arteries, check internal bleeding, cauterize wounds, give blood transfusions and even install cybernetic implants (penalty of -15% except if character has basic cybernetics skill). Field expedient surgery is a dangerous proposition that too often results in the death of the patient. Because of the risk involved, field surgery is attempted only when it is the only chance the wounded character has for survival! If the operation is successful, the patient lives and can be evacuated to a hospital, but a failed roll results in the immediate death of the patient. **Base Skill:** 16% + 4% per level of experience. **Optional Guidelines for Fatal Injury Treatment:** In the violent world of Rifts, regular human and similar non-maga-damage beings are at an extreme disadvantage. Once a human's body armor is destroyed, a single M.D. blast will usually obliterate him/her. These guidelines are provided to give player characters a chance, however slight, to survive a blast that would normally evaporate the character. If the GM agrees, the character can survive a mega-damage intensity wound if a trained medic makes a successful field surgery skill roll. Unless the attacker made a called shot or rolled an unmodified 19 or higher, the character has the chance to live. The basic idea is that the M.D. blast was partially absorbed by nearby cover or merely sheared off a limb (G.M.s, give some reasonable explanation). Within 1D4 melee rounds after the character's being hit, a medic character must attend to his/her injuries. If the medic makes a successful skill roll, the character is incapacitated but survives the attack, though just barely (reduce S.D.C. to zero and hit points are at 1D6 above zero). A failed roll means the injured character was beyond saving and dies an instant later. Even if the field operation succeeds, the wounded character is in chock, crippled, may require additional extensive surgery and is likely to require cybernetic or bionic reconstruction and a long recovery period before he is able to adventure again. Although crippled, the character lives (it may be appropriate to also determine an

insanity and permanent physical side-effects from the injury). **Note:** This optional survival rule is also applicable to Medical and Cyber doctors.

General Practitioner: Or family doctor, is versed in clinical skills and most of the biological skills as listed under M.D. in the treatment and care of the human body. The major difference is the G.P. is not trained in the art of surgery. The same conditions for incomplete studies as listed under M.D. also apply to this category. **Base Skill:** 30% + 8% per level of experience. **Requires:** [Math Basic](#) and [Advanced Chemistry Pharmaceutical](#), [Microbiology](#), [Literacy](#), [Writing](#), and [Diagnostic](#).

Genetics Engineer: Group of research techniques that manipulate the DNA (genetic material) of cells in order to change heredity traits or produce biological products. The techniques include the use of hybridomas (hybrids of rapidly growing cancer cells and cells that make amounts of desired antibody) to make monoclonal antibodies, gene splicing or recombinant DNA technique (in which the DNA of a desired gene is inserted into the DNA of a bacterium, which then reproduces itself, yielding more than a desired gene), and polymerize chain reaction (which makes copies of DNA fragments and is used in DNA Fingerprinting). Genetically engineered products include bacteria designed to efficiently break down oil slicks and industrial waste products, drugs (human and bovine growth hormones, human insulin, interferon), and plants that are resistant to diseases and insects or that yield fruits or vegetables with desired quantities. Because genetic engineering involves techniques used to obtain patents or human genes and create patentable living organisms, it has raised many legal and ethical issues. Questions have also been raised about the safety of releasing into the environment genetically altered organisms that might disrupt ecosystems. GM's remember there is a difference between the military use and the civilian use of Genetics Engineer. Please keep this in mind when the characters are using this skill. **Base Skill:** 15% + 5% per level of experience. **Requires:** [Biology](#), [Botany](#), and [Math Basic](#) and [Advanced](#).

Holistic Medicine: Training in the recognition, preparation, and application of natural medicines usually made from whole plants and/or their parts (roots, leaves, fruit). The holistic doctor is basically a natural pharmacist and naturalist who creates drugs from vegetation and studies common ailments. He can find and use plants to create salvs, balms, ointments, and lotions, to soothe burns, boils, rashes, and insect bites, reduce swelling, as well as create local anesthetics, and to heal wounds faster (twice as quick as normal). Potions and tonics are created to settle upset stomachs, induce drowsiness, or hallucinations. The individual can also make alcohol and poison (hemlock and mandrake for example). The student of herbology also has a good knowledge of plant lore and when and where to find healing plants, edible fruit, roots, and bark, as well as how to use and/or avoid dangerous flora. The character can also preserve foods and knows how to set and mend bones, bandage cuts, and suture cuts. **Note:** Plants are seasonal and the right root or leaf may not be readily available in certain times of the year/season, or may be found exclusively in remote regions. Game master should use a certain amount of common sense and drama with this skill. **Base Skill:** 20% + 5% per level of experience. A failed roll means the treatment or concoction did not work.

Medical Doctor: The medical doctor is a trained surgeon and has a doctorate in the medical sciences. Areas of training include: clinical skills, medical discipline, code of ethics, physiology (muscle, respiratory, blood, body fluids), pathology (diseases, their structure and function), rudimentary pharmacology (use, reaction, and interaction of drugs), laboratory skills, and techniques and methods of data collection. The medical doctor (M.D.) is also a trained surgeon and has a basic knowledge regarding cybernetics. This means the M.D. can remove and attach most cybernetic mechanisms (although at a penalty of -10%, and -40% on bionics). **Base Skill:** 60/50% + 5% per level of experience. The first

percentage number is the doctor's ability to accurately diagnose the problem. The second percentage number is the doctor's skill at successfully treating the problem. **Requires:** [Biology](#), [Pathology](#), [Chemistry](#), Math [Basic](#) or [Advanced](#) and [Literacy](#).

M.D. in Cybernetics: This doctor is a specialist in the science of cybernetics and a master surgeon. The character has all the basic knowledge and requirements of the regular M.D., although his diagnostic skills are nowhere near as honed, but is a specialist in surgery and the removal of limbs and internal organs and the surgical attachment of cybernetic replacements (artificial organs and prosthetics). He can also repair cybernetic prosthetics (if not too badly damaged). **Base Skill:** 40/60% + 5% per level of experience. The first percentage number is the "Cyber-Doc's" ability to accurately diagnose and treat a non-surgical problem/illness. The second percentage number is the doctor's ability to perform complex surgery, remove and install all types of cybernetic organs and devices. The cyber-doc can also work on bionic implants and systems but suffers a -15% skill penalty. Bionic sciences is much more complex and machine oriented than cybernetics. **Note:** An M.D. in Cybernetics can become a bionics surgeon (M.D.B. in cybernetics) by selecting this cybernetics skill twice and [Electrical Engineering](#) (and must have all the M.D. requirements). This will make him a master in all of the cybernetic and bionic sciences. There is now no penalty for installing bionics and there is a special bonus of +10% added to the character's surgery skill. The M.D.B. can also repair, modify, design, and build bionic and cybernetic devices. **Game Master's Note:** One can not create a bionic implant in a garage. The character will need access to a cybernetics or bionics laboratory to build or modify an artificial implant. Even a high-tech medical facility will not have the necessary components to create a cybernetic or bionic mechanism, although it may have access to them.

Medical - Juicer Technology: This is a medical specialty dealing with the Juicer conversion. Note: A character needs this skill and an M.D. in Cybernetics or Medicine to install the bio-comp and other Juicer implants. This skill allows a doctor to supply the right drugs to a Juicer, recognize Juicer variants, and diagnose most Juicer side effects and syndromes. **Base Skill:** 40% + 5% per level of experience.

Medical Instruction: The ability to instruct others in basic medical skills and the use of medical equipment. With this skill the character is familiar with and trained in, the style of mental and physical pedagogy (education). The character can instruct another individual or group in any skill they posse if it's at least 60%. For every 10% of the base skill, there will be one weeks worth of training (ex. If the base skill is 30%, then it will take three weeks for a trainee to learn. A base skill of 45% will take four and a half weeks of training). The trainee will receive upon completion of training, a base skill score in that skill if they successfully roll equal to or beneath the base skill number (ie. if the base skill is 56%, then after 5 weeks, 6 days of instruction if they roll 56% or less then they have learned that skill). Should a trainee not pass the base skill roll then they roll one six side die (1D6) per week of training and that will be the number of additional hours of retraining before they can reroll and attempt to gain the skill. For base skills with odd end numbers, round up. If on the third try they still don't pass, they are not eligible for that skill.

Nurse: Male or female, highly trained in the care of the sick and injured. Skills include: CPR, first aid, the administering of drugs, and medication; fundamental use of common medical instruments and tools, knowledge of hospital and clinical procedure, and a working knowledge of anatomy and physiology (enabling them to recognize/ interpret any symptoms of disease, drugs and laboratory tests). **Requires:** [Math: Basic](#) and [Advanced](#), [Chemistry Pharmaceutical](#), [Microbiology](#), [Literacy](#), [Writing](#) and

Diagnostics. **Base Skill:** 30% + 5% per level of experience.

Paramedic: An advanced form of emergency medical treatment which includes all first-aid techniques, the setting of broken bones, suturing of wounds, use of oxygen and emergency medical equipment, administering of drugs, knowledge of how to move a critically injured person, the removal of cybernetic prosthetics, and other life-saving techniques. A failed roll means the patient has not responded to treatment or that the treatment has been improperly administered. **Note:** For serious injury or coma, roll three times, consecutively, on percentile dice. A roll of two successful out of three means the wound has been properly treated or that the patient's condition has been stabilized. Failure means the patient's condition is unchanged. Another character can immediately attempt to apply medical aid or the same player can try again, but only after the character has spent six minutes for reexamination and/or concentration on the problem. **Base Skill:** 40% + 5% per level of experience.

Parapsychology: Study of paranormal or psychic phenomena not explainable by accepted principles of science. Modern experiments have concentrated principally on Extrasensory perception (ESP) and psychokinesis (mental influence on physical objects). Scientists differ to the validity of the results. **Base Skill:** 30% + 3% per level of experience.

Pathology: This branch of medicine deals with the nature of diseases, their cause and symptoms, and the functional and structural changes caused by disease. Training includes anatomy, physiology, cell biology, manifestation of disease, tissue injury and repair, abnormal cell structure, metabolism, diagnosis of human diseases, tissue culture methods and applications, analysis of drugs in biological samples and laboratory research, investigative methods, and use of instruments and equipment. **Base Skill:** 40% + 5% per level of experience. **Requires:** [Biology](#), [Chemistry](#) and [Literacy](#).

Plastic Surgery: The ability to manipulate a persons features, under surgery, to correct problems, or to create a whole new appearance. **Base Skill:** 60% + 6% per level of experience.

Psychiatry: Branch of medicine concerned with the diagnosis and treatment of mental disorders. Psychiatrists are licensed physicians who complete a three-year residency in psychiatry after their medical training. Modern techniques such as psychotherapy and psychoanalysis can be traced to the pioneering work of Sigmund Freud, who turned to the behavior and emotional history of the patient for clues to his or her psychological disorder. Research has discovered that biological, genetic, psychological, and social components contribute to many types of mental illness. This causal diversity is reflected in treatment, which may include the use of drugs that influence neurotransmitter functions in the brain, electroconvulsive therapy (ECT), psychotherapy, and behavior therapy. **Base Skill:** 30 + 5% per level of experience.

Psychobiology: Study of anatomical and biochemical structures and processes and their effect on behavior. It is closely related to physiological psychology. Areas of investigation include hormonal and biochemical changes in nerves, glands, and muscles, and how these changes influence development, emotions, and learning. **Base Skill:** 45% + 5% per level of experience.

Psychology: Science or study of the thought processes and behavior of humans and other animals in their interaction with their environment. Psychologists study sensory perception, emotion and motivation, problem solving, use of language and other mental tasks group interaction, adjustment to social and physical environment, and the normal and abnormal development of these processes. The field is closely allied with such disciplines as anthropology and sociology in its concerns with social and environmental

influences on behavior physics in its treatment of vision, hearing, and touch; and biology in the study of the physiological basis of behavior. Psychology encompasses a very broad range of specialties and approaches including behaviorism; gestalt; neuropsychology, which studies the interaction of brain function and behavior; and clinical psychology, which focuses on the diagnosis and treatment of psychological problems. **Base Skill:** 30% + 5% per level of experience.

Psycho-Therapy: This training deals with the principles, theories and evaluation of human behavior as they apply to psychology. Includes, analysis, understanding and treatment of emotional, mental, motivational, perceptual disorders; interaction of emotion, nervous system, sensory motor mechanisms, personality assessment, alcoholism, drug addiction, and treatment. **Requires:** [Math: Basic](#) and [Advanced](#), [Chemistry: Pharmaceutical](#), [Microbiology](#), [Literacy](#), [Writing](#) and [Diagnostics](#). **Base Skill:** 30% + 5% per level of experience.

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

Specialist: This is a doctor of medicine who specializes in one or two areas of study/medicine. General knowledge includes biology, anatomy, physiology and clinical/laboratory skills and instruments. Specific areas may include: Audiology (Sound/hearing), bio-chemistry, internal medicine, neurology, neurosurgery, obstetrics and gynecology, ophthalmology (muscle/skeletal), otolaryngology (ear, nose, throat), pediatrics, physiology (internal organs), radiation oncology, and radiology. A PH.D is required. **Requires:** [Math: Basic](#) and [Advanced](#), [Chemistry: Pharmaceutical](#), [Microbiology](#), [Literacy](#), [Writing](#) and [Diagnostics](#). **Base Skill:** 20% +5% per level of experience.

Surgeon: This person must study most of the same medical areas as listed under the M.D., with an emphasis on anatomy, physiology, pathology and expert in surgical techniques. This doctor of medicine is a specialist in surgery. The same conditions (and penalty) for incomplete studies as noted under M.D. also apply to this category. A pH D is required to practice. **Requires:** [Math: Basic](#) and [Advanced](#), [Chemistry: Pharmaceutical](#), [Microbiology](#), [Literacy](#), [Writing](#) and [Diagnostics](#). **Base Skill:** 30% + 5% per level of experience.

Radiation Technology - Medical: This training includes a knowledge of radiation and its interaction with matter; use as a diagnostic tools (radiography, X-ray, fluoroscopy, mammography, topography, etc.), the physics of nuclear medicine with emphasis on imaging, radiation therapy, radio biology (interaction with cells) and a practiced familiarity with techniques, interpretation, and instruments. A master's degree is required for professional activities; incomplete studies in this area could provide a position as a radiological lab assistant. **Requires:** [Math: Basic](#) and [Advanced](#), [Microbiology](#), [Literacy](#), [Writing](#) and Some [Nuclear Physics](#) as relating to this skill. **Base Skill:** 30% + 5% per level of experience.

Toxicology: This is a specialty in medicine that deals with poisons, venoms and toxins, their

manufacture, composition and antidotes. This skill is useful for both healers and assassins. A successful skill roll will help determine if poisons have been used on somebody and even the general type of poison/toxin used (a definite answer may require an autopsy and the forensics skill). **Base Skill:** 40% + 5% per level of experience. **Requires:** [Biology](#), [Chemistry](#) and [Literacy](#).

Veterinarian: Prevention, diagnosis, and treatment of animal diseases. They usually specialize in either small animals such as pets, or large animals, or such as horses and farm animals, and/or reptiles. This involves the anatomy, behavior, etc. of the specific type of animal that the veterinarian is specialized in. The character will also know how to create antibiotics for certain animal diseases only. The veterinarian skill also gives the character specific knowledge about the behavior, habits, evolution, physiology, cells, anatomy, and genetics of animals. This knowledge enables the character to prepare antidotes for various diseases like rabies, venom from snakes, disarming skunks, etc. This knowledge enables the character to perform surgery, remove glands and sacs of poison or chemicals, prepare antidotes to poisons (from all reptiles and animals only) and the care, keeping, and medical treatment of wildlife animals, including bears, cougars, etc. **Base Skill:** 35%/25% + 5% per level of experience. The first number is the character's general knowledge. The second number is specific medical and scientific applications, including making antibodies to poison, capturing animals without killing them (+10 to hunt/kill), surgery (animals only; -60% on humanoids), and the care, keeping and medical treatment of animals. **Note:** -30% when dealing with alien and mutant life forms. **Requires:** [Microbiology](#), [Math: Basic](#) and [Advanced](#), [Literacy](#), [Writing](#) and [Chemistry Pharmaceutical](#).

Next section [Medieval Skills](#).

Medieval Civilization Skills (in terms of all Earth-based RPGs):

Courtly Etiquette: Should a nobleman not take this skill they obtain it automatically at 20+3 per level beginning at level two. Conversely, they gain a +10% bonus if they take this skill consciously. A fundamental understanding of the manners of lords, ladies, and other royal figures is provided by this skill. This would extend to include the proper titles used in addressing people of importance, correct introductions of oneself, and the basic functions of court procedures. Several times to "call" for rolls include filibustering, visiting another country's leaders, and when attending an exclusive ceremony. **Base Skill:** 30 + 5% per level starting at level two.

Falconry: The art of training and handling falcons and other birds of prey. The use of these animals is much more limited than many fantasy gamers would believe. Falcons were used specifically for the entertainment of the rich and hunting game fowl. A standard hunt would entail a game bird (quail, pheasant, duck, etc.) being flushed out into the air by dogs, and the falcon released to strike it down. They were also used for catching small ground game, such as rabbits, but were not as good at this form of hunting as with birds.

Players take note! For game purposes, let us presume that these avian predators can be trained to pursue and attack any "moving" target that they are directed at, then return to their master. In real life, this would be limited to natural prey for these animals, but for game play includes any target pointed out by the controller. This means a falcon could be sent to fly in the face of an opponent and slash at him with its claws for up to two attacks per round before returning to its master. These birds respond to hand signals and whistles, and are trained to strike and return; little more. Under no circumstance can these birds fly alongside its master or follow even simple instructions - this is a dumb bird, not a dog with wings.

Also note that falcons or any other uncaged bird cannot be taken into underground dwellings or inside buildings without panicking. This is one reason they are always blinded with a leather hood when not actually in use. Another reason is that they instinctively attack any small, moving prey and are easily startled. Furthermore, it is impossible to engage in combat with a falcon on one's wrist or shoulder without injuring the falcon or oneself.

Trainers must roll two out of three successful rolls to succeed in training their bird, after spending a month training the bird. Failure means the animal cannot be broken of bad habits and training is a general failure (no second attempt possible). **Base Skill:** 30% + 5% per level of experience.

Field Armorer: This is a somewhat simplistic version of a weapons engineer and assistant blacksmith. A competent field armorer can maintain, fix and modify medieval body armor (a successful roll and 1D4 hours of work with a blacksmith facility restores 30% of lost S.D.C.) In addition, the field armorer can patch holes in metal armor or pots, arrows and arrowheads, sharpen blades, and make basic metal items (such as horseshoes, nails, spikes, chain links and simple rings). He can also deactivate, reset and fix simple mechanical traps. **Base Skill:** 30% + 5% per level of experience.

Horsemanship

There are three ranges of horsemanship skills: General, Knight, and Paladin. Each indicates a certain degree of training and expertise. In the PFRPG, the individual O.C.C. will indicate which of the three applies to that occupation (general knowledge is most common). The ability to skip and/or upgrade to

higher levels of ability is up to the GM in all other games, though I would suggest giving Cyber-Knights at least Knight level as a base. Each type of horsemanship has the following skills and areas of knowledge. The higher the skill percentage the better the skill or ability. Note: To avoid being thrown from the horse when jumping, charging, kicking or performing some other difficult maneuver or trick, the character must roll under his percentage to remain in the saddle and in control of his animal.

Ride & care of horses: The first percentile number indicates the character's riding ability and a fundamental knowledge of feeding, caring, and grooming of horses.

Recognize quality/breed: The first percentile number also indicates the success ratio of recognizing the breed quality, age, strength, speed, health, and general attributes/capabilities (race horse, workhorse, warhorse, etc.) of the animal.

Breed horses: The second percentile number indicates the knowledge in the raising, breaking, training and breeding of horses. It includes shoeing horses, giving birth, and curing minor ailments and injuries.

Jumping: The second percentile number also indicates the success ratio of NOT being thrown from the horse when jumping, charging, kicking or performing some other difficult maneuver or trick, character must roll under his percentage to remain in the saddle and in control of his animal. Damage from being thrown off a horse is typically 1D6.

Racing: The second percentile number also indicates the success ratio of maintaining control and getting maximum speed while racing at full gallop. A failed roll means the horse runs quickly but 10% short of its maximum speed attribute. A successful roll not only means running at maximum speed, but the rider can coax that little extra spirit and speed out of the animal. Once every four minutes, the rider can get the horse to kick into overdrive and run at 25% faster than its normal maximum. However, this speed can only be maintained for one minute at a time and cannot be done more than three times in a 15 minute period. Maximum running speed can be maintained for a period of minutes equal to the horse's P.E. attribute. Pushing the horse beyond its endurance will cause it to slow down by 30% and after 4D4 minutes, collapse from exhaustion (requires at least a half hour rest and light activity for another hour).

Combat: All bonuses are in addition to other combat skills, weapon proficiencies, or attribute bonuses. Applies to the rider, not the horse. The rider gains a combat advantage from the height and speed of being mounted.

Horsemanship - General: Base Skill: 35%/20% + 5% per level of experience.

Combat: All bonuses are in addition to other combat skills, weapon proficiencies, or attribute bonuses. Applies to the rider, not the horse. The rider gains a combat advantage from the height and speed of being mounted.

+1 to parry or dodge while on horseback.

Inflicts +1D4 to damage when on horseback.

Charge attack (running horse) with a lance, pole-arm or spear: +1D6 damage. The attacker must roll under the second percentile number to avoid being dismounted. Charge attacks count as two melee actions/attacks.

Horse attack: This indicates that the rider is skilled enough to remain saddled while he attacks and has his horse rearing or kicking in simultaneous attack (roll under second percentile number). Damage from the kick of a horse will vary with the size and breed of the animal: generally 2D6 from the front legs and 4D6 from the rear legs.

Horsemanship - Knight: Base Skill: 40%/30% + 5% per level of experience.

Combat: All bonuses are in addition to other combat skills, weapon proficiencies, or attribute bonuses. Applies to the rider, not the horse. The rider gains a combat advantage from the height and speed of

being mounted.

+1 on initiative when on horseback.

+1 to roll with fall or impact when knocked from a horse.

+2 to parry or dodge while on horseback.

Inflicts +1D6 to damage when on horseback.

Charge attack (running horse) with a lance, pole-arm or spear: +2D6 damage. The attacker must roll under the second percentile number to avoid being dismounted. Charge attacks count as two melee actions/attacks.

Horse attack: This indicates that the rider is skilled enough to remain saddled while he attacks and has his horse rearing or kicking in simultaneous attack (roll under second percentile number). Damage from the kick of a horse will vary with the size and breed of the animal; generally 2D6 from the front legs and 4D6 from the rear legs.

Horsemanship - Paladin: Base Skill: 45%/40% + 5% per level of experience.

Combat: All bonuses are in addition to other combat skills, weapon proficiencies, or attribute bonuses. Applies to the rider, not horse. The rider gains a combat advantage from the height and speed of being mounted.

+1 on initiative when on horseback.

+2 to roll with fall or impact when knocked from a horse.

+2 to parry or dodge while on horseback.

Inflicts +6 to damage when on horseback.

Charge attack (running horse) with a lance, pole-arm or spear: +3D6 damage. The attacker must roll under the second percentile number to avoid being dismounted. Charge attacks count as two melee actions/attacks.

Horse attack: This indicates that the rider is skilled enough to remain saddled while he attacks and has his horse rearing or kicking in simultaneous attack (roll under the second percentile number). Damage from the kick of a horse will vary with the size and breed of the animal; generally 2D6 from the front legs and 4D6 from the rear legs.

Heraldry: A surprising number of players have inquired about heraldry or coats of arms, so we include a brief description courtesy of Michael Kucharski:

The heraldry skill is really two-fold. First, it offers political knowledge regarding ruling governments/powers, kingdoms and royal families. The heraldry symbols are often genealogical and political stamps that can reveal a great deal to those familiar with world politics and political intrigue. Such emblems can reveal at a glance what kingdom the wearer represents, his royal family, social status, reputation, military strength, wealth, etc.

The second is the ability to correctly create (or devise) or blazon a heraldic mark in accordance to the rules of the land and court. Punishment for stealing or forgery of another's insignia can be quite severe, and can lead to lengthy imprisonment, torture, or death at the hands of an irate noble, knight or royalty.

Base Skill: 15%/20% + 5% per level of experience. The first number indicates the character's ability to recognize and interpret the political significance of a coat of arms (as described above). The second number indicates the character's ability to recognize whether the emblem is correctly emblazoned, as well as to make a proper coat of arms himself (as described below). Add a +5% bonus if the character also has the intelligence skill.

Next section [Military Skills](#).

Military

Armorer: This is the ability to maintain, fix, modify, and repair most body armor and armor plating. With this skill, a character will be able to repair damaged Mega-Damage armor, and add armor to robots and vehicles. Armor can be modified to have more M.D.C. than it had originally, but at -30%. Even then, the armor will slow down the bot/vehicle tremendously. The character can, however, repair damaged armor, patch holes, and reinforce modifications/weapon systems with M.D.C. housings. **Base Skill:** 25% + 5% per level of experience. **Requires:** [Mechanical Engineer](#), [Math Basic](#), [Basic Electronics](#) and [Literacy](#).

Arsenal: Creating: This gives the character the ability and knowledge of making weapons. This knowledge can be used to create new weapons and modify weapons. The character must be able to have access to an environment that is suitable for making the weapon. This skill adds a +1 to all weapons created plus normal for that weapon category. **Base Skill:** 35 + 5% per level of experience.

Arsenal: Reloading: This gives the character the knowledge to reload weapons that have been chosen in their W.P. They can fire more rounds and reload their weapon, before the melee is over in time to fire again. **Base Skill:** 40 + 5% per level of experience.

Assassination Techniques: This skill includes the ability to calculate drop and wind resistance when firing a weapon from long ranges. On a successful roll, the character gains +3 to strike and automatically hits the enemy at a key place in the head or heart and counts as a "point blank" shot (see page 17 of Rifts Conversion Book 1 for details). On an unsuccessful roll, the character is -3 to strike and normal damage is inflicted. Each use of this skill counts as a melee attack. **Base Skill:** 25% + 3% per. level of experience. **Note:** Not applicable to energy weapons.

Camouflage: The skill of concealing a fixed base position, vehicle, bot, equipment or individual, using natural or artificial materials. A fair amount of time is involved in the preparation of larger position. Large cargo nets, cut branches or underbrush are used most often in camouflage. This skill is also used to conceal traps. **Base Skill:** 20% + 5% per level of experience.

Combat Sniper: This is a new sniper skill. It costs two other skill selections to get and has to be gotten separately for each weapon proficiency. For example if a player wanted it for W.P. Bolt Action Rifles and W.P. Energy Rifles the skill would have to be bought twice. Note: This skill can only be used with weapons that can fire single shots. In other words no firing bursts or full auto. Also it can only be used with ranged weapons. Its called Combat Sniper to make it easier to tell from the Sniper skill in the main book. Another thing I think should be done is have a distance penalty. For every 500 ft. the target is away a -1 to strike is applied (any scope or sight modifiers or added after this). The reason for that is at long range the target will be harder to see and you have to account for the effects of the environment on the shot (wind, gravity, etc). It also takes four melee rounds (60 secs.) to get prepared to take a shot. For every melee round less then three a -1 is applied. It can never be done in one melee round since that is not enough time to position the rifle and get in the right mind set. The reason for this is the sniper needs to be relaxed so the weapons can be held steady and be able to concentrate on the target to make it die! Preferably in one clean shot.

1. +3 to Strike on aimed shots.

- 2.
3. Critical Strike on a unmodified 19-20
- 4.
5. +1 to Strike on aimed shots.
6. Critical Strike on a unmodified 18-20
- 7.
8. +1 to Strike on aimed shots.
9. Critical Strike on a unmodified 17-20
10. It know only takes three rounds prep time to fire.
11. +1 to Strike on aimed shots.
12. Critical Strike on a unmodified 16-20
- 13.
14. +1 to Strike on aimed shots.
15. Critical Strike on a unmodified 15-20

Defense Systems: Since the climate of space is somewhat hostile, every large base (including all orbital stations, the moon bases, asteroid outposts and even some large ships) is equipped with systems designed to detect and, if necessary, destroy incoming ships or attacks.

A character with the defense systems skill will have a full understanding of the defenses of their home station. They will know how it works, how to arm, aim and fire the weapons, and how to repair the system in case of damage. They will also have a rough knowledge of the systems used by the other stations, which may help them evade detection or destruction, or even to work out how to destroy the enemy's defenses in a raid; +1 to strike bonus when using cannons and their likes. **Base Skill:** 30% + 5% per level of experience.

Demolitions: Provides the person with an advanced knowledge in the use and workings of explosives and detonation devices for the purpose of blowing up bridges, buildings and sabotage. This includes all types of explosives such as mines, dynamite, plastics, nitro, blasting caps, etc. It also includes a basic understanding of the strategic placement of mine and booby traps. This will increase a character's awareness of suspicious rope, string and wire. GM's remember there is a difference between the military use and the civilian use of explosives and their functions. Please keep this in mind when the characters are using this skill. **Note:** Any and all training is done on land, and the penalty for try an explosive underwater without the Underwater: Demolitions Skill is -30%. That's right this skill is separate from the Underwater: Demolitions skill. In order to stop or disarm an explosive, you need Demolitions: Disposal. **Base Skill:** 60% + 3% per level experience. A failed roll means a dud; no explosion.

A reminder that skill also includes the his/her level of familiarity with explosive devices and his/her recognition and diagnostic abilities concerning them. It also includes his/her proficiency in the use and activation of explosives. If a character does not roll under his proficiency when attempting to diagnose a problem he/she will have no idea what's wrong or how to fix it. If he/she fails to successfully arm an explosive device the following possibilities will occur (without the characters knowledge). Roll percentile dice.

01 - 14 Device is not damaged will not explode; needs repair.

15 - 29 Device is not armed, but undamaged (can be tried again).

30 - 49 Device will explode in half the time set.

50 - 74 Device will explode in twice the time set.

75 - 91 Device will explode in 60 seconds.

92 - 00 Explodes Instantly!

The time required to build an explosive device depends upon the materials on hand. Homemade bombs take several hours to build, while commercial demolition equipment can be put together in 20 minutes. Activation requires just a few seconds and can be controlled by timing or radio devices.

Demolitions: Creating: This skill gives the character the ability and knowledge of how to make a bomb of all sorts and how to use that bomb. Only restrictions can not make a nuclear bomb without a I.Q. of 24, unless taught to the character even then they have a 0-45% chance of having it malfunction or blow up before it is finished doing three-fourths the normal damage. **Base Skill:** 40 + 5% per level of experience. **Requires:** Must have arsenal creating and a minimum I.Q. of 20.

Demolitions: Disposal (or Explosive Ordnance Disposal): This skill enables the character to safely defuse unexploded mines, bombs, explosive booby traps, dud artillery rounds, dud explosive charges, or any explosive devices not of his/her own design. **Note:** Any and all training is done on land, and the penalty for try an explosive underwater without the Underwater: Demolitions Disposal Skill is -30%. That's right this skill is separate from the Underwater: Demolitions Disposal skill. In order to have an understanding of an explosive, you need Demolitions.

Requires: Demolitions. GM's remember there is a difference between the military use and the civilian use of explosives and their functions. Please keep this in mind when the characters are using this skill. **Base Skill:** 60% + 3% per level of experience. A failed roll means the item has exploded without warning.

A reminder This indicates The character's ability to disarm/deactivate an explosive device not of his/her own construction. The results of an unsuccessful attempt at disarming a bomb are as follows: (roll percentile dice)

01 - 26 No effect; still armed try again.

27 - 39 Will explode in half the remaining time

40 - 55 Will explode in 60 seconds.

56 - 78 Will explode in 30 seconds.

79 - 00 Explodes instantly!

The time required to disarm an explosive device varies with the type and condition involved. Maximum attempts possible, unless blown up, is one try every 30 seconds/two melees.

Find Contraband, Weapons & cybernetics: The character with this skill knows where to find arms dealers, smugglers, body shop-shops, M.O.M. and Juicer conversions, criminal cyber-docs and illegal medical treatment, as well as how to spot them. He is also familiar with their practices, hang-outs, gang or criminal ties, general practices, code of conduct, pricing structures and modes of operation. Likewise, the character has a good idea of what Black market weapons and cybernetics should cost and what these people pay for contraband items (typically about 20% of what they sell it for). The character also knows the penalty of being caught with an illegal weapon,

implant or bionics. For most societies, any M.D. weapons, concealed weapons and sidearms are forbidden inside large population centers.

This skill is especially appropriate in the modern cities of Rifts Japan, as well as in large cities of the Coalition States, the NGR, Atlantis, and other large, modern cities. **Base Skill:** 26% + 4% per level of experience.

Field Armorer: This is a somewhat simplistic version of a weapons engineer and assistant blacksmith. A competent field armorer can maintain, fix and modify body armor (a successful roll and 1D4 hours of work with a blacksmith facility restores 30% of lost S.D.C.). In addition, the field armorer can patch holes in armor or metal pots, make arrows and arrowheads, sharpen blades/weapons, and make horseshoes and basic metal items (including nails, spikes, chain links, simple rings and horseshoes). He can also deactivate, reset and fix simple traps (roll for each attempt). **Base Skill:** 30% + 5% per level of experience.

Fortification: This is the skill of designing and building defensive fortifications suitable for modern mega-damage combat. If provided with the time and materials, the character can greatly increase the defensive value of natural terrain with murderous defenses that include obstacles to impede movement and protective structures to shield friendly forces from enemy fire. The character is trained to prepare mine fields, barbed wire, tank obstacles, tanglefoot wire, booby traps, trenches, tank ditches, foxholes/shell scrapes, reinforced concrete or earthen walls, bunker complexes, rail gun/mortar emplacements, tunnel systems and similar defensive constructions. **Base Skill:** 30% + 5% per level of experience.

Even with the advent of mega-damage warfare, the old standby fortifications listed above have useful applications. Obstacles like ditches and mine fields slow the advance of 'bots, infantry and tanks, exposing them for longer periods to defending firepower. Earthen walls and foxholes made from S.D.C. materials still afford soldiers some protection and can disperse energy blasts or deflect shrapnel from explosives. If these protective structures are built with mega-damage concrete and alloys, they provide defenders with as much protection as any robot vehicle or tank!

Military Construction Engineer: This is the ability to design permanent or field expedient roadways, drop zones, buildings, bridges, water mains, and reservoirs. The character will also know how to use the construction vehicles required for the above projects (ex. bulldozers, forklifts, cranes, graders, scrapers, dump trucks, rollers, and so on). **Base Skill:** 40% + 5% per level of experience.

Military Engineer: This branch is concerned with the application of the engineering sciences to military purposes. It is generally divided into permanent land defense and field engineering. In war, army engineer battalions have been used to construct ports, harbors, depots, and airfields. Military engineers also construct some public works, national monuments, and dams. Military Engineering has become an increasingly specialized science, resulting in separate engineering subdisciplines such as ordnance, which applies mechanical engineering to the development of guns and chemical engineering to development of propellants, and the Signal Corps, which applies electrical engineering to all problems of telegraph, telephone, radio, and other communication. **Base Skill:** 35% + 5% per level of experience.

Military Etiquette: This skill grants a basic understanding of the way the military works. It includes basic rules of behavior (when to salute, how to address superiors/subordinates, etc.) as

well as how to deal with military bureaucracy, who to contact to get things done, and other useful information. A character with this skill will have a good idea of how matters are handled in military bases and facilities, from the setting of watches to where to get live ammo (actually getting the ammo is a different matter altogether, of course). **Base Skill:** 35% + 5% per level of experience.

Military Instruction: There is a difference between how those in the civilian world are taught, and how those in the military are taught. With this skill the character is familiar with and trained in, the style of mental and physical pedagogy (education). The character can instruct another individual or group in any skill they possess if it's at least 60%.

For every 10% of the base skill, there will be one week's worth of training (ex. If the base skill is 30%, then it will take three weeks for a trainee to learn. A base skill of 45% will take four and a half weeks of training). The trainee will receive upon completion of training, a base skill score in that skill if they successfully roll equal to or beneath the base skill number (ie. if the base skill is 56%, then after 5 weeks, 6 days of instruction if they roll 56% or less then they have learned that skill).

Should a trainee not pass the base skill roll then they roll one six-sided die (1D6) per week of training and that will be the number of additional hours of retraining before they can reroll and attempt to gain the skill. For base skills with odd end numbers, round up. If on the third try they still don't pass, they are not eligible for that skill.

Navel/Marine Engineer: Engineers who have the overall responsibility for designing and supervising construction of ships are called navel architects. The ships they design range in size from ocean-going super tankers as much as 1300 feet long to small tugboats that operate in rivers and bays. Regardless of size, ships must be designed and built so that they are safe, stable, strong, and fast enough to perform the type of work intended for them. To accomplish this, a navel architect must be familiar with the variety of techniques of modern shipbuilding, and must have a thorough grounding in applied sciences, such as fluid mechanics, that bear directly on how ships move through water.

Marine engineering is a specialized branch of mechanical engineering devoted to the design and operation of systems, both mechanical and electrical, needed to propel a ship. In helping the navel vessel architect design ships, the marine engineer must choose a propulsion unit, such as a diesel engine or geared steam turbine, that provides enough power to move the ship at the speed required. In doing so, the engineer must take into consideration how much the engine and fuel bunkers will weigh and how much space they will occupy, as well as the projected costs of fuel and maintenance. **Base Skill:** 30% + 5% per level of experience.

Naval History: is a basic historical knowledge of the oceans and seas of Rifts Earth and the beings that travel on and below them. The base skill percentage indicates the approximate degree of information the character has learned or can remember accurately about the oceans and seas, or various aquatic creatures and beings. **Base skill:** 30% +5% per level of experience.

Naval Tactics: A basic understanding of the "military doctrine" of the navy in question (CS, Free Quebec, NGR, Nemo's New Navy, freebooters, etc.; each is a little different) and the naval military in general. It includes preferred methods of fighting (on both small scale engagements or full battles), seaman do's and don'ts, ship weapon systems, ship and naval power armor

recognition, naval combat, strategies and tactics, and other basic naval procedures, military methods and operations.

In combat, a successful tactics roll will reveal the obvious and/or some hints as to the best way to approach a potential combat situation (like recognizing a potential attack because torpedo tubes are open, the best way to impair or scuttle a ship, ideal targets, evasive maneuvers, etc.). Otherwise a successful roll will determine an accurate recognition of a naval vessel, use or reading of naval weapon system, proper execution of a naval tactic or maneuver, and proper procedure. **Base skill:** 30% +5% per level of experience.

Nuclear, Biological & Chemical Warfare (NBC): This is the knowledge of safety precautions to protect oneself and other from the effects of nuclear, biological or chemical warfare, waste and contamination. The character is also knowledgeable in the safe handling and "clean-up" and containment of such hazardous materials. **Base Skill:** 35% + 5% per level of experience.

Paired Weapons: This training involves a particular type of hand to hand fighting technique. This training is reserved for special military personnel and is in the use of training the character to use two weapons at once with a deadly accuracy. This only applies to the Ancient W.P.'s, but adds an additional attack to the characters arsenal. The character will be able to fight with one arm and defend with another without the loss of attacks. In other words the character will can attack and parry in one attack, instead of using two separate attacks to achieve the same results. The advantage is that the character while parrying an attack can him/her self attack the character he/she is parrying. Where a normal character can not do such a thing with out calling a simultaneous attack and even then both characters connect with their blows.

Parachuting: The skill of parachuting includes the methods, procedures and techniques of parachuting, packing the chute, skydiving techniques, precision landing, landing without injury, and practice of jumping from a high altitude aircraft. The advantage of parachuting is secrecy, since the trooper' insertion into enemy territory is silent and often goes unnoticed. The following three methods are the ones most commonly used by modern paratroopers:

High-Altitude-High-Opening (HAHO): jumps take place form a height of 25,000 to 30,000 ft. As the paratroopers drop they travel laterally to the desired drop zone (DZ) where they wish to land. This technique is used to "throw off" enemy units since they will probably search for paratroopers directly beneath the path of the aircraft.

High-Altitude-Low-Opening (HALO) operations also begin at 25,000 to 30,000 ft but the paratrooper does not pop the chute until an altitude of 4,000 ft, or even less. The jump takes place so rapidly that there is little chance for the paratroopers to be viewed after the chutes open.

Low-Altitude-Low-Opening (LALO) drops are the most dangerous method. The jump is made at the mere height of 300 to 500 ft. If there are any complications (a failed roll) the paratrooper is likely to be injured (broken bones) or killed (30% chance)! Even if the jump goes without a hitch, there is a 20% chance of taking 6D6 S.D.C. from an awkward landing, even if wearing M.D. armor.

Failure on a parachuting roll indicates that there are complications somewhere along the jump. This might mean an improperly packed chute, tangling of lines, etc. On a high altitude jump, the character gets a second roll for their reserve chute. If the second roll also fails then the character falls to his death! There is not enough time on a low altitude drop to use a reserve chute, so a failed

roll means the character hits the ground (humans die!) without a second chance. Parachuting can be selected as a Military or Pilot Related skill. **Base Skill:** 40% + 5% per level of experience.

Radiation Technology - Military: This includes knowledge of safety regulations, practices and procedure; radiological physics, interaction with matter, radioactivity and characterization and development of neutron beams and heavy particles for use in combat/weapons. In experimental stages of research, the ion beam is the only success thus far in use of energy as a weapon (laser is amplified light). **Requires:** some form of [Nuclear Physics](#). **Base Skill:** 30% + 5% per level of experience.

Recognize Weapon Quality: The ability to determine the level of a weapon's quality, including craftsmanship, weight, balance, edge, metal strength and so on. The character can also recognize if the weapon is crafted by a dwarf, kobold or other master weaponsmiths, and if it *may* have bonuses to strike, parry or damage, or other special (magic) properties. Although the person may be able to tell that a weapon is superbly crafted, with bonuses, it is impossible to determine *exactly* what these bonuses are until used in combat or intense practice.

In modern times it gives the ability to accurately determine a weapon's durability, reliability and quality by physically examining it. This includes knowing which manufacturers are reputed to make the best weapons, the ability to recognize damage or signs of misuse, modifications/customization or wear and tear, whether the weapon can be made as good as new with a little repair work and/or cleaning, whether it is a cheap (or quality) "knock-off" (copy/imitation), and so on. The character can also recognize if the weapon is stolen (serial numbers filed away, etc.), new, old and if it has any other special features or properties as well as knowing what the fair price should be. **Base Skill:** 25% + 5% per level of experience. **Note:** Reduce the skill ability by half if the item is not actually handled (seen but not touched/examined).

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

Siege Engineer: This is the knowledge of designing, repairing and properly using siege weapons. This is reflected by the first percentile number. With the proper siege weapons, the character can direct a siege against a castle or fort. The second percentage is the characters skill in countering a siege by anticipating an opponents strategies and tactics.

A successful roll indicates that the construction, repair, siege or counter tactics meets with positive results. A failed roll results in problems that lead to failure. **Base Skill:** 20/10% + 6% per level of experience.

Sniper: This skill represents special training in long range rifle firing and marksmanship. Only rifles that can be made to fire a single round or blast can be used for sniping (no automatic/multi-firing rifles). Adds a bonus of +2 to strike on an aimed shot.

Strategy/Tactics: This is part of the training given to combat soldiers and officers, and includes a

basic understanding of the "military doctrine" of the army in question, including preferred methods of fighting (on both a small scale engagement or a full battle), "do's and don'ts," guerrilla warfare, and other basic military methods. A successful strategy/tactics roll will reveal some hints as to the best way to approach a potential combat or military situation, like recognizing potential attack/retreat areas, getting good fields of fire, recognizing a good location for a crossfire or booby trap, etc. **Base Skill:** 30% + 5% per level of experience.

Torturing Tactics: Training in the questioning and torture of prisoners, this skill includes placing wood under fingernails, use of the rack, and a very general knowledge of medical procedures (+5% to First Aid). Three successful rolls will extract a bit of information, but three consecutive, unsuccessful checks will result in death of the prisoner (with no save vrs. death)! All patients will die after 3d4 days of intense torture (around eight rolls can be made every day). **Base Skill:** 40 + 5% starting at level two.

Trap Construction: Training in the design and application of traps and mines used in anti-personnel and defense tactics. With readily available materials and simple tools, including shovels, knives, sticks, wire and rope, the character can build fiendish traps. Any who would scoff at the effectiveness of traps in modern mega-damage combat should reconsider. While traps may not damage M.D. equipment, unless the trap is augmented with explosives (requiring the Demolitions skill), simple pits can hamper, even immobilize, troops and robot vehicles by making them unable to climb out (will earth walls support the weight of a several ton robot trying to climb out? Not likely). Other traps can be used as alarms (triggering flares, video cameras, or simply producing noise), or even as diversions to distract the enemy while the character escapes.

The greatest drawback of traps lies in the amount of time required to prepare them. It can take hours to prepare rock slides, large pits, etc., even with heavy equipment. But, even this time can be shortened with help from others, as only one character needs the skill, in order to successfully direct others in the traps' construction. Ingeniously prepared traps can, and often do, shift the advantage of a battle to the side that prepared the field for combat. See the Rifts World Book 11 for examples of most common types of traps. **Base Skill:** 20% + 4% per level of experience.

Trap/Mine Detection: Knowledge of the strategic placement of booby traps and mines, the tell-tale trademarks and indications of traps and mines, how to avoid them, and the use of mine and explosive detection equipment. The character has been trained to watch for suspicious objects, dirt mounds, trip wires and camouflaging materials that may denote the presence of a trap. Simple snare traps and trip wires can be easily disarmed by the character, but the demolitions disposal skill is required to disarm mines, explosives, or complex traps. **Base Skill:** 20% + 5% per level of experience for detecting by visuals alone. Add +50% when using special detection equipment to locate mines or explosives, +10% if the trap isn't a mine or explosives, but uses metal (such as a trip wire) **Note:** See the Rifts World Book 11 description of this skill for use of some Dog Boy types to sniff out traps.

Underwater Demolitions: Fundamentally the same basic skills and training as demolitions, but with an emphasis on using explosives in an underwater environment, including underwater techniques, area affect, sound wave damage, different types of explosives, as well as arming, disarming and repairing torpedoes and depth charges. **Base Skill:** 56% + 3% per level of experience. **Note:** Any character with the demolitions skill can use explosives underwater, but is -10%.

Underwater: Demolitions: Basic: Provides the person with an advanced knowledge in the use and workings of explosives and detonation devices for the purpose of blowing up bridges, ships and sabotage. All training is done underwater. This includes all types of explosives such as mines, dynamite, plastics, nitro, blasting caps, etc. It also includes a basic understanding of the strategic placement of mine and booby traps. This will increase a character's awareness of suspicious rope, string and wire. GM's remember there is a difference between the military use and the civilian use of explosives and their functions. Please keep this in mind when the characters are using this skill. **Note:** All training is done underwater, and the penalty for try an explosive on land without the Demolitions Skill is -30%. That's right this skill is separate from the Demolitions skill. In order to stop or disarm an explosive, you need Underwater: Demolitions Disposal. **Requires:** Swimming and S.C.U.B.A. before acquiring this skill. **Base Skill:** 60% + 5% per level experience. A failed roll means a dud; no explosion.

A reminder that skill also includes the his/her level of familiarity with explosive devices and his/her recognition and diagnostic abilities concerning them. It also includes his/her proficiency in the use and activation of explosives. If a character does not roll under his proficiency when attempting to diagnose a problem he/she will have no idea what's wrong or how to fix it. If he/she fails to successfully arm an explosive device the following possibilities will occur (without the characters knowledge). Roll percentile dice.

01 - 14 Device is not damaged will not explode; needs repair.

15 - 29 Device is not armed, but undamaged (can be tried again).

30 - 49 Device will explode in half the time set.

50 - 74 Device will explode in twice the time set.

75 - 91 Device will explode in 60 seconds.

92 - 00 Explodes Instantly!

The time required to build an explosive device depends upon the materials on hand. Homemade bombs take several hours to build, while commercial demolition equipment can be put together in 20 minutes. Activation requires just a few seconds and can be controlled by timing or radio devices.

Underwater Demolitions: Advanced (New): Fundamentally the same basic skills and training as Demolitions and Under water Demolitions: Basic, but with an Advanced emphasis on using explosives in an underwater environment, including underwater techniques, area affect, sound wave damage, different types of explosives as well as arming torpedoes and depth charges. The same applies here as it does for the normal demolitions skill, read A reminder The same penalties, etc. apply here. **Requires:** Underwater Demolitions: Basic, Swimming, and S.C.U.B.A. before acquiring this skill. **Base Skill:** 56% + 3% per level experience. A failed roll means a dud; no explosion.

A reminder that skill also includes the his/her level of familiarity with explosive devices and his/her recognition and diagnostic abilities concerning them. It also includes his/her proficiency in the use and activation of explosives. If a character does not roll under his proficiency when attempting to diagnose a problem he/she will have no idea what's wrong or how to fix it. If he/she fails to successfully arm an explosive device the following possibilities will occur (without the characters knowledge). Roll percentile dice.

- 01 - 14 Device is not damaged will not explode; needs repair.
- 15 - 29 Device is not armed, but undamaged (can be tried again).
- 30 - 49 Device will explode in half the time set.
- 50 - 74 Device will explode in twice the time set.
- 75 - 91 Device will explode in 60 seconds.
- 92 - 00 Explodes Instantly!

The time required to build an explosive device depends upon the materials on hand. Homemade bombs take several hours to build, while commercial demolition equipment can be put together in 20 minutes. Activation requires just a few seconds and can be controlled by timing or radio devices.

Underwater: Demolition Disposal: Basic (New): This skill enables the character to safely defuse unexploded mines, bombs, explosive booby traps, dud artillery rounds, dud explosive charges, or any explosive devices. **Requires:** Underwater: Demolitions. GM's remember there is a difference between the military use and the civilian use of explosives and their functions. Please keep this in mind when the characters are using this skill. **Note:** All training is done underwater, and the penalty for try an explosive on land without the Demolitions or Demolitions: Disposal Skills is -30%. That's right this skill is separate from the Demolitions: Disposal skill. In order to have an understanding of an explosive underwater, you need Underwater: Demolitions. **Base Skill:** 60% + 5% per level of experience. A failed roll means the item has exploded without warning.

A reminder This indicates The character's ability to disarm/deactivate an explosive device not of his/her own construction. The results of an unsuccessful attempt at disarming a bomb are as follows: (roll percentile dice)

- 01 - 26 No effect; still armed try again.
- 27 - 39 Will explode in half the remaining time
- 40 - 55 Will explode in 60 seconds.
- 56 - 78 Will explode in 30 seconds.
- 79 - 00 Explodes instantly!

The time required to disarm an explosive device varies with the type and condition involved. Maximum attempts possible, unless blown up, is one try every 30 seconds/two melees.

Underwater: Demolitions Disposal: Advanced (New): Fundamentally the same basic skills and training as Demolitions Disposal and Under water Demolitions Disposal: Basic, but with an Advanced emphasis on using disarming explosives in an underwater environment, including underwater techniques, area affect, sound wave damage, different types of explosives as well as disarming and repairing torpedoes and depth charges. **Requires:** Underwater: Demolitions Disposal Basic, Swimming, and S.C.U.B.A. before acquiring this skill. **Base Skill:** 56% + 3% per level experience. A failed roll means a dud; no explosion. **Note:** When playing under the percentage points system the skill requires 40 points and 15 to 18 months of training.

A reminder This indicates The character's ability to disarm/deactivate an explosive device not of his/her own construction. The results of an unsuccessful attempt at disarming a bomb are as follows: (roll percentile dice)

- 01 - 26 No effect; still armed try again.
- 27 - 39 Will explode in half the remaining time
- 40 - 55 Will explode in 60 seconds.

56 - 78 Will explode in 30 seconds.

79 - 00 Explodes instantly!

The time required to disarm an explosive device varies with the type and condition involved. Maximum attempts possible, unless blown up, is one try every 30 seconds/two melees.

Weapons Specialist: This is a somewhat simplistic version of the weapons engineer as it applies to infantry weapons. A competent weapons specialist character can maintain, fix, modify, mount, reload/charge ammunition, and figure out most small arms. They can repair all types of pistols and rifles, adjust targeting sights, use optical enhancements, reload missiles and ammo drums, recharge E-clips, install/ mount a rail gun or machinegun on a vehicle, and even fix most small robot and bionic weapons like forearm blasters and retractable blades. **Base Skill:** 40% + 5% per level of experience.

Next section [Physical Skills](#)

Physical

Acrobatics: Aerial feats of agility and strength, such as walking tightrope, high wire, trapeze, and stunts performed above the ground. Other physical abilities include, rolls, somersaults, leaps and falls.

Provides the following abilities:

60% + 5% per level - Sense of Balance

60% + 5% per level - Walk Tightrope or High Wire

80% + 2% per level - Climb Rope

40% + 4% per level - Climbing (or adds a bonus of +15% to climb skill)

60% + 5% per level - Back Flip

30% + 5% per level - Prowl (or adds a bonus of +10% to Prowl skill)

+2 to Roll with Punch/Fall, +1 to P.S., +1D4 to P.P., +1 to P.E.+1D6 to S.D.C.

Leap four feet high and five feet long, plus 2 feet per level. Fearless of Heights.

Aerobics: Training to increase physical endurance, body toning, and weight loss. Provides the following:

+1 to roll with punch or fall

+1 to P.P.

+3 to P.E.

Arm Wrestling: Distractions... need to beat the other guy's roll three times in a row: First successful roll steadies the grip, Second successful roll tilts the enemy's arm down, and the third successful roll slams the enemy's hand to the table! Roll 20 sided die (plus bonuses). High rolls win, ties mean no advantage for either side-stalemate, roll again. Every three points of a character's P.S. above 16 counts as a +1 bonus to win at arm wrestling. Furthermore, a character with the arm wrestling skill gets an additional +1 bonus at 1st level, 5th, 10th and 15th levels. **Note:** Counts as two skill selections for most O.C.C.s (GM's call for who can take it as a single skill slot).

Athletics: Training in, and enjoyment of, vigorous exertion for competitive sports, exercises, and contests of strength, endurance and agility.

Provides the following:

+1 to Parry & Dodge, +1 to Strike w/body block/tackle; does 1D4 damage

+1 to roll with Punch or fall, +1 to P.S., +1D6 to Spd., +1D8 to S.D.C.

Basketball: This sports skill teaches the character the rules of the game, and its basic tactics. A character with basketball can use this skill for most of the games maneuvers, including throws and passes. **Base**

Skill: 35% + 3% per additional level.

Shot Type & Penalty:

1pt (Foul-Line Shot) = No Penalty

2pt (Inside Foul-Line Area) = No Penalty

2pt (Inside 3pt Line) = -2%

3pt (From 3pt Line) = -5%

3pt (From Half-Court: Center) = -10%

3pt (From Half-Court: Outside) = -15%

3pt (Full Court "Hail Mary") = -25%

Athletic Bonuses: +2 to Dodge, +1 to Physical Prowess, +1 to Physical Endurance, +1d4 to Speed, +1d4 to Structural Damage Capacity.

Battle Bike Combat: A person trained in Battle Bike Combat becomes one with his machine, with better reflexes, endurance, and concentration. His Riding ability is improved and he learns the best ways to "Crush" an opponent which allows his side to score and win. **Requires:** [Pilot Motorcycle](#).

Bonuses: +1 attack when on a Bike. +1 ME, +1 PE, +1d4 PP, +10% Pilot Motorcycle.

Special Attack: The "Crush" Either a sideswipe or kick attack, good only against a person on either a one or two wheeled motorcycle. If the attack hits the target the target must make a piloting roll or lose balance and crash their bike. A person with Battle Bike Combat has an additional +5% Pilot Motorcycle only to save against this. The "Crush" itself causes no damage, but a rider still suffers damage from the crash.

Blind-Fighting: The skill of fighting in conditions of poor or no light. The character only suffers half the normal penalties for fighting in complete darkness or when blinded, and only suffers one quarter the normal penalties of blindness when fighting under starlight (characters without the skill normally only suffer half of the normal penalties). Also when dealing with invisible opponents, the character only suffers half the normal penalties. To receive these benefits the player must roll under the blind fighting skill percentage. Also the character has a chance of detecting the presence of an invisible creature, equal to half the skill proficiency. **Base Skill:** 10% + 5% per level of experience.

Body Building: The building of muscle tone and body strength through weight lifting and exercise.

Provides the following:

+2 to P.S., +10 on S.D.C.

Boxing: Classic art of fighting with fists. Training helps build the body and reflexes. Skilled boxers will automatically Knockout opponents on a natural twenty for 1D6 melee rounds. Unlike normal Knockout/Stun this does NOT have to be declared before the strike roll.

One additional attack per melee.

+2 to Parry/Dodge, +2 to Roll with Punch/Fall, +1 to P.E., +1D4 to P.S., +3D6 to S.D.C.

Climbing: Knowledge of the tools and techniques for climbing up sheer surfaces. Players should roll once for every 20 ft of a vertical climb. Every "skilled" climber gets a second roll to recover his/her hold.

Base Skill: 50% + 8% per level of experience

Rappelling is a specialized, rope climbing skill used in descending from helicopters, scaling walls, and cliff facings. For game purposes, rappelling will include ascending and descending climbs. **Base Skill:** 30% + 5% per level of experience. A failed roll means a slip or fumble; roll again to regain hold or fall.

Provides the following:

+1 to P.S., +1 to P.E., +1D6 to S.D.C

Damage from Falls 1D6 from a 10 foot height plus 1D6 for each additional 10 feet of height, or fraction thereof.

Deadball: This sports skill concentrates on dodging techniques, reaction speed, and general athletic abilities. A character with this skill automatically knows the Deadball Weapon Proficiency and game rules.

Provides the following:

+1 on initiative, +1 to dodge, +1 to roll with fall or impact, +1D6 to Spd., +2D4 to S.D.C.

Fencing: The ancient arts of Hand to Hand Weapons are learned from fencing teachers. This includes not only Olympic-style fencing with foil, epee or saber, but also Kendo (use of the Samurai sword) and

other weapons. Adds a bonus of + 1 to strike and parry when combined with W.P. Sword. **Note:** Paired Weapons is a separate skill. See the W.P. Tables in the Combat Section for details.

Forced March: Practiced training in uniform marching with a full field pack and weapons. The marching is done at an even pace and rhythm that enables the marchers to cover great distances on foot at a faster than normal pace. Increase the normal physical endurance rate as to how long an activity like marching can be maintained by five times; applicable only to forced marches. Maximum speed on a forced march is roughly 60% of one's speed attribute and enables a large group of dozens to hundreds of soldiers to travel at the same consistent pace; suitable for everybody in the group (never less than a speed of 8). Likewise, this skill trains soldiers to make coordinated charges and maneuvers, including spear runs, spear and shield placement, and so on.

Gymnastics: Learning to do falls, rolls, tumbles, cartwheels, and to work on rings and parallel bars. Characters with Gymnastics can leap 4 ft up or 4 ft across, with an additional 2 ft per level. **Note:** Characters with Leap Attack can use these distances in a strike.

Provides the following abilities:

50% + 5% per level - Sense of Balance

70% + 5% per level - Climb Rope

20% + 6% per level - Climbing (or adds a bonus of +10% to climb skill)

70% + 8% per level - Back Flip

30% + 5% per level - Prowl

60% + 3% per level - Rings & Bars

+3 to Roll with Punch/Fall, +2 to P.S., +1D4 to P.P., +2 to P.E., +3D6 to S.D.C.

Hand to Hand Combat:

Aikido:

Assassin:

Basic:

Commando:

Expert:

Judo:

Jujitsu:

Karate:

Kendo:

Magic:

Martial Arts:

Ninjutsu/Tai-Jutsu:

Teng-jutsu (rare among humans/mortals):

Wrestling:

Zanji Shinjinken-Ryo:

Zero Gravity Combat Advanced:

Zero Gravity Combat Basic:

Juggling: The ability to toss "up" a number of objects, such as balls, clubs, knives, lit torches, and almost any small objects, and keep them continuously in the air with fast hand movements. It is used for

the entertainment of others and to develop greater hand-eye coordination. **Base Skill:** 35%+5% per level of experience

1. Bonuses: +1 on initiative, +1 to strike with any thrown missile weapon. +1 to parry.
2. Number of Items juggled/hurled: Up to four objects/items at level one, plus one for every two levels of experience gained.

Juicer Football: This sports skill teaches the character the rules of the game, basic tactics and combat elements. A character with Juicer Football can use this skill for most of the game's maneuvers, including throws and passes. **Base Skill:** 32% + 4% per level of experience. This skill is not recommended for ordinary humans.

Body Block/Tackle: Knocks one's opponent to the ground (90% chance if target is smaller than attacker, 60% if the same weight, 50% if target is up to 50% larger, 20% if 100% larger, no chance if target is over 100% larger). The tackled person loses initiative and one melee attack/action and suffers 1D4.D.C plus P.S. bonus, per each person who tackles him.

Athletic Bonuses:

+1 to roll with punch/fall, +1 to P.S., +1 to P.E., +1D4 to Spd, +3D6 to S.D.C.

Kickboxing: Art of fighting with hands and feet with an emphasis on kicking. Skilled kickboxers automatically knockout opponents with kicks or punches with natural 20. Victim is knocked out for 1D10 melees. Character doesn't need to call for knockout. The following bonuses are added:
2D6 damage from Tai kick

- +2 additional attacks per melee
- +2 to strike and parry
- +3 to P.S.
- +1D4 x 5 to S.D.C.

Marathon: Most any character can run a marathon. To represent a character who trains for, and runs in a marathon relatively often (maybe twice a year), you can use this physical skill. Running extreme distances takes an incredible toll on the body. The stamina is increased tremendously, and competitive marathon runners manage to maintain for hours speeds that most non-runners can't maintain for minutes. However, it is nearly impossible to do long distance running and maintain high muscle mass, or extreme strength, both of which are basically required for sprinting.

People with this skill can maintain physical exertion for 5 times the normal duration with no penalty. After that, PE checks should be applicable every few minutes. Once a PE check is failed, ME checks may be applicable. Definite bonuses should be given for some sort of motivation - cheering crowds, encouragement from a friend, or pursuit by a ravenous crudbeast.

If figure the bonuses for marathon after all other bonuses have been added in, from physical skills, OCCs, or whatever.

Bonuses:

- +4 PE
- if speed is less than 10
+3D4 spd
- if speed is between 11 and 20
+2D4 spd
- if speed is between 21 and 30
no bonus

- if speed is above 30
 - 1D4 for every 10 points above 20, rounding down (ie -1D4 for 32, -3D4 for 55)
 - 1D4 PS for every 5 points above 15

Meditation: Involves engaging the mind and body so that the body remains motionless, but without fatigue or pain, and the mind stays in a clear, calm and rested state. While meditating a character recovers Chi, I.S.P., P.P.E. and other internal resources at an accelerated rate. Although it is not a substitute for sleeping, characters will usually feel alert and refreshed after any period of meditation. When in a meditative state they character is, at a subconscious level, well aware of what is happening in the environment and can instantly leave the meditation position with no combat penalties.

Base Meditation Skill: Rolls based on meditation should be done as a check versus the character's Mental Endurance (M.E.) attribute.

Base Meditation Time: The amount of time that a character can continue to meditate: One hour at first level, with an additional fifteen minutes at 2nd, 3rd, 4th, and 5th levels. At 6th level the meditation time jumps to three hours, and the character picks up another advancement into 7th level and beyond.

Movement: Zero Gravity: This skill is given automatically to any character born in zero gravity or a gravity field of less than 0.1 g (10% of Earth); all others must purchase it as normal. It simply allows a character to move with complete freedom in conditions of zero gravity. GMs may, at their discretion, make players roll against this skill rather than making a P.P. check for difficult moves. Characters who do not have this skill while in zero gravity will have difficulty in performing normal tasks; -15% skill penalty, -1 attack/action per melee, -2 on initiative, reduce speed and combat bonuses by half. **Base Skill:** P.P. multiplied by 5, +4% per level of experience.

Murderthon: Another sports skill usually reserved for Juicers. It teaches the character all the basic rules and combat maneuvers of the game. Plus it offers the following bonuses:
+1 to strike, +1 to dodge, +1 to roll with punch or fall, +2D4 to S.D.C.

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

Pressure Point Control Tactics: Developed by physicians in association with law enforcement personnel, PPCT is a relatively simple, reliable system of pressure point manipulation designed to aid the officer in apprehending and controlling a suspect with minimal use of force. In game terms, it acts as a supplement to the character's Hand to Hand skill, similar to Boxing or Wrestling. It is available only as a Scholastic or "Other" skill, and should ideally be restricted to characters with a law enforcement/security or martial arts background. **Bonuses:**

+2 to Hold/Lock, Pin/Incapacitate, or Entangle (this bonus applies both to the initial attack/defense and to subsequent attempts to maintain or break the hold). If the character does not possess one or more of the above attacks, the training includes an Entangle attack.

Knock-Out/Stun on Natural 20 (if the character already has a Knock-Out/ Stun attack, from Hand to Hand training, Boxing, ect, reduce the target number by one.

Knockdown attack - using basic pressure points, the character numbs the opponent's leg briefly; just long enough to force them to fall. May be performed with a kick or with a blunt

weapon (commonly a nightstick or similar instrument). Does normal damage for the application method (ie, normal kick or weapon damage), and the opponent loses initiative and one attack. Requires a called shot (12 or higher, bonuses included). Rolls under 12 which hit do normal kick damage only. Successfully rolling with a knockdown kick means the character does not fall, but suffers normal damage. Maintain Balance rolls are at -5 vs a knockdown kick of this type.

Disarm punch - using basic pressure points, the character numbs the opponent's arm briefly; just long enough to cause them to drop their weapon or other carried object. Does the character's normal punch damage (1d4 or higher; N&SS/MC characters may use the Fore-Knuckle, Double Knuckle, and Power Punch strikes as well), and acts as a Disarm attack. The disarm punch takes two attacks. As with the Knockdown kick, a called shot (12+ with bonuses) is required; lower rolls do normal damage but do not cause the Disarm effect. Rolling with a Disarm punch means it does normal punch damage, but does not cause a Disarm. At the GM's option, the Disarm punch may be used to force opponents to break Locks, Holds, and similar attacks, as well.

+1 to Save vs Pain

+1d6 S.D.C.

Prowl: This skill helps the character to move with stealth; quietly, slowly and carefully. Techniques include balance and footing, short steps and pacing, rifle positioning, prone positions for low visibility, and crawling. A failed Prowl roll means that the character has been seen or heard. If the Prowl is successful, then the character is not seen and may make a Sneak Attack. **Base Skill:** 46% + 8% per level of experience

Running: A routine of running and exercise to build speed and endurance.

+1 to P.E., +4D4 to Speed, +1D6 to S.D.C.

Skiing: This skill includes Cross-country and Downhill skiing. **Base Skill:** 40% + 5% per level of experience

Swimming - Basic: The rudimentary skill of keeping afloat, dives, lifesaving, and swimming techniques. The percentile number indicates the overall quality of form as skill of execution. A special bonus of +1 to Parry and Dodge while in water applies. A character can swim a distance equal to 3x his P.S. in yards/meters per melee. This pace can be maintained for total of melees equal to his P.E. **Base Skill:** 50% + 8% per level of experience

Swimming - Competitive: Is an elaboration of basic swimming techniques with an emphasis on form and speed. The conditions and skills mentioned in basic swimming all apply to the competitive swimmer, but with the following bonuses. **Base Skill:** 70% + 8% per level of experience.

Bonuses: +2 to dodge underwater, Spd +1D4, P.S. +1, P.E. +1, S.D.C. +1D6

Swimming - Deep Sea: Requires a basic or competitive swimming skill. This training includes the use of deep sea diving equipment, techniques, and supplementary items. **Base Skill:** 40% + 8% per level of experience.

Swimming - S.C.U.B.A.: The letters S.C.U.B.A. stands for Self-contained Underwater Breathing Apparatus. Characters learn the methods of skin diving and underwater swimming, and use of oxygen tanks/apparatus, mask and flippers. A character can swim a distance equal to 2x his P.S. in yards/meters per melee, maintained for total of melees equal to his P.E. **Base Skill:** 50% + 5% per level of experience.

Provides the following bonuses:

+2 to dodge underwater, +1 to P.S., +1 to P.E., +3D4 to Spd. when swimming only, +1D6 to S.D.C.

Swimming - Snorkel: A person must have either a basic or competitive swimming skill before he/she can select the snorkel skill. This ability is the simple skill of swimming by using an air intake tube. Swimmers can swim near the water's surface with an air tube protruding above for air, or can completely submerge, surfacing periodically. **Base Skill:** 60% + 8% per level of experience.

Track and Field: This relates to the sport track and field and relies basically on the running and other such sports of that sort. This is increasing the character's speed and agility.
+10 speed, +2 P.P., +2 P.E., +2 P.S., +1 to throw an object

Tumbling: This skill builds and strengthens the body for feats of strength, endurance and agility. Abilities include a variety of gymnastic type rolls, leaps, tumbles, falls, cartwheels, somersaults, and hand stand type exercises. These differ from the acrobat in that they are performed on the ground and involve rigorous exhibitions of speed and strength involving elaborate tumbles, back-flips, body throws, and so on.

Sense of Balance is the ability to maintain grip, hold or footing, 20%+5% per level.

Body Throw: While usually used on a cooperative partner, this judo-type flip can be used on an opponent, doing 1D6 damage, plus the victim loses initiative and one attack that melee (Note: The tumbler must be weaponless, using both hands to grab his opponent and throw/flip him to the ground).

Back Flip and Somersault: +4 to dodge quickly by flipping out of harm's way or over one's opponent. Always ends in a tumble and crouched stance. Like all dodges, it takes place of one attack that melee. However, because the tumbler has flipped a fairly great distance, the attacker also loses one attack, as he must turn around or lunge forward to renew his attack. 40%+5% per level.

Stilt Walk: To construct and walk on stilts, 50%+5% per level of experience. A failed roll means a fall off the stilts (roll every 15 feet walked).

Pole Vault: 8 feet for every other level of experience. Success ratio is 50%+5% per level. Failure means only half the intended height is achieved, or the tumbler has vaulted into a wall or other solid object (2D4 damage). Will always land in a tumbling roll unhurt, when successful.

Leaps: 5ft long plus one foot every other level, 4ft high plus one foot every three levels. +2 roll with punch or fall, +2 P.S., +1 P.E. and +2D4 S.D.C.

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

Wrestling: As taught in High Schools and colleges. Wrestling is more of a sport than a combat skill, but it does provide useful combat training

Pin/Incapacitate on a roll of 18, 19, or 20

Crush/Squeeze does 1D4 damage

Body Block/Tackle does 1D4 damage and opponent must Dodge or Parry to avoid being Knocked down.

+2 to Roll with Punch/Fall, +2 to P.S., +1 to P.E., +4D6 to S.D.C.

Swimming & Fatigue Note: For humans and similar surface dwelling D-bees, the act of swimming on the surface of the water has the same fatigue rate as running and medium to heavy exertion, especially at great speed or very long periods of time. Swimming underwater with S.C.U.B.A. equipment or other underwater equipment is considered to be light activity, unless extremely active, involved in combat or fast swimming (in which case it is considered strenuous or heavy activity). For most aquatic life forms, including amphibs, naut'yll, Lemurians, aquatic D-bees and mutants, underwater activities such as fast swimming, diving, playing and underwater acrobatics are considered light activities and can be conducted for hours without fatigue. Pulling a heavy load and combat is considered medium to heavy activity. Remember that the buoyancy of water reduces the weight of most items by 30% when used/carried underwater. This means the fatigue rate for carrying a heavy load is reduced by 30% or 30% more can be carried at the normal fatigue rate. Characters can also lift 30% heavier weights.

Next section [Pilot Skills](#).

Pilot Air

Air-to-Air Combat: Practice and theory of aerial combat. The big advantage of this skill is that there is no limit on how high a character can advance. In every other skill there is a 98% maximum proficiency. With Air-to-Air Combat there is no limit and character may have percentiles over 100%. Use for aerial Combat Rolls only. Can be used with one or more other Pilot skills. **Bonus:** 10% +2% per level is added to the regular pilot skill.

Airplane: Includes old propeller, single and twin engine types. **Base Skill:** 50% + 4% per level of experience.

Fighter Combat "Basic" Training: For use only with Jets, airplanes, this does not include power armors, Veritechs, Space Ships, etc..

One extra attack per round at level one.
 +2 to strike (in addition to other bonuses).
 +3 to dodge attacks while flying.
 +1 to dog-fighting rolls (or +5% on d%)
 Critical strike chance as in pilot's HTH.
 One additional attack at level six.
 One additional attack at level eleven.

Fighter Combat "Elite" Training: For use only with Jets, airplanes, this does not include power armors, Veritechs, Space Ships, etc..

Two extra attacks per round at level one.
 +2 to strike (cumulative with other bonuses).
 +5 to dodge attacks while flying.
 +3 to dog-fighting rolls (or +15% on d%).
 Critical strike chance as in pilot's HTH.
 One additional attack at level five.
 One additional attack at level ten.

Flight System Combat: This skill allows the character to use specialized fight packs like the Icarus Flight System at full

efficiency and take advantage of all possible bonuses. The sophisticated control systems of the Icarus are as quick to react as

the systems of a suit of power armor. Those without training do not get the following bonuses and the base skill level is reduced by half. **Base Skill:** 40% + 5% per level of experience.

Bonuses:

- +1 attack/action per melee at levels 1, 3, 5, 8 and 11
 - +2 to dodge when flying.
- If the pilot has auto-dodge, he can use it while flying!

Helicopter: are aircraft capable of vertical take-off, hovering, and high maneuverability at low altitudes, very useful in urban environments. Includes all commercial helicopters used for observation, traffic reporting, police, chauffeuring, etc. the smallest hold two passengers, while the larger one will hold four to eight passengers. **Base Skill:** 44% + 4% per level of experience.

Helicopter (Military): These usually include the larger and heavier (armored) type as well as transport choppers. Generally, they hold four or twelve passengers, although the largest can hold three times that. The fighter types such as the Huey line can be mounted with machine guns and missiles. These are military vehicles. **Base Skill:** 40% + 4% per level of experience.

Jet Aircraft: Includes the fan-jet and small commercial jet. **Base Skill:** 60% + 4% per level of experience.

Jet Aircraft: Commercial (Large): are the large passenger type aircraft used by airlines, such as the DC-10, DC-9, 747, etc. **Base Skill:** 40% + 4% per level of experience.

Jet Fighters: Training includes flying, maneuvering, aerial combat strategies, and typical fighter jet weapon systems. **Base Skill:** 40% + 5% per level of experience.

Jet Packs: This is the piloting skill for backpack like units that strap to the back of an individual to carry him airborne. The typical jet pack is a one person unit capable of hovering above the ground and flying at an average altitude of 300 feet. **Base Skill:** 42% + 4% per level of experience.

Jet Pack and Space Booster: These are two special items that were used by the armies of the Southern Cross. Both are fairly uncommon and require Southern Cross body armor to use. **Base Skill:** 45% + 5% per level of experience.

Lighter-than-Air Vehicles: Includes skill in both hot-air/helium balloons and powered blimps & dirigibles. Character can pilot, steer, raise & lower, and land/dock all airships. Can also locate problems, sew up or glue torn fabric, repair control linkages (including pedal driven propellers), and attach ropes and rigging. **Note:** Engine repair is a separate skill, requiring Aircraft Mechanics. **Base Skill:** 50%+5% per level of experience.

Small Jet: are of types used by private industry and not commercial planes. Usually hold six to twelve passengers. **Base Skill:** 60% + 4% per level of experience.

Small Single Engine Plane: cassena beachcraft, and other single engine aircraft. Usually hold two or four passengers. **Base Skill:** 80% + 4% per level of experience.

Twin Engine: are your larger freight type vehicles. The smallest are not much larger than a single engine plane, two to six passengers. **Base Skill:** 70% + 4% per level of experience.

Pilot Ground

APC: Military vehicles often have unconventional controls and handle differently than conventional vehicles, especially the many ton, armored combat vehicles such as armored personnel carriers (APC). Thus, special training is required to pilot them. **Base Skill:** 36% + 4% per level of experience.

Automobile: Manual & Automatic transmission, includes due buggies and jeeps. **Base Skill:** 80% + 4% per level of experience.

Automatic: does not have to be manually shifted; typical of most commercial automobiles.

Manual Transmission: requires manual shifting; typical of most muscle cars, trucks, and recreational vehicles (although any of these can be automatic).

Race: this refers to vehicles and techniques specifically modified for race car driving. Characters with this skill suffer no penalty for high speed chase and are +2 to dodge with vehicles.

Battle Bike Combat: A person trained in Battle Bike Combat becomes one with his machine, with better reflexes, endurance, and concentration. His Riding ability is improved and he learns the best ways to "Crush" and opponent which allows his side to score and win. Requires: Pilot Motorcycle. **Bonuses:** +1 attack when on a Bike. +1 ME, +1 PE, +1d4 PP, +10% Pilot Motorcycle. **Special Attack:** The "Crush" Either a sideswipe or kick attack, good only against a person on either a one or two wheeled motorcycle. If the attack hits the target the target must make a piloting roll or lose balance and crash their bike. A person with Battle Bike Combat has an additional +5% Pilot Motorcycle only to save against this. The "Crush" it self causes no damage, but a rider still suffers damage

from the crash.

Bicycle: Where most characters can ride a bicycle with minimal training, having the bicycle skill means the character can: ride a suitably tough bike over wilderness and rocky terrain attain speeds up to three times normal running speed travel cross-country at a speed equal to the character's full-out running speed (Speed attribute), and perform jumps and tricks (roll under skill proficiency. A failed roll means a crash or fall). Speed can be maintained for a number of hours equal to half the character's Physical Endurance (P.E.). The skill also includes some basic bicycle mechanics/repairs, so the character can fix tires, reattach chains, and generally make sufficient field repairs to get a wounded bike to a garage. **Base Skill:** 44% + 4% per level of experience. **Note:** This skill costs one slot for persons from cultures that consider bicycle use as a an adult means of everyday transportation, two slots for motorized societies (such as the U.S.).

Commercial Vehicles: This includes trucks with cranes, "cherry pickers", ladders, etc. **Base Skill:** 40% + 3% per level of experience.

Construction Equipment: The ability to drive bulldozers, backhoes, forklifts, cranes, et cetera. Could be considered a Piloting skill. **Base Skill:** 60% + 5% per level of experience.

Construction Machinery: This skill enables a character various forms of Construction equipment such as cranes, forklifts, etc. This also enables the character to use the machinery parts not only to drive the vehicles. **Base Skill:** 65% + 5% per level of experience.

Dog Sled: This skill covers the operation of a Dog sled, harnessing animals to pull the sled and the commands to give to the animals and to pack the sled properly, a failed roll could mean one of the animals breaking loose, or the sled being overloaded etc. **Base Skill:** 30% + 5% per level of experience.

Farm Equipment: This enables the character to use the big farm equipment such as the combine, cotton picker, all the PTO's etc. This also enables the character to use the machinery parts not only to drive the vehicles. **Base Skill:** 65% + 5% per level of experience.

Freight Hauler: Includes forklifts, airport luggage wagons, tractors, etc. **Base Skill:** 40%+3% per level of experience.

Heavy Machinery: **Base Skill:** 40% + 3% per level of experience.

Horsemanship: In this devastated and mutated land, the horse has become a popular means of transportation. The skill includes the basic principles of riding, the care and feeding of the animal, recognizing breed and quality, charging, and jumps. The percentile number is used whenever the character tries to determine breed, quality, and when performing special jumps or maneuvers. **Base Skill:** 40% + 4% per level of experience. **Special Bonuses:** The horseman has the advantage of height, leverage, and velocity when attacking on a horse. This provides the following bonuses when charging on horseback: +1 to parry and dodge, +4 to damage. Note that a person can not shoot a projectile weapon of any kind (bow and arrow or gun) with any degree of accuracy. An aimed shot is impossible on a moving animal! Bursts are possible if the horse is moving quickly, but not at a full gallop. At full gallop, the shooter can fire only as wild.

Horsemanship: Exotic Animals: This skill is basically the same as the original horsemanship skill, except that the character is experienced in riding other types of "tamed" animals. This can include elephants, pegasus, dragonactyle, gryphons, demon hounds, fury beetles, giant insects, Wormwood parasites, and other alien or monstrous beasts trained to be riding animals. Wild, untamed creatures cannot be ridden (except by the likes of the Simvan monster riders). **Base Skill:** 30% + 4% per level of experience. **Note:** Characters with the traditional

"horsemanship" skill for riding Earth horses and other very horse-like animals can quickly figure out how to ride exotic and alien riding animals, but at a skill penalty of -12% to ride ground/running animals and -14% to ride flying or tree climbing and leaping animals. Similarly, D-bees not familiar with riding the fast and sleek Earth horse are -10% to ride them.

Horse: Teamster/Wagoner: Hitching and driving teams of horses is an entirely separate skill from horsemanship. Includes care and feeding of horses and mules. **Base Skill:** 50% + 5% per level of experience.

Hovercycle: This skill includes the Southern Cross Hovercycle, as well as those vehicles that are intermediary between hovercraft and aircraft, such as the various Rifts sky cycles and the Mechanoids RPG's Flying Guns. This skill has more in common with motorcycle riding than it does with the aircraft and hovercraft skills. **Base Skill:** 54%+4% per level of experience.

Hover Craft (ground): The knowledge needed in piloting hover cycles and other hover vehicles used for ground transport. These vehicles can be tricky, because they utilize several air jets and directional thrusters that push the craft along, above the ground, on a cushion of air. The vehicles can usually attain great speeds, are capable of driving over incredibly rugged terrains, and make sensational jumps over small craters and ravines. **Base Skill:** 50% + 5% per level of experience.

Jump Bike Combat: Another elite skill used for such advance performance vehicles as the Tarantula Jump Bike. **Base Skill:** 45% + 5% per level of experience. **Bonuses:** +1 attack per melee round with bike's weapon systems. **Automatic Dodge:** +1 to dodge **Bike Jump Attack:** This attack uses the rockets to have the bike jump in the air and then land on a target.

The sensitive rocket controls require a special skill roll. **Base Skill:** 25% + 5% per level of experience. If the skill roll is successful, the pilot can make a normal attack roll (at +1 to strike in addition to normal bonuses) to hit the target. Damage to his opponent is 3D6 M.D. Note: This attack can only be done if there is room to maneuver (open terrain only).

Military Hover Vehicle: The practiced skill of riding the speedy Civilian hover vehicle. Surprisingly, the hover vehicle is still fairly common on the war torn American continents. **Base Skill:** 50% + 4% per level of experience.

Motorcycle: This skill includes the piloting of all two and three wheeled vehicles such as motorcycles of all types, dirt bikes, and mopeds. **Base Skill:** 60% + 4% per level of experience.

Mountain Biking: This is more than just riding a bike. This skill includes basic maintenance, (i.e., repairing flats, changing tires, adjusting seats, handlebars, shocks, etc., selection, (knowing the difference between Huffy and Specialized) basic technical lingo, (knowing what a three piece crank is) trail selection (no, rocks are not always fun to ride over) and some useful maneuvering (Doing a 180 turn within 10 feet isn't as easy as it looks). This Does NOT include more detailed adjustments and equipment changes. **Base Skill:** 40% + 5% per level of experience. **Note:** Mountain Biking and Mountain Bike Mechanics are two separate skills. But, if a character who has Basic Mechanics chooses mountain biking, Mountain Bike Mechanics comes with it. Otherwise, it requires a separate selection.

Offensive Driving: Practice and theory of wheeled combat. The big advantage of this skill is that there is no limit on how high a character can advance. In every other skill there is a 98% maximum proficiency. With offensive driving there is no limit and characters may have percentile over 100%. Use for control rolls only. Can be used with one or more pilot skills. **Base Skill:** 30% + 5% per level of experience.

Snowmobiles: Skill in the use of vehicles designed to operate on the snow like snowmobiles and snow tractors. **Base Skill:** 50% + 5% per level of experience.

Tank: The piloting of armored assault vehicles includes armored all terrain vehicles, amphibious recon, and other

armored heavy vehicles and construction vehicles. **Base Skill:** 50% + 5% per level of experience.

Tanks and APCs: Military vehicles often have unconventional controls and handle differently than conventional vehicles, especially the many ton, armored combat vehicles such as tanks and armored personnel carriers (APC). Thus, special training is required to pilot them. **Base Skill:** 36% + 4% per level of experience.

Time Machine: The character knows how to manipulate the controls for the Temporal Field Projection Grid, and when the Temporal Resistance Battery is ready for discharge. Although many time machines are sufficiently automated to do without a pilot, without a pilot there is no way to manually bring a time machine back after an accident or malfunction. +20% Skill in Evaluating/Identifying a Strange Time Period. +10% chance of Figuring Out and Operating an Unfamiliar Time Machine. **Base Skill:** 40% + 5% per level of experience.

Titan Transport: The very special aspects of piloting the all-terrain mecha assault unit (a.k.a. GMU) are learned. **Base Skill:** 40% + 5% per level of experience.

Truck (small): Manual or automatic transmission; includes pickup trucks, small cargo trucks, van and trailers. **Base Skill:** 60% + 5% per level of experience.

Truck (Large): These are the manual transmission, eight to sixteen-wheeler transport trucks. The biggest of these trucks can easily haul mecha (weight capacity -- 60 tons). **Base Skill:** 42% + 4% per level of experience.

Unicycle: The ability to ride a unicycle. Well duh! **Base Skill:** 40% + 5% per level of experience.

Pilot Mecha

Mecha Cyclone: This is a separate mecha pilot skill because of the many unique capabilities and the different "power armor" type operation of this man-sized mecha unit. Training focuses on transformation and piloting, not combat. Thus, Mecha Combat Cyclone must be taken to enjoy the full combat bonuses available. **Base Skill:** 50% + 5% per level of experience.

Mecha Destroids: Characters are taught the fundamentals of piloting destroids. Usually one specific model and type is learned per each skill selection. Only the Destroid O.C.C. learns to pilot all destroids (with at least three specific types selected as areas of expertise). **Base Skill:** 50% + 5% per level of experience.

Mecha Veritech: The piloting skills required to fly the big transformable mecha. Training focuses on the transformation process and the strengths and weaknesses of each mode of operation (jet, guardian and battloid). This skill is generally reserved for the Veritech Pilot O.C.C. exclusively. **Base Skill:** 50% + 5% per level of experience. This includes all RDF, REF and Southern Cross Veritechs.

Mecha Zentraedi Style Battle Pods: This skill is needed to pilot the REF Battle Pods. The operation of these new mecha is fairly simple, but very different from the Earth mecha. Only the Zentraedi Warriors and Destroid Pilot O.C.C.'s are allowed to select this skill. **Base Skill:** 50% + 5% per level of experience.

Pilot Glitter Boy: Characters with this skill are taught the fundamentals of maneuvering power armor (utilized by the Coalition). The training focuses on piloting, not combat thus, robot combat is a separate distinct skill (see Glitter Boy Skills). **Base Skill:** 65% + 5% per level of experience.

Pilot Power Armor: Characters with this skill are taught the fundamentals of maneuvering power armor (utilized by the Coalition). The training focuses on piloting, not combat thus, robot combat is a separate distinct skill (see Power Armor Skills). **Base Skill:** 65% + 5% per level of experience.

Pilot Robots: Characters with this skill are taught the fundamentals of maneuvering giant robots (utilized by the Coalition). These robot exoskeletons and vehicle type robots that require a pilot and crew. The training focuses on

piloting, not combat thus, robot combat is a separate distinct skill (see Robot Combat Skills). **Base Skill:** 65% + 5% per level of experience.

Pilot: Underwater (Robots): Basically most if not all of the mecha in Rifts can be outfitted with specialized gear to make them water compatible. The mecha reacts sluggish underwater, although the mecha is water tight, if it is damaged during an attack (30 M.D.C. and beyond) the mecha circuitry and internal systems are exposed and are very susceptible to the elements in their under water environment. There is no skill percentage, but without this skill reduces related piloting skills by half.

Pilot: Underwater (Power Armor): Basically most if not all of the mecha in Rifts can be outfitted with specialized gear to make them water compatible. The mecha reacts sluggish underwater, although the mecha is water tight, if it is damaged during an attack (30 M.D.C. and beyond) the mecha circuitry and internal systems are exposed and are very susceptible to the elements in their under water environment. There is no skill percentage, but without this skill reduce piloting skills by half.

Mecha Combat (Rifts): There are four types of mecha combat. They may not apply to all mecha and/or O.C.C. The piloting skills in Rifts, Pilot: Robots and Pilot: Power Armor have been separated for several reasons. The main reason is that a Robot functions differently than Power Armor and that of the Glitter Boy as well. Not only in the piloting area, but in the combat, maneuverability area (Such as dodges, parries, etc.). Therefore there needed to be separate Mecha Combat sections as well.

Basic: Each Power Armor, Robots, and all the others, has a different weapon system, hand to hand aptitude, and personality quirks that make each specific mecha unique. Because each handles differently, the pilot must select a separate mecha combat skill for each specific mecha type (Glitter Boy, SAMAS, SAMAS Phase II, etc.). Readers will also see a stat block for Mecha Combat Basic. These abilities apply to general training in mecha combat available to many O.C.C.s. The basic combat training enables the character to use the mecha so, but not quite at peak proficiency. Counts as one skill, unless otherwise stated. Note: this applies to each skill picked for all Power Armor and Robots and their combat training

Advanced: Each Power Armor, Robots, and all the others, has a different weapon system, hand to hand aptitude, and personality quirks that make each specific mecha unique. Because each handles differently, the pilot must select a separate mecha combat skill for each specific mecha type (Glitter Boy, SAMAS, SAMAS Phase II, etc.). Readers will also see a stat block for Mecha Combat Advanced. These abilities apply to general training in mecha combat available to many O.C.C.s. In order to acquire this skill the character must have gone through the previous skill, unless otherwise stated. Counts as two skills, unless otherwise stated. **Note:** this applies to each skill picked for all Power Armor and Robots and their combat training.

Expert: Each Power Armor, Robots, and all the others, has a different weapon system, hand to hand aptitude, and personality quirks that make each specific mecha unique. Because each handles differently, the pilot must select a separate mecha combat skill for each specific mecha type (Glitter Boy, SAMAS, SAMAS Phase II, etc.). Readers will also see a stat block for Mecha Combat Expert. These abilities apply to general training in mecha combat available to many O.C.C.s. In order to acquire this skill the character must have gone through the previous skill, unless otherwise stated. Counts as four skills, unless otherwise stated. Note: this applies to each skill picked for all Power Armor and Robots and their combat training.

Elite: Each Power Armor, Robots, and all the others, has a different weapon system, hand to hand aptitude, and personality quirks that make each specific mecha unique. Because each handles differently, the pilot must select separate mecha combat skill for each specific mecha type (Glitter Boy, SAMAS, SAMAS Phase II, etc.). to enjoy its maximum combat effectiveness (bonuses). The Hand to Hand Bonuses from Mecha Combat Training list the exact combat abilities, damage and bonuses for each mecha. They are found at the end of this section. Mecha Combat is usually reserved

for mecha pilots. Each specific mecha type, new and old, counts as a separate skill selection. Counts as six other skills, unless otherwise specified. Note: this applies to each skill picked for all Power Armor and Robots and their combat training.

Mecha Combat (Robotech): There are four types of mecha combat. They may not apply to all mecha and/or O.C.C.

Basic: Each mecha, the alpha, beta, cyclone, vindicator and all the others, has a different weapon system, hand to hand aptitude, and personality quirks that make each specific mecha unique. Because each handles differently, the pilot must select a separate mecha combat skill for each specific mecha type (cyclone, alpha, beta, etc.). Readers will also see a stat block for Mecha Combat Basic. These abilities apply to general training in mecha combat available to many O.C.C.s. The basic combat training enables the character to use the mecha so , but not quite at peak proficiency. Counts as one skill, unless otherwise stated. **Note:** this applies to each skill picked for all mecha and their combat training.

Advanced: Each mecha, the alpha, beta, cyclone, vindicator and all the others, has a different weapon system, hand to hand aptitude, and personality quirks that make each specific mecha unique. Because each handles differently, the pilot must select a separate mecha combat skill for each specific mecha type (cyclone, alpha, beta, etc.). Readers will also see a stat block for Mecha Combat Advanced. These abilities apply to general training in mecha combat available to many O.C.C.s. In order to acquire this skill the character must have gone through the previous skill, unless otherwise stated. Counts as two skills, unless otherwise stated. **Note:** this applies to each skill picked for all mecha and their combat training.

Expert: Each mecha, the alpha, beta, cyclone, vindicator and all the others, has a different weapon system, hand to hand aptitude, and personality quirks that make each specific mecha unique. Because each handles differently, the pilot must select a separate mecha combat skill for each specific mecha type (cyclone, alpha, beta, etc.). Readers will also see a stat block for Mecha Combat Expert. These abilities apply to general training in mecha combat available to many O.C.C.s. In order to acquire this skill the character must have gone through the previous skill, unless otherwise stated. Counts as four skills, unless otherwise stated. **Note:** this applies to each skill picked for all mecha and their combat training.

Ace: Each mecha, the alpha, beta, cyclone, vindicator and all the others, has a different weapon system, hand to hand aptitude, and personality quirks that make each specific mecha unique. Because each handles differently, the pilot must select a separate mecha combat skill for each specific mecha type (cyclone, alpha, beta, etc.) to enjoy its maximum combat effectiveness (bonuses). The Hand to Hand Bonuses from Mecha Combat Training list the exact combat abilities, damage and bonuses for each mecha. They are found at the end of this section. Mecha Combat is usually reserved for mecha pilots. Each specific mecha type, new and old, counts as a separate skill selection. As a reminder: In addition to the specific mecha, the veritech pilot can operate all other aircraft style mecha, but only at the Basic level, unless otherwise specified. Counts as six other skills, unless otherwise specified. The cyclone rider can use all cyclones with equal skill, unless otherwise specified. Note: this applies to each skill picked for all mecha and their combat training.

Robots and Power Armor: Characters with this skill are taught the fundamentals of maneuvering giant robots (utilized by the Coalition) and power armor suits (such as glitter boy armor). These are robot exoskeletons and vehicle type robots that require a pilot and/or crew. The training focuses on piloting, not combat; thus, robot combat is a separate and distinct skill. **Base Skill:** 56% + 3% per level of experience.

Robot Combat Basic: Unlike the elite robot combat training that follows, the basic combat training gives the pilot a fair working knowledge of most robot-vehicle systems and their most basic combat capabilities. The pilot will be able to pilot and use the various weapon systems and fighting capabilities, but not at full efficiency. Player should take note of the Basic Robot Combat Training tables in the combat section.

Robot Combat Elite: Each robot or power armor type has a different weapon system, hand to hand aptitude, and quirks that make each specific type unique. Because each handles differently, the elite pilot studies individual robot war machines to familiarize himself with every element of that specific robot. This means the pilot must select the Robot Combat: Elite skill for each specific robot type in which he desires to be an expert operator to enjoy its maximum combat effectiveness. Elite training automatically gives the pilot a basic understanding and ability to pilot ALL standard types of robot vehicles at the "basic" level as well.

The Hand to Hand Bonuses from Robot Combat Training lists the exact combat abilities, damage, and bonuses for each specific robot type. They are found in the combat section. Robot Combat: Elite is usually reserved for specialists in the military and mercenaries such as the infamous Glitter Boys; however, just about anybody can learn to pilot and fight with a robot. **Note:** There is no base skill as the pilot has specific skills and bonuses as he progress in level of experience, much like hand to hand combat.

Pilot Space

Combat Engineer Vehicles (CEV): The ability to drive, perform maintenance, carry out minor repairs on the CEV, and use it's equipment. With the CEV skill, a character can use the CEV's: bow blade plow to dig ditches and tank runs, rear deck winch to lift other tanks or APCs as well as use it to remove tank engines (including it's own), the character also has rudimentary training in the CEV's turret gun and the explosive shells used with it.

Base Skill: 40% + 5% per level of experience.

Combat Pod: Training includes maneuvering, and controlling remote-control drones, evasion and combat pod combat strategies. **Base Skill:** 40% + 4% per level of experience. The skill gives the user a +2 to strike, parry and dodge while inside the machine.

Contragravity Pack: Similar to piloting a jet pack. **Base Skill:** 42% + 4% per level of experience.

Cross-Dimensional Piloting and Navigation: Includes knowledge of theory and operation of the various cross-dimensional location and signaling devices. +20% for setting a course to a known, previously visited dimension. +10% for setting a course to any dimension emitting a locator beacon signal. **Base Skill:** 25% + 5% per level of experience.

Extra-Vehicular Activity (EVA): This skill involves working outside a spacecraft while wearing a vacuum suit. The skill covers suit operation and repair, damage control, maneuvering and knowing what to do when things go wrong. A character should have Movement Zero G to take this skill. **Base Skill:** 40% + 5% per level of experience.

Hardsuit/Motoroid: This is the skill needed to pilot the Armored Suits depicted in the Bubblegum Crisis Animated Series. It also confers some combat bonuses due to the exoskeleton that is in the suit. **Base Skill:** 36/16% + 6% per additional level of experience. The first percentage number is for the Hardsuit, the second is for the Motoroid. (This skill is free to anyone of the Knight Saber OCC, but it costs anyone else two skill selections due to the specialized training involved). **GM's Note:** The Hardsuit must be worn in order to use the Motoroid in Humanoid Mode.

Solar Sailer: This skill allows a character to pilot a solar yacht, giant ore ships, and other types of solar sail-using ships. Only persons with skill are proficient in the techniques required to bring one of these ships in against the solar wind. **Base Skill:** 44% + 4% per level of experience.

Space Shuttle: **Base Skill:** 60% + 4% per level of experience.

Spacecraft: This piloting skill is applicable to all large spacecraft, including the Garfish and Ikazuchi carriers. **Note:** The Horizont is considered a space shuttle. **Base Skill:** 50% + 5% per level of experience. Also adds a +5%

bonus to the Navigation Space skill.

Spacecraft: Advanced: This skill allows a player to pilot almost any ship in almost any situation, including interplanetary journeys, combat and chases. They can also pull fancy stunts, make landing on the Moon, Mars and in other gravity wells and if necessary, can cut the amount of fuel used on a journey by up to 50%. **Base Skill:** 40% + 4% per level of experience.

Space fighter: Typically one to three man fighter vehicles specifically designed for fighter to fighter, fighter to power armor, fighter to ship, or fighter to robot space combat. These vessels engage in reconnaissance, military support, close combat, dog-fights, surgical strikes, and rescue missions. Some resemble atmospheric jet fighters or shuttle crafts (and may have transatmospheric capabilities) while others may look like rockets, geometric shapes or resemble animals (typically fish) and insects. **Base Skill:** 50% + 3% per level of experience.

Starship: These are the BIG intergalactic vessels, massive cargo ships, ore haulers, transports, battleships and other immense ships, usually with a crew and/or passengers that number into the hundreds or even thousands. **Base Skill:** 36% + 4% per level of experience.

Pilot Water

Advanced Deep Sea Diving: Skill in the methods, techniques and equipment used in deep sea diving and exploration. Includes the use of most types of diving suits, diving pods (attached to tethers/life lines) and light to medium power armor. It does not include combat models. **Base Skill:** 40% + 4% per level of experience.

Boat: Motor and Hydrofoils: These include all types of small motor driven boats and yachts. **Base Skill:** 55% + 5% per level of experience.

Boat: Paddle Type: includes canoes, row boats, and so on. They are not designed for speed but mobility. Generally hold three to six passengers. **Base Skill:** 98%

Boat: Sail Type: Small sailing and medium-sized sailing yachts, and fishing boats. **Base Skill:** 60% + 5% per level of experience.

Boat: Ships: This includes all large sailing and motor driven sea-faring vessels. **Base Skill:** 45% + 5% per level of experience. Motor driven ships: 44% + 4% per level of experience.

Boat: Warships/Patrol Boats: Special training in the use of military warships, combat hydrofoils, patrol boats and amphibious beachcraft/transport. Includes a basic idea of how to use sonar and targeting equipment, depth charges, torpedoes, and other common weapon systems, as well as evasive maneuvers and piloting. **Base Skill:** 40% + 4% per level of experience. **Note:** Characters with the motor boat or ship skill can also pilot these vessels but at a -12% penalty.

CVS & SLV: This applies to any and all submersible vessels. Of course the character must pick one specific type vessel, such as the Prometheus, but may have several later on. Also, includes training on exactly how the vessel operates, such as the engines and sensors. Each vessel has different controls, engine speeds, layouts, sensors, operating procedures, etc., that is the reason way the character must pick a specific skill. **Base Skill:** 30% + 5% per level of experience.

Freighter Ship: are larger, generally, steam or turbine drive cargo vessels (small ships) **Base Skill:** 20% + 5% per level of experience.

Hydrofoils: This is the art of sailing motor driven and sail boats with the fins underneath that raise the boat off the water to achieve faster speeds. **Base Skill:** 50% + 5% per level of experience.

Sail Type: Small sailing and medium sized sailing yachts, and fishing boats. **Base Skill:** 60% + 5% per level of experience.

Sailing: A rudimentary knowledge about sailing vessels, large and small, as well as the terms and principles of sailing. The first percentile number is for small sailing vessels, while the second is for piloting ships. May be taken twice to denote professional quality. **Base Skill:** 35%/20% + 5% per level of experience.

Seamanship: Most sailors don't really need to know how to sail, they just need to be able to follow orders when it comes to belaying, hauling, dropping or trimming sail, which means they need to know the difference between a crossjack, a mizzen mast, a fore lower top gallant and a hundred other names for specific sails, ropes, masts and cross-masts. The skill also includes being able to judge, evaluate and repair sails, rope and rigging (every sailor has to be handy with a needle and thread, as well as knowing how to braid rope). Also involves the basics of ship cleaning and maintenance, as well as how to skillfully operate the pumps needed to remove the water that collects in the bilge. Requirements: Must have the Sewing skill. **Base Skill:** 22% + 4% per level of experience.

Ships: Small: This include the freighters, yachts, house boats, cruisers, etc. Also, includes training on exactly how the vessel operates, such as the engines and sensors. Of course the character must pick one specific type vessel, such as a freighter, but may have several later on. Each vessel has different controls, engine speeds, layouts, sensors, operating procedures, etc., that is the reason way the character must pick a specific skill. Note: This does not include the submersible ships, this is a separate skill. **Base Skill:** 50% + 5% per level of experience.

Ships Small Military: This includes the PT type boats, military cruisers, certain mine sweepers, etc. Also, includes training on exactly how the vessel operates, such as the engines and sensors. Of course the character must pick one specific type vessel, such as a freighter, but may have several later on. Each vessel has different controls, engine speeds, layouts, sensors, operating procedures, etc., that is the reason way the character must pick a specific skill. Note: This does not include the submersible ships, this is a separate skill. **Base Skill:** 50% + 5% per level of experience.

Ships: Large: This oil tankers, aircraft carriers, large cruise ships (such as the Queen Marry), etc. Also, includes training on exactly how the vessel operates, such as the engines and sensors. Of course the character must pick one specific type vessel, but may have several later on. Each vessel has different controls, engine speeds, layouts, sensors, operating procedures, etc., that is the reason way the character must pick a specific skill. **Note:** This does not include the submersible ships, this is a separate skill. **Base Skill:** 30% + 5% per level of experience.

Ships: Military Large: This includes destroyers, aircraft carriers, battleships, etc. Also, includes training on exactly how the vessel operates, such as the engines and sensors. Of course the character must pick one specific type vessel, such as a freighter, but may have several later on. Each vessel has different controls, engine speeds, layouts, sensors, operating procedures, etc., that is the reason way the character must pick a specific skill. Note: This does not include the submersible ships, this is a separate skill. **Base Skill:** 50% + 5% per level of experience.

Ships: Submersibles: The knowledge and skill of piloting all types of submersibles, including underwater sleds, mini-subs and most types of submarines, does not include military submarines. **Base Skill:** 40% + 5% per level of experience. **Note:** -20% when using alien or unusual submarines. Does not include power armor or deep sea diving suits.

Ships: Military Submersibles: This includes all of the submersible aircraft carriers etc. Also, includes training on exactly how the vessel operates, such as the engines and sensors. Of course the character must pick one specific type vessel, such as a freighter, but may have several later on. Each vessel has different controls, engine speeds, layouts, sensors, operating procedures, etc., that is the reason way the character must pick a specific skill. Note: This does not include the submersible ships, this is a separate skill. **Base Skill:** 50% + 5% per level of experience.

Submarines: This includes conventional and nuclear submarines. Of course the character must pick one specific

type vessel, such as a Los Angeles Class submarine, but may have several later on. Also, includes training on exactly how the vessel operates, such as the engines and sensors. Each vessel has different controls, engine speeds, layouts, sensors, operating procedures, etc., that is the reason way the character must pick a specific skill. **Base Skill:** 45% + 5% per level of experience.

Underwater (Deep Sea): This is the ability to operate small deep sea crafts to go to the ocean depths up to 5 miles. This will include all training in the operation of the vehicles robotics arms, collecting samples, etc. Also, includes training on exactly how the vessel operates, such as the engines and sensors. Of course the character must pick one specific type vessel, such as a freighter, but may have several later on. Each vessel has different controls, engine speeds, layouts, sensors, operating procedures, etc., that is the reason way the character must pick a specific skill. Note: This does not include the submersible ships, this is a separate skill. **Base Skill:** 50% + 5% per level of experience.

Underwater (General): This will include the rest of the underwater vehicles not covered in the skills above, that may come out in later books. Also, includes training on exactly how the vessel operates, such as the engines and sensors. Of course the character must pick one specific type vessel, such as a freighter, but may have several later on. Each vessel has different controls, engine speeds, layouts, sensors, operating procedures, etc., that is the reason way the character must pick a specific skill. Note: This does not include the type submersible ships, this is a separate skill. **Base Skill:** 50% + 5% per level of experience.

Underwater Robots & Power Armor: Basically most if not all of the mecha in Rifts can be outfitted with specialized gear to make them water compatible. The mecha reacts sluggish underwater, although the mecha is water tight, if it is damaged during an attack (30 M.D.C. and beyond) the mecha circuitry and internal systems are exposed and are very susceptible to the elements in their under water environment. There is no skill percentage, but without this skill reduces related piloting skills by half. **Note:** Glitter Boys have not been designed for underwater, nor will they.

Water scooters: The knowledge and skill of piloting all types of one and two-man water sleds (underwater), jet skis (surface sled), etc. **Base Skill:** 50% + 4% per level of experience.

Water skiing & Surfing: All water skiing techniques, methods and use of most types of recreational forms of "riding the waves," including skis, ski jet boots, water boards, surf boards and sail boards, etc. **Base Skill:** 50% + 4% per level of experience.

Warship/Patrol Boats: Specialized training in the use of military warships, combat hydrofoils, patrol boats, amphibious beachcraft/transport. Includes a basic idea on how sonar and targeting equipment, depth charges, torpedoes, and other common weapon systems, as well as evasive maneuvers and piloting. **Base Skill:** 40% + 4% per level of experience. **Note:** Characters with the motor boat or ship skill can also pilot these vessels but at a -12% penalty.

Yacht: This skill allows a character to pilot a solar yacht and giant ore ships in orbit and on interplanetary journeys. Anyone trying this without the skill is liable to destroy the yacht's delicate sail, making it useless. **Base Skill:** 44% + 4% per level of experience.

SPECIAL NOTE: The following rules apply to ALL types of automobiles, trucks, vans, motorcycles and even armored vehicles/tanks.

Special Maneuvers: Conditions and Penalties:

Evasive Action: Fleeing or dodging another vehicle, obstacle, missile or some other attack by moving out of the way. Evasive action often involves weaving, zigzagging and sudden turns at high speeds. A successful roll means the pilot has successfully dodge out of the way. **Skill Penalty:** -15%; pilot/driver can not attack, passengers are -6

to strike in an attack. A failed roll means an ineffective evasive maneuver which, in turn, means the vehicle has been struck, blasted, and/or the attacker is still hot on his tracks. **THREE CONSECUTIVE**, successful evasion rolls means the pilot has completely lost the pursuer.

Reverse Driving: This is simply driving in reverse/backward. **Skill Penalty:** -25% if driving over 65 mph, and roll for each turn, swerve or evasive action. Pilot can not attack, but passengers are only -2 to strike. A failed roll means a minor collision.

Stunts: Includes sharp turns at high speeds, sudden on-the-dime-stops, sudden U-turns at high speeds, propelled leap (such as riding up over an incline or object, sailing 20 ft in the air, land and keep on going) and similar maneuvers. **Skill Penalty:** -25%; lose all attacks that melee. A failed roll means the stunt is incomplete and serious difficulties encountered. Roll on the following table:

Loss of Control (Stunt and Sideswipe)

01-38 Minor collision; momentarily stopped. Reduce vehicle's S.D.C. by 1/3. Occupants shaken, but okay.

39-59 Stunt maneuver botched; reduce speed by half.

60-80 Engine or structural problems develop, requiring pilot to pull over and stop. Vehicle needs 2-12 hour's worth of repairs.

81-97 Collision. Vehicle is totaled; pilot and occupants receive 3D6 points of damage (subtract from hit points).

98-00 Collision/crash; all killed.

Sharp Curves: 90 degrees, high speed. **Skill Penalty:** -10%

Sideswipe: This maneuver can be used against a stationary object, moving vehicle or person. The purpose of a sideswipe is to strike another vehicle, object or person with a glancing blow from the body of your vehicle. To strike, the swiping player rolls under his Pilot skill minus the 20% skill penalty in attempting this dangerous maneuver. **Note:** The target, if controlled by another person, can attempt to dodge via "evasive action" or "stunt" driving. **Skill Penalty:** -20%; no other attack possible.

A failed roll to sideswipe means an automatic miss, and the player must roll under his Pilot skill, -20%, to maintain control of the vehicle. If control is lost, roll on the Loss of Control Table under stunts. Damage from a sideswipe is 2D6 for every 20 miles of speed. The sideswipe also damages the vehicle, which is equal to 1/3 the damage inflicted to the target. Thus, if the sideswipe inflicted 24 points of damage to the target, it would also do 8 points of damage to the vehicle.

SPECIAL NOTE: The following rules apply to ALL aircraft. Roll under your pilot skill for each maneuver:

Special Maneuvers: Conditions and Penalties:

Evasive Action: Fleeing or dodging another aircraft, obstacle, missile or other attack by moving out of the way. All attacks are lost while engaged in evasive action; unless something suddenly flies directly in front of the vehicle, and even then the pilot is -4 to strike. **Note:** This tactic will lose any attacker(s), meaning they cannot attack unless the attacker(s) engage in a "dog tail" chase. **Skill Penalty:** -12% (no attack possible) Maneuver consumes one full melee. A failed roll means an ineffective evasive maneuver, attacker(s) still in strike position and/or have struck. The player's attacks are forfeit even though the evasive action failed.

Tilt Dodge: This is a difficult maneuver in which the pilot attempts to avoid an attack by quickly tilting or jerking out of the way at the last minute. In this way, the pilot can stay on course and continue his own attacks (if any). **Skill Penalty:** -35%; -2 to strike. A failed roll means no dodge, aircraft is hit and takes full damage. A tilt dodge can be used to attempt to avoid each individual attack. A tilt dodge can not avoid more than one blast from a multiple simultaneous assault; evasive action is necessary.

Stunts: These are sudden, severe or highly difficult maneuvers, including dives, sharp turns, dead-man's drops (nearly straight down, high speed drop), tumbles, somersaults and similar actions. **Skill Penalty:** -30%; lose all attacks that melee. A failed roll means the stunt is incomplete and serious difficulties encountered.

Roll percentile dice on the following table:

	Aircraft spins out of control for a moment, but when control is regained it is traveling in the wrong direction. In combat the aircraft and/or mecha will take full damage from whatever was fired at it.
01 - 10	Aircraft spins out of control for a moment, but when control is regained it is traveling in the wrong direction. In combat the aircraft and/or mecha will take full damage from whatever was fired at it.
11 - 20	Engine or other trouble that reduces flying speed by 10% until repairs can be made. In combat the aircraft and/or mecha will take full damage from whatever was fired at it. Engine or other trouble that reduces flying speed by 10% until repairs can be made. In combat the aircraft and/or mecha will take full damage from whatever was fired at it.
21 - 40	Engine chokes, stalled out and descending; must make an emergency landing unless the vehicle can be restarted. In combat the aircraft and/or mecha will take full damage from whatever was fired at it, then the pilot must roll piloting skill -25%; can try twice every melee (15 seconds), all attacks are defensive only, -4 to strike. During maneuvers the pilot must roll piloting skill -25%; can try twice every melee (15 seconds), all attacks are defensive only, -4 to strike.
41 - 60	Stunt maneuver botched, speed and altitude reduced by 25% for 15 seconds. In combat the aircraft and/or mecha will take no damage from whatever was fired at it, all attacks are defensive only, -4 to strike. During maneuvers the pilot's attacks are defensive only, -4 to strike.
61 - 75	Collision or Emergency Landing: The aircraft has hit something or is damaged and must make an emergency landing. Reduce an S.D.C. vehicle by half from the crash, but it can be repaired and flown again! Reduce an M.D.C. vehicle by 25% at normal cruising speeds from the crash, but can be repaired and flown again! Reduce an M.D.C. vehicle by 35% if above cruising speeds from a crash, and is beyond repair and has to be scrapped! The occupants are badly bruised and cut (4D6 S.D.C. each), even if they are in body armor (M.D. and/or S.D.C.), but most should live. In combat the aircraft and/or mecha will take full damage from whatever was fired at it.
76 - 90	Engine difficulties, forced to make an emergency landing. Repairs will require 4 - 24 hours. In combat the aircraft and/or mecha will take full damage from whatever was fired at it, all attacks are defensive only, -4 to strike. During maneuvers the pilot's attacks are defensive only, -4 to strike.
91 - 00	Engine and/or vehicle damaged beyond repair, crash inevitable, Character must parachute to safety. Optional: Can direct vehicle on a suicide crash into an immediate target; Pilot skill, -20%, in combat the aircraft and/or mecha will take full damage from whatever was fired at it, all attacks are defensive only, -4 to strike. During maneuvers the pilot's attacks are defensive only, -4 to strike.

Emergency Landing: Executed when the vehicle or pilot is damaged and flight can not be maintained. **Skill Penalty:** -30%; loses all attacks. A failed roll will result in a crash landing. Roll on the following table for Crash Landing:

01-31	Pilot and/or passengers survive; minor injury.
32-57	Crash; pilot and passengers take 5D6 damage.
58-80	Pilot and passengers in critical condition/coma, require immediate, extensive medical treatment. Treat as surviving death and coma.
81-83	No survivors; vehicle exploded.
84-00	Passengers survive with minor injury, pilot dead. Optional: Pilot can opt to parachute to safety rather than attempting a landing.

Shadow: Is a maneuver in which the air vehicle pursues another vehicle without detection. This is usually done by flying above and behind the pursued, using clouds as cover. The pursuer will mimic the vehicle pursued in every way, so that they will be thought to be a radar shadow or aberration. **Skill Penalty:** -20%; no attacks possible without revealing true position and nature. While imitating the evasive actions, stunts, and so on of the craft being shadowed, roll for each maneuver being copied.

Dog Tail: This is an offensive maneuver in which the pilot closely pursues an enemy air vehicle while locked in combat. This is the only maneuver that can pursue a vehicle taking evasive action. By hanging on the enemy's tail, or "dog tailing", the attacker can usually strike with little or no fear of a counter-strike. **Skill Penalty:** -15%, no strike penalty. A failed roll means the target has momentarily slipped out of the striking range/area. Roll once every other melee to maintain dog tail position, or for every evasive or stunt action.



NEW ADDITIONS: These were found to be useful in many incidents, try them out.

Missed Piloting Skill:

This missed piloting skill table was originally created for the cyclone pilots, but we have found that it will work with most other flying mecha. We feel if you roll above a 90 on the percentile dice, you should have to roll on this table below. You can roll on this chart if the player misses their piloting skill all together. If your skill level falls between 90 and 98 then if you roll one number above and beyond the skill level of the character, then you must roll on the table below. This table is also optional, but we suggest that this table will add that element of human error to your game. As we all know everyone makes mistakes, such as hitting the wrong button or giving the wrong command, so keep this in mind when using this chart. This also applies to battloids that can fly or even mecha in guardian mode, if the mecha is one the ground look at the next set of charts to determine what happens.

- 01 - 25 No Problem. Reroll your piloting skill.
- 26 - 35 Engines stall, falling or crashing.
- 36 - 40 Engines kick on full thrust.
- 41 - 46 Engines overheat. Must make an Emergency Landing.
- 47 - 50 Engines stall falling or crashing, pilot skill -15%.
- 51 - 55 Engines kick on full thrust, piloting skill -15%.
- 56 - 60 Engines overheat. 25% of engines of exploding. Must make an Emergency Landing or can eject.
- 61 - 65 Engines stall, falling or crashing, piloting skill -25%.
- 66 - 70 Engines kick on full thrust, piloting skill -25%.
- 71 - 75 No Problem. Reroll your piloting skill. -1/2 your attacks.
- 76 - 80 Engines overheat. 50% of engines of exploding. Must make an Emergency Landing or can eject.
- 81 - 85 No Problem. Reroll your piloting skill. -4 attacks.
- 86 - 90 Engines stall, falling or crashing, piloting skill -45%.
- 91 - 95 Engines kick on full thrust, piloting skill - 45%
- 96 - 97 Engines overheat. 75% of engines of exploding. Must make an Emergency Landing or can eject.
- 98 No Problem. Reroll your piloting skill.
- 99 Engines Explode. Must make an Emergency Landing or eject.
- 00 Engines Explode. 25% chance of exploding the entire mecha. If the 25% chance is rolled the pilot will have 3 tries to eject or make an Emergency Landing and get out of the mecha before it explodes. GM's discretion.

The information below is for mecha that is restricted to ground use or Flying mecha that is on the ground in guardian mode or battloid mode. If the mecha is in it's flying mode the only option is to try and take off, this would be considered a stunt. The stunt would consist of a possible cold start of the engines and taking off, this would consume all of the characters attacks for that melee, provided the character is in or in close

proximity of their mecha.

Mecha Ground

Special Maneuvers: Conditions and Penalties: Evasive Action: This maneuver is in a last chance effort to escape damage of flying missiles, showers of laser fire, attacks from other mecha in hand to hand combat, or other various objects. Even though it seems impossible for this to be we have found that this mecha that are on the ground do have some kind of agility based on the link between man and machine.

Skill Penalty: -20%; (no attack possible) Maneuver consumes one full melee. A failed roll means an ineffective maneuver, attacker(s) still strike position and/or have struck. The player's attack are still forfeit from a failed evasive action.

Stunts: These are mainly more complicated moves than the evasive action, doing complicated maneuvers such as jumping in the air, sidestepping explosions, even sudden speed changes. It is possible for these huge mechanoid creatures to do more complex moves such as this due to the link between man and machine.

Skill Penalty: -40%; lose all attacks that melee. A failed roll means the stunt is incomplete and serious difficulties encountered. **Note:** The pilot must specify the type of stunt he/she is attempting, if the player fails to do so it will be considered an evasive action. Roll percentile dice on the following tables:

This table/chart is to see what happens to the mecha, the next table/chart will tell what kind of damage was sustained

during the botched stunt maneuver.

- 01 - 25 Mecha is on it's back, loses one attack in addition to getting up.
- 26 - 50 Mecha is on it's face, loses two attacks in addition to getting up.
- 51 - 75 Mecha is on it's face, loses all attacks.
- 76 - 95 Mecha is on it's face, loses all attacks. System failures due to fall of impact entire mecha shuts down for two turns.
- 96 - 00 Mecha is on it's face, pilot is unconscious for 1D6 turns and suffers 4D6 S.D.C. damage (even if in body armor (M.D. and/or S.D.C.)).

This table/chart describes the type of damage sustained during the botched stunt maneuver.

- 01 - 25 The mecha's momentum carries it out of the blast radius/laser fire and sustains no damage, other than the fall (1D4 M.D.).
- 26 - 40 The mecha's momentum carries it out of the blast radius/laser fire and sustains 1D4 M.D. damage, along with the damage from the fall (1D4 M.D.).
- 41 - 60 The mecha's momentum carries it out of the blast radius/laser fire and sustains 1D6 M.D. damage, along with the damage from the fall (1D4 M.D.).
- 61 - 75 The mecha's momentum carries it out of the blast radius/laser fire and sustains no damage, other than the fall (1D4 M.D.).
- 76 - 85 The mecha is on the edge of the blast radius and/or laser fire and sustains 1/3 of the entire damage, along with the damage from the fall (1D4 M.D.).
- 86 - 90 The mecha is in the Blast radius and/or laser fire and sustains 1/2 of the entire damage, along with the damage from the fall (1D4 M.D.).
- 91 - 95 The mecha is in the blast radius and/or laser fire and sustains 3/4 of the entire damage, along with the damage from the fall (1D4 M.D.).
- 96 - 00 The mecha takes the full damage from missiles and/or laser fire, along with the damage from the fall (1D4 M.D.).

A Note of reference: The term laser fire in the above chart/table refers to all forms of projectile weapons

other than
missiles.

Next section [Pilot Related Skills.](#)

Pilot Related Skills

Aerial Navigation: Used for determining position, especially at night or over water. **Base Skill:** 30% + 5% per level of experience.

Astrogration (Navigation via Astronomy): The ability to navigate, from the study of the stars and other celestial bodies, their movements, positions, cycles, alignments, and interrelations with the earth and each other (including, on magical worlds, the ebb and flow of mystic energy along ley lines). Training includes reading maps and star charts, course computation, following landmarks, and the use of navigational equipment. Includes land, air and water navigation, as well as piloting by the stars and instruments alone. This ability is ideal for sailors. A failed roll means the navigator is off course. To determine how many miles off course, roll on the following list.

2D6 miles when traveling on foot.

1D6x10 miles when traveling by animal transportation (horse, wagon, car, etc.).

2D4x10 when using a boat (also, when flying magically or through use of a jet pack).

A blown roll also results in an improper direction; roll 1D8 for the true course, starting with North-East as 1 and going clockwise through the eight major compass points), rerolling a result of the direction that is the one actually desired.

Roll the error distance and direction once for every hour that one travels after the failed check. If using a landmark, etc. for navigation, making the next chance at at -10% can discover the error. If using direction only as the guide, the roll is at 1/2 normal level to discover the error. If the roll fails, but is still under the normal skill roll in either case, then the navigator is now following a parallel course (off by the distance in error) to the one desired. A second or later consecutive totally failed roll compounds the original deviation, resulting in a new random course roll. **Base Skill:** 40% + 5% per level of experience.

Debris Ring Navigation: The Debris Ring is the outer most layer of the containment of Earth. Every so often for some reason or another some one ends up in the debris ring without a way to get out. With this skill a pilot can successful attempt to navigate the debris ring without taking damage, a failed roll means that the ship takes 1D100 MD to a random part of the ship. **Base Skill:** 30% + 5% per level of experience.

Instrument Rating: This skill allows a pilot to steer a course, take-off or land, in total darkness, using just the aircraft's instrument readings. **Base Skill:** 30% + 5% per level of experience.

Interplanetary Navigation: This allows a character to plot and lay in a course for the large distances between planets. For the purposes of this game, anything outside the orbital plane of the Earth and Moon (the Zone) is regarded as being interplanetary. A character must have basic math and computer operation to take this skill. A failed skill roll means that the spacecraft is off course. To find out how far it is from its destination, subtract the character's skill from the failed roll and multiply the result by one million. That is the resulting miss in kilometers. **Base Skill:** 45% + 5% per level of experience.

Navigation: Training in map reading, star charts, course computation, following landmarks, and use of navigational equipment. Includes land, air, and water navigation, as well as piloting by

instruments alone. A failed roll means the pilot is off course. Roll 2D6x100 for most aircraft, 4D6x100 for jets, and 2D6x10 for ground vehicles to determine how many miles/kilometers they are off course. Roll for every hour that one is off course. **Base Skill:** 40% + 5% per level of experience. **Requires:** [Math Basic](#), [Read Sensory Equipment](#) and [Literacy](#).

Navigation (air): Skills in map reading, course computation, and use of navigational equipment. Training also includes the use of just instruments by themselves. **Note:** does not include water, under water land. **Requires:** [Math Basic](#) and [Read Sensory Equipment](#) and [Literacy](#) are required to navigate. **Base Skill:** 60% + 5% per level of experience. A failed roll means the pilot is off course. Roll 2D6x100 for aircraft and 4D6x100 for all flying mecha. to determine how many miles/kilometers they are off course by. Roll every hour that one is off course. **Note:** If playing under the Percentage points system it requires 50 points and will take on the average of 12 to 18 months of training to acquire this skill.

Navigation (land): Skills in map reading, course computation, along with following landmarks, road signs, and being able to understand directions. Training also includes the use of just instruments by themselves. **Note:** does not include water, underwater, air. **Requires:** [Math Basic](#) and [Read Sensory Equipment](#) and [Literacy](#) are required to navigate. **Special Bonus:** If the character has Land Navigation add a one time bonus of 8%. **Base Skill:** 60% + 5% per level of experience. A failed roll means the pilot is of course. Roll 1D6x100 to determine how many miles/kilometers they are off course by. Roll every hour that one is off course. **Note:** If playing under the Percentage points system it requires 40 points and will take on the average of 12 to 15 months of training to acquire this skill.

Navigation - Space: Basically the same as normal navigation techniques. The only difference is the use of stars and some of the sensory equipment. More importantly, a failed roll will place the ship 4D6 light years off course! **Requires:** [Math Basic](#) and [Read Sensory Equipment](#) and [Literacy](#) are required to navigate. **GM's Note:** Take into account the speed at which the space craft is capable of traveling. Obviously a sub-light ship will not be off course by this much. **Base Skill:** 40% + 5% per level of experience.

Navigation (water): Skills in map reading, star charts, and course computations. Training also includes the use of just instruments by themselves. **Note:** does not include underwater, air, land. **Requires:** [Math Basic](#) and [Read Sensory Equipment](#) and [Literacy](#) are required to navigate. **Base Skill:** 60% + 5% per level of experience. A failed roll means the pilot is of course. Roll 4D6x100 to determine how many miles/kilometers they are off course by. Roll every hour that one is off course. **Note:** If playing under the Percentage points system it requires 40 points and will take on the average of 12 to 15 months of training to acquire this skill.

Navigation (Underwater) (New): This much the same as the skill above, but this entails relying on Instruments Only! Characters that have the Ocean Geography Surveying skill get a **one time bonus** of 15%. **Note:** does not include air, land, water. **Requires:** [Math Basic](#) and [Read Sensory Equipment](#) and [Literacy](#) are required to navigate. **Base Skill:** 55% + 5% per level of experience. A failed roll means the pilot is of course. Roll 4D6x100 to determine how many miles/kilometers they are off course by. Roll every hour that one is off course. **Note:** If playing under the Percentage points system it requires 40 points and will take on the average of 12 to 15 months of training to acquire this skill.

Starship Gunnery: Automated: This skill is used to fire a starship's guns in combat, such as on the SDF-3 or on one of the many Zentraedi spaceships. The character may have to lock these guns on one specific target or on multiple targets in an instant. to aim the guns at multiple targets takes time, how much time, this depends on how many guns and how many targets. GM's use your best judgment to determine this. If you have 25 guns and 12 target it will take on the average 2 to 3 combat rounds to set these guns before they can be fired. Refer to Dodging the big guns. **Special Bonus:** +2 to strike. **Note:** Characters without the weapons systems skill will be able to operate them, but no bonus to strike and will never have the initiative. **Requires:** Read Sensory Instruments, Computer Operation, and Computer Programming. **Base Skill:** 70% + 5% per level of experience, and represents the overall comprehension and ability of the character. A Note of Reference: A character must first roll the Read Sensory Instruments skill, then the Computer Operations Skill, then the Computer Programming skill, then this skill to achieve the desired settings. If the character misses one of these rolls the guns do not lock on it's intended target(s) and the whole process has to be repeated.

Starship Gunnery: Manual (New): This skill applies to the guns on a ship that have to be fired manually, some of the guns on the larger Zentraedi ships have to be manned. The character aims his/her weapon at a specific target and fires at it. Bonus: +2 to strike. Note: Characters without the weapons systems skill will be able to operate them, but no bonus to strike and will never have the initiative. **Requires:** Read Sensory Instruments. **Base Skill:** 70% + 5% per level of experience, and represents the overall comprehension and ability of the character.

Orbital Navigation: Characters with Orbital Navigation will be able to plot courses for traveling in the orbital planes of the Earth and its moon, and will know the positions of any major objects within this area, such as space stations, rogue asteroids and "no-go" zones. **Base Skill:** 50% + 5% per level of experience. **Requires:** [Basic math](#).

Radar/Sonar Operations (Read Sensor Equipment): The ability to use radar (radio echo bounces) and sonar (underwater sound echo bounces) equipment and correctly read the information to precisely locate and follow aircraft, ships and submarines. This is all included in the skill ability to read sensor equipment. **Base Skill:** 30% + 5% per level of experience.

A note about sonar: In submarines there are two methods or types of sonar operations, passive and active. To use active sonar, the sub must give a pulse of sound to bounce off any nearby ships or objects. This is very dangerous since it immediately gives away the position of the ship; most subs will not use active sonar unless absolutely necessary.

Most submersibles will rely on passive sonar systems. This is much more difficult since the sonar operator must sift through the background noise to find any enemy ships. Sometimes they will not be able to distinguish the location of a ship from the background static. Despite this fact passive sonar is used because it does not give away the location of the sub. **Skill Penalty:** -15% on read sensory equipment skill.

Read Sensory Equipment: Individuals with this training can operate, maintain, understand, and "read" or interpret sensory data from all types of conventional sensor devices. These devices include radar, sonar, motion detectors, surveillance equipment, optical enhancements, instrument panels, and so on. **Note:** Characters without this skill cannot understand nor operate aircraft, radar, or detection/surveillance equipment. **Base Skill:** 40% + 5% per level of experience.

Temporal Navigation/Time Detection Equipment: Character knows how to read and evaluate

the information from temporal detection equipment. Includes a knowledge of the Absolute Referent Device and Quantum Differential Device sensors. From anywhere in the time stream, the character can accurately read the instruments to pinpoint an exact temporal location. Has enough training to attempt to diagnose and repair malfunctions in these devices, using the base skill. **Base Skill:** 40% + 5% per level of experience.

Weapon Systems (Battloid): This is the understanding on how the weapon systems work in the battloids only! The character can not master all of the weapon systems on all of the battloids, but can master the weapons systems in one particular battloid, such as the T.C. Battloid from the Southern Cross Book. It includes comprehensive training on the weapons systems of that particular battloid. **Bonus:** +2 to strike. This does not include hand-held weapons which require individual W.P. training. Note: Characters without the weapons systems skill will be able to operate them, but no bonus to strike and will never have the initiative. **Requires:** Read Sensory Instruments. **Base Skill:** 80% + 5% per level of experience, and represents the overall comprehension and ability of the character.

Weapon Systems (Battle Pod): This is the understanding on how the weapon systems work in the Zentraedi Battle Pods (RDF and REF) only! The character can not master all of the weapon systems on all of the Battle Pods, but can master the weapons systems in one particular Battle Pod, such as the Officers Pod found in ROBOTECH: The Role Playing Game. It includes comprehensive training on the weapons systems of that particular Battle Pod. **Bonus:** +2 to strike. This does not include hand-held weapons which require individual W.P. training. **Note:** Characters without the weapons systems skill will be able to operate them, but no bonus to strike and will never have the initiative. **Requires:** Read Sensory Instruments. **Base Skill:** 80% + 5% per level of experience, and represents the overall comprehension and ability of the character.

Weapon Systems (Destroids): This is the understanding on how the weapon systems work in the Destroids (REF and RDF)only! The character can not master all of the weapon systems on all of the Destroids, but can master the weapons systems in one particular Destroid, such as the REF Gladiator found in ROBOTECH II: The Sentinels. It includes comprehensive training on the weapons systems of that particular Destroid. **Bonus:** +2 to strike. This does not include hand-held weapons which require individual W.P. training. Note: Characters without the weapons systems skill will be able to operate them, but no bonus to strike and will never have the initiative. **Requires:** Read Sensory Instruments. **Base Skill:** 80% + 5% per level of experience, and represents the overall comprehension and ability of the character.

Weapon Systems (General): This is the complete understanding of weapon units and systems incorporated in vehicles, such as the Cammanchero. It includes a vast variety of weapons, lasers, particle beams, auto cannons, missile launchers and so on. **Bonus:** +2 to strike This does not include hand-held weapons which require individual W.P. training. **Note:** Characters without the weapons systems skill will be able to operate them, but no bonus to strike and will never have the initiative. **Requires:** Read Sensory Instruments. **Base Skill:** 60% + 5% per level of experience, and represents the overall comprehension and ability of the character.

Weapon Systems (Glitter Boy): This is the understanding on how the weapon systems work in the Glitter Boys. The character can not master all of the weapon systems on all of the Glitter Boys, but can master the weapons systems in one particular Glitter Boy such as the CS GB-10

"Cheetah". It includes comprehensive training on the weapons systems of that particular Glitter Boy. **Bonus:** +2 to strike. This does not include hand-held weapons which require individual W.P. training. **Note:** Characters without the weapons systems skill will be able to operate them, but no bonus to strike and will never have the initiative. **Requires:** Read Sensory Instruments. **Base Skill:** 75% + 5% per level of experience, and represents the overall comprehension and ability of the character.

Weapon Systems (Power Armor): This is the understanding on how the weapon systems work in the Power Armor. The character can not master all of the weapon systems on all of the Power Armor, but can master the weapons systems in one particular Power Armor such as the SAMAS. It includes comprehensive training on the weapons systems of that particular Power Armor. **Bonus:** +2 to strike. This does not include hand-held weapons which require individual W.P. training. **Note:** Characters without the weapons systems skill will be able to operate them, but no bonus to strike and will never have the initiative. **Requires:** Read Sensory Instruments. **Base Skill:** 75% + 5% per level of experience, and represents the overall comprehension and ability of the character.

Weapon Systems (Robots): This is the understanding on how the weapon systems work in the Robots. The character can not master all of the weapon systems on all of the Robots, but can master the weapons systems in one particular Robots such as the UAR-1 Enforcer. It includes comprehensive training on the weapons systems of that particular Robot. **Bonus:** +2 to strike. This does not include hand-held weapons which require individual W.P. training. **Note:** Characters without the weapons systems skill will be able to operate them, but no bonus to strike and will never have the initiative. **Requires:** Read Sensory Instruments. **Base Skill:** 75% + 5% per level of experience, and represents the overall comprehension and ability of the character.

Weapon Systems (Veritech): This is the understanding on how the weapon systems work in the Veritechs (REF and RDF) only! The character can not master all of the weapon systems on all of the Veritechs, but can master the weapons systems in one particular Veritech, such as the Alpha from the *INVID INVASION* Book. It includes comprehensive training on the weapons systems of that particular Veritech. **Bonus:** +2 to strike This does not include hand-held weapons which require individual W.P. training.. **Note:** Characters without the weapons systems skill will be able to operate them, but no bonus to strike and will never have the initiative. **Requires:** Read Sensory Instruments. **Base Skill:** 80% + 5% per level of experience, and represents the overall comprehension and ability of the character.

Weapon System: This is the complete understanding of weapon units and systems incorporated into military vehicles, power armor, and robot vehicles. It includes lasers, particle beams, rail guns, missile and grenade launchers, cannons, and vehicle/robot weapons. Adds a special bonus of +1 to strike when using these types of weapons; this does not include hand-held weapons. **Base Skill:** 40% + 5% per level of experience.

Next section [Rogue Skills](#).

Science

Note: In the world of Rifts, the majority of people can not read nor write. Most of the science skills require literacy as a prerequisite skill. Anthropology (everything can be committed to memory) and mathematics are the only exceptions.

Anthropology: This is the behavioral study of man and other intelligent life-forms and their environments. Studies include societies, customs and beliefs, religions, political structure, as well as rudimentary history and archaeological background. It is important to note that anthropology is more concerned with the study of modern races and societies than it is with ancient ones. This is especially important when dealing with other races and cultures in the present time in order to avoid accidentally breaking taboos or codes of behavior. It will also tell the anthropologist whether he may be dealing with a dangerous people (hate humans, fear technology or magic, are cannibals, worship demons, etc.). The skill can also be used in the examination of items/artifacts and ruins to identify the probable people/race, purpose, and technological level. The character can identify the period in which the item was used (contemporary or ancient), but is not skilled enough to tell whether an item is an authentic artifact or a forgery. In the world of Rifts, few humans and fewer non-humans know much about humankind or the world before the rifts. The anthropological student is one of the few who is well versed in the legends and few facts about the "Time of Man." As a result, he can often identify pre-rifts technology and man-made creations. He is also knowledgeable in their black market value and the many laws that prohibit the possession, sale, and scavenging of ancient artifacts. **Base Skill:** 20% + 5% per level of experience.

Archaeology: This is the scientific study of relics of ancient civilizations by excavation and other means. Studies include proper excavation (digs) techniques, analysis, preservation, restoration, and dating methods (including carbon dating), as well as a rudimentary history and anthropology background. Like the anthropological student, the archaeologist is one of the few who is well versed in the legends and few facts about the "Time of Man." He is an expert in the identification of pre-rifts technology and man-made creations, from books and clothing to vehicles and buildings. The character can ascertain whether the item is an ancient artifact or of recent construction, and therefore, if an item is an authentic or a forgery. He is also well versed in their black market value and the many laws that prohibit the possession, sale, and scavenging of ancient artifacts. For example: The possession of books (even comic and children's books), video discs, or other pre-rifts educational or technological data is illegal by the decree of the Coalition. Failure to turn such items over to the government is a serious crime punishable by imprisonment or death. **Base Skill:** 20% + 5% per level of experience.

Astronomy: The study of the stars and other celestial bodies, their movements, positions, cycles, alignments, and interrelations with the earth and each other. This knowledge can also be used to determine direction, approximate distances, identify seasons, and tell the time of day. **Base Skill:** 25% + 5% per level of experience.

Astrophysics: Knowledge of Stellar astronomy and how it relates to nuclear physics, quantum mechanics, relativity, and other explanations for the creation of deep space phenomena, like quasars and black holes. Gravitonic drive systems require this skill to understand the principles under which they work. **Requires:** [Basic](#) and [Advanced](#) Mathematics. **Base Skill:** 30% + 5% per level of experience.

Biochemistry: Science concerned chiefly with the chemistry of biological processes. From its roots in chemistry, chiefly organic and physical chemistry, biochemistry has broadened to encompass any biological problem amenable to the investigative techniques of both chemistry and physics. Biochemists study such things as the structure and function of proteins, carbohydrates, and enzymes; the chemical regulation of metabolism; and the molecular basis of the action of genes. A milestone in the growth of the field with the elucidation of the structure of DNA. **Requires:** Read the passage above. **Base Skill:** 50% + 5% per level of experience.

Biology: Basic understanding of cells, anatomy, physiology, evolution, and genetics. The character will know how to use a microscope, cultivate bacteria, and how to classify new organisms. **Base Skill:** 30% + 5% per level of experience.

Biophysics: Application of various tools, methods, and principles of physical science to the study of biological problems. In biophysics, physical mechanisms and mathematical and physical models have been used to explain life processes such as the transmission of nerve impulses, the muscle contraction mechanism, and the vital mechanism. **Base Skill:** 45% + 5% per level of experience.

Biotechnology: The use of biological processes, as through the exploitation of living organisms or biological systems as a component in the development or manufacture of a product, in the technological solution to a problem, and the like. For example, genetic engineering techniques have been used to create custom-designed bacteria capable of producing drugs and other substances. Such bacteria can be grown in quantify in "bioreactors" and then processed to extract the substance produced; specially cultured plant and animal cells can be similarly grown and processed. Often the extracted substance is not the final product and needs further chemical processing. The field of biotechnology also, includes genetically enhanced livestock; plants and foods with genetically engineered qualities, such as improved disease resistance or prolonged shelf life; custom-designed drugs, fertilizers, and pesticides; and therapies to repair genetic defects. **Base Skill:** 35% + 5% per level of experience.

Botany: Plants, their categories and functions, are studied extensively, Characters will know the basics of cross-fertilizing and germinating, as well as growing experimental plants. **Base Skill:** 25% + 5% per level of experience.

Cartography: The methods and abilities needed for accurate map making and map reading. Includes a basic understanding of geology, estimation of distances, and the use of advanced sensors for gaging altitude, distance, depths, etc. Characters will be able to make extremely accurate land and underwater maps, including topography, prevailing wind/currents, terrain type and all other pertinent geographic information. Also includes the ability to accurately read and interpret a map, adding +10% to navigation skills when this skill and a map are present. **Base Skill:** 40% + 5% per level of experience. **Requires:** [Navigation](#), [Read Sensory Equipment](#) and [Literacy](#).

Chemistry: The basic understanding of chemical principles and formulae. Characters know enough chemical laboratory procedures of analyzing and synthesizing chemical compounds to act as competent assistants. **Base Skill:** 30% + 5% per level of experience.

Chemistry - Alchemical: A combination of modern chemistry (organic and analytical), botany (a lot of elixirs require different herbs, flowers and roots), and history, with a little cryptography thrown into the

mix. The character can interpret ancient alchemical texts, formulas and directions, and knows how to substitute modern ingredients for their ancient counterparts, and can use high-tech versions of the primitive equipment. A successful roll means the character succeeds in interpreting an alchemist's formula (even if written in code). Depending on the complexity of the procedure, it could take from one to six additional rolls to accurately reproduce an actual elixir. **Base Skill:** 25% + 5% per level of experience. **Requires:** [Cryptography](#), [Chemistry](#), [Chemistry: Analytical](#), [Biology](#), [Lore - Alchemy](#) and [Literacy](#).

Chemistry - Analytical: Training in chemical engineering theories useful in the analysis of compounds and their practical applications. Characters will be highly skilled in the use of laboratory equipment and can analyze and synthesize chemicals. **Base Skill:** 25% + 5% per level of experience. **Requires:** [Chemistry](#), [Math Advanced](#) and [Literacy](#). [Computer Operations](#) is strongly suggested but not required.

Chemistry - Chinese Alchemical: A combination of modern chemistry (organic and analytical), botany (a lot of elixirs require different herbs, flowers and roots), and history, with a little cryptography thrown into the mix. The character can interpret ancient alchemical texts, formulas and directions, and knows how to substitute modern ingredients for their ancient counterparts, and can use high-tech version of the primitive equipment. A successful roll means the character succeeds in interpreting an alchemist's formula (even if written in code). Depending on the complexity of the procedure, it could take from one to six additional rolls to accurately reproduce an actual elixir. **Base Skill:** 25% + 5% per level of experience. **Requires:** [Classical Chinese Literacy](#), [Chemistry](#) and [Biology](#).

Chemistry - Pharmaceutical: This is the study of drugs and their interaction with the human body. Knowledge includes a familiarity with common medical drugs, drug interactions, dosages, the use/distribution of drugs, their effects on the human body, and other biological applications. The skill will enable characters to recognize common drugs and their effects, recognize poisons/toxins, and safely administer existing drugs (painkillers, hallucinogens, stimulants, relaxants, antibiotics, tranquilizers, and so on). The character will also be able to synthesize complex polymers and organic molecules (often taken from living tissue samples). A failed roll means the drug is improperly administered or prepared, and has no effect, or the synthesization process was badly set up, and did not work, etc. **Base Skill:** 20% + 5% per level of experience. **Requires:** [Chemistry](#), [Chemistry Analytical](#), [Math Advanced](#), [Computer Operations](#) and [Literacy](#).

Cosmology: Science that aims at a comprehensive theory of the creation, evolution, and present structure of the entire universe. The Ptolemaic system and the Copernican system are the theories that describe the position of the earth in the universe. According to a hypothesis, the steady-state theory, the universe expands, but new matter is continuously created at all points in space left by the receding galaxies; this theory has new adherents. **Base Skill:** 45% + 5% per level of experience.

Cross-Dimensional Physics: Figuring out the weird multidimensional equations involved in cross-dimensional theory requires a character of pure genius. **Restrictions:** A minimum I.Q. of 26. Characters with an I.Q. of 21-25 can also take this skill, but are -25%. **Base Skill:** 25% + 5% per level of experience. **Requires:** Both [Basic](#) and [Advanced](#) Mathematics as well as [Physics](#).

Cryptozoology: This is the science of piecing together physical, circumstantial, and theoretical evidence to hypothesize about the existence of "hidden animals." Scientists in this field examine bones, footprints, photographs, etc. to determine if a particular animal exists or not. Examples of theoretical animals

include the Loch Ness Monster, the Sasquatch, and Ogoogo. An example of an animal that was found to exist after it supposedly disappeared is the coelacanth. **Base Skill:** 40% + 5% per level of experience.

Requires: Biology and zoology.

Ecology: Study of the interrelationships of organisms and the physical environment. Within the Biosphere; the basic unit of study is the ecosystem - a community of plants and animals in an environment supplying the raw materials for life, i.e., chemical elements (or food) and water. An ecosystem is delimited by climate, altitude, latitude, water and soil characteristics, and other physical conditions. The energy for fueling life activities reaches the earth in the form of sunlight. By photosynthesis green plants capture that light energy and store it in the chemical bonds of carbohydrates, fats and proteins. Some of the energy is acquired by plant-eating animals, and a fraction of it passed on to predatory animals. Such sequences, called food chains, overlap at many points, forming food webs. Once spent, the energy for life cannot be replenished except by further exposure of green plants to sunlight. The chemicals of life are continually recycled by such processes as photosynthesis, respiration, and nitrogen fixation. Disruption of these cycles by natural causes such as drought or pollution can disturb the balance of an entire ecosystem. An ecosystem that has reached a stable and self-perpetuating stage is known as a climax community. When extensive and well-defined, the climax community is called biome. Examples are tundra, savanna (grassland), desert, and forests. Stability is attained through a process known as succession, whereby a relatively simple community, such as lichen- and algae-covered rocks, gives way over time to one more complex, such as forest or tundra. **Base Skill:** 30% + 5% per level of experience.

Electrochemistry: Science dealing with the relationship between electricity and chemical changes. Of principal interest are the reactions that take place between electrodes and the electrolytes in electric and electrolytic cells and that take place in an electrolyte as electricity passes through it. **Base Skill:** 35% + 5% per level of experience.

Entomology: The study of insects, an arthropod class comprising about 675,000 known species, and representing about nine tenths of all classified animal species. Insects are studied for purely biological reasons, as well as for their role as crop pollination; carriers of vital, bacterial, fungal, and protozoal diseases; parasites of humans and livestock; destroyers of economically important plants; and predators of other destructive insects. **Note:** -30% when dealing with alien and mutant life forms. **Base Skill:** 25% + 5% per level of experience. **Requires:** Biology: Basic and Advanced, Math: Basic and Advanced, and Chemistry.

Ethology: Study of animal behavior, especially its physiological, ecological, and evolutionary aspects. Originally, an organism's actions were classified as either instinctive behavior (actions not influenced by the animal's previous experience, e.g., common reflexes) or learned behavior (action dependent on earlier experience, e.g., problem solving). Current emphasis is on the interaction between environmental and genetically determined responses, particularly during early development. **Base Skill:** 30% + 5% per level of experience.

Ethnology: Scientific study of the origin and functioning of humans and their cultures, usually considered a branch of cultural Anthropology. **Base Skill:** 45% + 5% per level of experience.

Geochemistry: The study of the chemistry of a planet (like Earth), especially the study of the absolute and relative abundance of the elements and their distribution and movement. Such studies have provided insights into the evolution of the oceans and atmosphere, the ages of rocks, the chemical evolution of life,

and more recently, the effects of the massive introductions of pollutants into the environment. This will help the character in discovering cleaner sources of power, organic was to rid a pesky insect, etc. In other words the character will study and develop machines, chemicals, gases, etc. to be more environmental friendly. Counts as three skills. **Note:** A failed roll means the experiment or device failed, can not roll again until the experiment is finished. **Base Skill:** 45% + 5% per level of experience.

Geology: The science dealing with the structure of planetary crusts, and the formation and development of their various layers, including individual rocks and fossils. Characters are skilled in quantifying rocks and minerals, as well as being able to judge good conditions for finding a particular type of mineral (such as precious metals or stones, or fossil fuels). **Base Skill:** 25% + 5% per level of experience. **Requires:** [Math Advanced](#) and [Literacy](#).

Geophysics: This is the study of the structure, composition, and dynamic changes of a planet and it's atom- sphere, based on the principles of physics. Applied geophysics uses seismic, electrical, gravimetric, and radiometric techniques for geological exploration and prospecting. **Base Skill:** 35% + 5% per level of experience for those on earth.

Hydrology: Study of water and its properties, including its distribution and movement in and through the land areas of the earth. The hydrologic cycle consists of the passage of water from the oceans into atmosphere; onto, through, and under the lands; and back to the ocean. Hydrology is mainly concerned with the part of the cycle that follows the precipitation of water onto the land and precedes its return to the oceans. **Base Skill:** 30% + 5% per level of experience.

Horticulture: Science of cultivating fruits, vegetables, flowers, and ornamental plants; a branch of Agriculture. Horticulture usually refers to small-scale gardening and agronomy to the large scale growing of field crops. Although many horticultural practices are ancient, relatively recent knowledge of genetics, plant physiology and pathology, biochemistry, ecology, entomology, and soils, and their application (e.g. in plant breeding) of this knowledge, have made horticulture an extremely complex science. **Requires:** See the passage above. **Base Skill:** 45% + 5% per level of experience.

Interdimensional Theory: This complex skill can only truly be understood by highly intelligent creatures. It requires thinking of the universe in terms of four dimensions (not the typical three we are accustomed to). At higher skill percents, it also allows the person to think abstractly about five or six dimensional structures. Practically, the character will understand some of the theories and facts about interdimensional travel, the boundaries between dimensions, what exists in between dimensions, void, quantum mechanics, time travel, space fold, and other complex, dimensional-theory areas of study. Despite this knowledge, it is unlikely the character will ever be able to suggest a practical way to perform any of these feats. **Note:** Many of the equations involved in these theories are much to complicated, even for super intelligent creatures, so computers are needed to fully use this skill. **Base Skill:** The I.Q. + 2% per level. **Requires:** [Math Advanced](#) and [Computer Operations](#). **Restrictions:** A I.Q. of 23 or higher is needed to grasp the concepts.

Marine Biology: This skill is a general knowledge of the ecology of the oceans and seas, with an emphasis on undersea habitats, environments, and the types of fish and sea animals attracted to such places. This skill also gives the character the knowledge of where to look for particular types of sea creatures (i.e. in coral reefs, under rocks, inside caves, warm water, cold water), the types of food sea animals eat/prey upon, migration patterns of fish and eels, and a knowledge of tides, water composition, and ocean plant-life. The marine biology skill also gives the character specific medical and scientific

knowledge about the behavior, habits, evolution, physiology, cells, anatomy and genetics of fish, marine mammals and other types of sea life. This knowledge enables the character to perform surgery, remove glands and sacs of poison or chemicals, prepare antidotes to poisons (from sea creatures only) and the care, keeping and medical treatment of marine animals, including dolphins and whales. **Base Skill:** 35%/25% + 5% per level of experience. The first number is the character's general knowledge. The second number is specific medical and scientific applications, including making antidotes to poison, capturing animals without killing them (+10% to hunt/kill), surgery (sea animals only; -60% on humanoids), and the care, keeping and medical treatment of marine animals. **Note:** -30% when dealing with alien and mutant life forms. **Requires:** [Biology](#), [Math Advanced](#) and [Chemistry](#).

Mathematics - Basic: Knowledge of basic math, including the ability to count, addition, subtraction, multiplication, division, and fractions. **Base Skill:** 45% + 5% per level of experience.

Mathematics - Advanced: Knowledge of all basic and advanced mathematics, including algebra, geometry, trigonometry, calculus, and techniques for using advanced mathematical formulae. **Base Skill:** 45% + 5% per level of experience.

Mathematics - Accounting: Knowledge of advanced mathematics, specifically as they relate to money, taxes, the tabulation of debts, accounts, ledgers, assets, liabilities, and so forth. **Base Skill:** 45% + 5% per level of experience. **Requires:** [Advanced math](#) and [Literacy](#).

Mathematics - Statistics: Includes probability, regression, forecasting, and experimental design. **Base Skill:** 50% + 4% per level of experience. **Required:** Basic and Advanced Mathematics.

Microbiology: This is a branch of medicine that deals with micro-organisms including bacteria, viruses, fungi, parasites and disease agents in man. The study includes antibodies, immunology, techniques in the diagnosis of infectious disease, biochemical genetics, cell structure, cell principles. **Requires:** A background in biology and chemistry. The same conditions for incomplete studies apply as noted under M.D. **Base Skill:** 20% + 6% per level of experience.

Nanotechnology: This is the study of how matter acts on an atomic/molecular level, and how the principles of molecular biology, enzyme control, genetic manipulation, and fine-point electromagnetic control can be used to manipulate matter on an atomic level. Nanotechnology deals with creating things bottom up, atom by atom. It deals with the theoretical technologies that could evolve from being able to control matter atomically. Skill includes using STM (Scanning Tunneling Microscopes), electron microscopes, and all other types of apparatus associated with observing matter on a molecular level. **Base Skill:** 30% + 5% per level of experience. **Requires:** [Computer Operations](#), [Biology](#), [Chemistry](#), [Math Advanced](#) and [Literacy](#). **Restrictions:** On Rifts, the study of nanotechnology is very rare. Only high level scientists, working for large corporations have been able to develop any useful applications for the difficult technology. It is unlikely that a character will be able to find someone to teach him this skill.

Nanomanufacturing: This is an extension of the Nanotechnology skill, giving a greater depth of knowledge in this area. The character will know the basics of building STMs, monomolecular needles, and fine-point electromagnetic control devices, all for the purpose of manipulating individual atoms. He will know how to make nanofactories, how to produce advanced alloys, and so on, all by using atom control devices. Actually building these devices may take months or years, and can only be attempted when in superior high-tech facilities, that have access to appropriate technology. **Base Skill:** 25% + 5% per level of experience. **Requires:** [Nanotechnology](#), [Computer Operations](#), [Computer Programming](#),

[Computer Hacking](#), [Biology](#), [Chemistry](#), [Chemistry Analytical](#), [Chemistry Pharmaceutical](#), [Mechanical Engineer](#), [Electrical Engineer](#), [Math Advanced](#) and [Literacy](#).

Nanorobotics: The specifics of programming nanofactories (once built) to produce extremely small robots. The size of the robots can be anything from 100 times smaller than a human cell to around 1 cm in diameter. These robots can have manufacturing, medical, repair, cleaning or other function, but in each case the nanoscientist will have to be extremely proficient in the appropriate category (ex: if it will be for medical applications, then must be an M.D., pathologist, toxicologist, and an M.D.B.). It may take months (even years) of programming and designing the robots, but once the plans are set, and the factories set up, production will occur extremely quickly. **Note:** Can attempt to make self-replicating nanorobots, but at -40%. **Base Skill:** 20% + 5% per level of experience. **Requires:** [Nanotechnology](#), [Nanomanufacturing](#), [Computer Operations](#), [Computer Programming](#), [Computer Hacking](#), [Biology](#), [Toxicology](#), [Chemistry](#), [Chemistry Analytical](#), [Chemistry Pharmaceutical](#), [Computer Repair](#), [Mechanical Engineer](#), [Robot Mechanics](#), [Electrical Engineer](#), [Robot Electronics](#), [Power Systems](#), [Math Advanced](#) and [Literacy](#).

Nuclear Physics: Study of the components, structure, and behavior of the nucleus of an atom. It is especially with the nature of matter and with nuclear energy. The subject is commonly divided into three fields:

Low Energy Nuclear Physics: the study of radioactivity.

Medium Energy Nuclear Physics: the study of fires between nuclear particles.

High Energy or Particle Physics: the study of the transformations among subatomic particles in reactions produced in a particle accelerator.

This helps the character to understand the fusion turbine engine, how our sun produces its energy and can apply this knowledge to building nuclear devices. The character must choose one of the above fields of study or the character can choose all three, but at the cost of other skills unless otherwise stated. The skill costs lists as follows: number one costs two skills, number two costs four skills, and number three costs six skills, all are accumulative, unless otherwise stated. **Base Skill:** 25% + 5% per level of experience for any and all of the choices above. **Requires:** [Chemistry](#), [Chemistry Analytical](#) and [Math Advanced](#).

Ocean Geographic Surveying: The methods and ability to identify natural geographic formations (mountains, trenches, coral reefs, etc.), identify wreckage and underwater cities, identify Earth minerals, damage caused by earthquakes, earthquake zones, determining depth, accurate map making, accurate map reading and geographic photograph identification and evaluation, as well as a basic knowledge of geology and oceanography. **Base Skill:** 15% + 5% per level of experience (+15% to read maps).

Oceanography: The study of the sea integrating marine applications of geography, geology, physics, marine biology, and meteorology. Oceanography is important to shipping, fisheries, and climatological studies. This will help in attacks at sea, build bases at sea, building sea ships, etc.

Requires: [Geology](#), [Physics](#), [Marine Biology](#), [Ocean Geographical Survey](#), and [Meteorology](#).

Base Skill: 45% + 5% per level of experience.

Oxygen Systems: This skill allows a character to understand all the different ways of obtaining and recycling oxygen, and to build and repair the machinery and equipment necessary for both. All

stations and ships have some kind of oxygen recycling system. Stations and large ships will have a hydroponics plant, which they depend on for both food and recycled oxygen, while smaller ships will have a basic recycling unit. Both will have some kind of equipment for converting water into oxygen and hydrogen. This is not a very exciting skill, but a necessary one. **Base Skill:** 58% + 4% per level of experience.

Paleontology: Study of prehistoric life through the examination of ancient bones and fossils. A successful roll means the character can identify the species and time period of any prehistoric animals, including dinosaurs. Character also has an immediate chance of identifying the time period of any particular prehistoric era simply by observing local vegetation. Specimens can be accurately dated using the lab tests listed at the end of this section. **Base Skill:** 40% + 5% per level of experience.

Dating rocks, fossils & artifacts: The length of time and level of accuracy under scientific conditions is listed on the following chart. Scientific determination of an item's age can be conducted by the character only if the character has the [Chemistry-Analytical](#) skill, and access to the proper facilities. Otherwise, the item must be sent to a laboratory that specializes in such work. The latter is expensive, costing as little as one thousand dollars for items only a few hundred years old and as much as \$10,000 to \$40,000 for an object which is thousands or millions of years old; the ability to do this "in-house" reduces the price to 1D6x10% of normal, but often reduces the usefulness of the data in terms of scholastic debate. This is because the ties of the characters' lab to them brings up the question of impartiality, and the possibility of fraud. Many times, an item is generally considered fraudulent simply because it goes against accepted "history", and if the tests were done by the discoverer, it would stand even less a chance (the reason why, even as late as the coming of the Rifts, scientists on BtS Earth considered anyone who thought Atlantis was a real place a crackpot, and declared even legitimate Atlantean artifacts as frauds, without even studying them).

Age In Years	Level of Accuracy
under 300 years old	Within 2D4 years
301-500 years old	Within 2D6 years
501-1000 years old	Within 3D6 years
1001-2000 years old	Within 6D6 years
2001-5000 years old	Within 1D6x10 years
5001-10,000 years old	Within 2D6x10 years
10,001-50,000 years old	Within 3D6x10 years
50,001-200,000 years old	Within 2D6x100 years
200,001-1 million years	Within 3D6x100 years
1 to 10 million years	Within 2D6x1000 years
over 10 million years	Within 2D6x50000 years

Parapsychology: This is the science of studying anomalous effects in nature, primarily mental. The parapsychologist is also familiar with psychology and statistics and the uses of the two to study psychic and paranormal phenomena. Parapsychology does not include cryptozoology and UFOlogy. Topics of research includes precognition, psychokinesis, and general extra-sensory perception. Using statistics and psychology, the parapsychologist can determine if a subject has psychic potential. **Base Skill:** 40% + 5% per level of experience. **Requires:** Psychology. **Recommended:** Mathematics: Statistics.

Petrology: A branch of geology concerned with the origin, composition, structure, and properties of rocks, as well as, laboratory simulation of rock-forming processes. This will help in establishing what rock formation make the best cover, or what rock formations block sensors, etc. This applies to land and water rock formations. **Base Skill:** 45% + 5% per level of experience.

Physical Chemistry: branch of science that combines the principles and methods of physics and chemistry. It provides a fundamental theoretical and experimental basis for all of chemistry, including organic, inorganic, and analytical chemistry. Important topics are chemical equilibrium, electrochemistry, molecular structure, molecular weights, reaction rates, solutions, and states of matter. **Requires:** Read the passage above. **Base Skill:** 15% + 4% per level of experience.

Physics: The understanding of the physical properties of matter and energy, including acceleration, rotation, inertia, velocity, optics, waves and particles. This skill also includes the use of all lab equipment related to physics, such as lasers, mirrors, and even (at higher percents) particle accelerators. **Base Skill:** 25% + 5% per level of experience. **Requires:** [Math Advanced](#) and [Literacy](#).

Psychological Warfare: This is the art of manipulating the mind to get the desired reaction from the victim. The character could attempt to say or do something to influence a target with the end-result of the victim doing something the character intended.

For example, a player's vampire character, Born With a Sharp Tooth, wants to lure some unsuspecting NPCs to their death. She is the owner of a bar that is a front for all her vampire pals so they can feed on the customers. Born With a Sharp Tooth wants to lure the NPCs to the cellar so her friends can ambush and kill them. The player has devised a plan to help her character do this, unfortunately it requires this skill, fortunately Born With a Sharp Tooth has this skill. Disguised under her cover as barmaid she approaches the NPC's table. In a near whisper that everyone seated at the table can hear she asks them if they would like today's special of "raw meat". When they reply no she states it again in a way that seems to suggest there is more to the word than originally implied; maybe it is a secret word or term used to describe some illegal activity. The player would then make a skill roll for the vampire. If the roll succeeds then the NPCs understand the implied meaning behind her words. If any of the NPCs have a genuine interest in unsolicited activities they would follow the vampire to the cellar and the awaiting ambush. If the roll fails then the NPCs would simply say no (in probably a disgusted manner) and continue with ordering their food. If any of the NPCs at the table are versed in psychological warfare or psychology they could make a counter-roll to see if they noticed anything suspicious in the vampire's failed attempt (this can only be attempted if the character fails his/her roll).

If the target is of the same race as the character then the roll is made based on the base skill, but if the target is of a different race then a Lore roll (DB or otherwise) must be performed. If successful then the roll is still based on the base skill, but if the roll fails the character receives a \wedge 10% on his skill roll. If the target is a rare (generally uncommon) race then the character must perform his roll at \wedge 15%. As mentioned in the above example characters with Psychology or Psychological Warfare may make counter-rolls when someone makes a failed attempt to manipulate them. A successful roll would simply tell them that they noticed something suspicious in "saboteurs" approach. It is

suggested that the GM perform these type of rolls for the players (as they should not be aware of any weird going-ons unless the roll succeeds and even then it is limited) and announce nothing unless the roll is successful. **Base Skill:** 25% + 5% per level of experience. **Requires:** Psychology

Psychology: The study of the human mind and human behavior. It scientifically tries to unravel the psychological process by considering the effects of such intangibles as attitude, desires, thoughts, memories, stress, environment, dreams, and emotion. The psychology skill provides the character with a complete, broad understanding of the principles, practices and theories of psychology. Thus, he or she will recognize abnormal behavior (phobias, psychoses, obsessions, neuroses, etc.), stress and exhaustion, as well as suggest a therapy. The character will also be able to recognize the use/presence of unnatural influences, such as drugs, hypnosis and other mind control (like magic, psionics and possession). A failed roll means that an abnormality has not been recognized or that an incorrect judgment has been made. **Base Skill:** 30% + 5% per level of experience. **Requires:** [Research](#), [Computer Operations](#) and [Literacy](#). **Restrictions:** This is a very rare skill on Rifts, studied by few. Therefore, it is unlikely anyone but a Rogue Scientist would have learned it.

Psychotherapy: This training is an in depth knowledge of the principles, theories and evaluation of human behavior, and includes analysis, understanding and treatment of emotional, mental, motivational, and perceptual disorders; interaction of emotion, nervous system, sensory-motor mechanisms, personality assessment, drug dependence, and treatment. This character will not only be able to recognize abnormal behavior (insanity) but is also able to treat the person himself (see cures for insanity). The individual is also able to assess another character's disposition, social/economic background, environment, probable alignment, and recognize the use/presence of mind/personality altering influences. The first number indicates the proficiency for recognizing and treating a psychological abnormality. The second number is the character's skill in accurately assessing characteristics, disposition, alignment, etc. The character must spend at least an hour of conversation with the other person to make an assessment. Roll for each individual characteristic. Alignment assessments are limited to good, selfish, evil. **Base Skill:** 30/20% + 5% per level of experience. **Requires:** [Psychology](#), [Research](#), [Computer Operations](#) and [Literacy](#). **Restrictions:** This is a very rare skill on Rifts, studied by few. Therefore, it is unlikely anyone but a Rogue Scientist would have learned it.

Temporal Physics: This is the theoretical physics that explains all the weird things about time travel, including the Coils, Twists and Cycles. Characters or research teams who are investigating time travel for the first time must have a Temporal Physicist to explain the theory, and to predict setting needed to reach any new Twists or Cycles. Characters with this skill are also able to evaluate improvements in time travel devices, and can design totally new kinds of temporal manipulation machines. **Restrictions:** A minimum I.Q. of 21. **Requires:** Math [Basic](#) and [Advanced](#), [Physics](#). **Base Skill:** 20% + 5% per level of experience.

Theology/Philosophy: Theology is the study of God(s), religions, and the relationships between the deities and the universe and its people. Rational theology is based on opinions deduced from reason. Philosophy is the study of the processes governing thought and conduct. Areas can include aesthetics; ethics, logic, metaphysics and so on. **Base Skill:** 50% + 8% per level of experience.

Trans-Dimensional Physics: Characters with this skill are able to literally picture, in their mind's

eye, the entire mathematical universe, complete with time coils and an infinity of alternate dimensions. **Base Skill:** 10% + 4% per level of experience. **Requires:** [Math Advanced](#), plus **BOTH** [Cross-Dimensional Physics](#) and [Temporal Physics](#). **Restrictions:** A minimum I.Q. of 46.

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

Xenology: The biological study of alien species. This skill provides general information about the most commonly encountered species in the Three Galaxies. Without Xenology, any attempts to use a medical skill on a creature from another species are at -20% to skill rolls. **Base Skill:** 30% + 5% per level of experience.

Zoology: The specific branch of biology dealing directly with animals. Characters will know enough about mating habits, migrations, eating habits of most animals as well as the proper care for keeping animals. **Base Skill:** 40% + 5% per level of experience.

Next section [Spatial Skills](#).

Spatial

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

Jury-rig: Jury-rigging is an essential part of life in post-flash space. When something breaks down it must be repaired quickly and with anything that comes to hand. A character with this skill can repair almost anything, or even build something out of scrap components. There is no guarantee that the jury-rig will hold for very long (4D6 hours or 2D4 days, whichever is most appropriate), or will even work in the way intended (roll again, a failed roll means the system is only 50% functional), but it may well save a character's life until they can get to a base and buy something more permanent. **Base Skill:** 40% + 5% per level of experience.

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

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

Next section [Technical Skills](#).

Technical

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

Antiquarian: Knowledge of historical and ancient artifacts, including the ability to accurately appraise valuables. Includes a basic understanding of precious stones and metals. Of course, the definition of "historical" depends on the game and era played; i.e. this skill would be used by a Rifts Black Marketeer to appraise pre-rifts items (his area of specialty), while most other games would not include 20th/21st century technology in the skill. The exact nature of the area(s) of specialization of the skill is up to the GM, and may be based on the History Specialization's possessed. **Base Skill:** 40% + 5% per level of experience.

Art: The ability to draw or paint or sculpt or do craft-work. Scholastic art training indicates a professional quality, while a secondary skill indicates a talented amateur. **Base Skill:** 35% + 5% per level of experience.

Balloon Animal Making: The ability to turn long thin balloons into light-weight animal masterpieces, as well as churning out novelty hats, big "glasses" etc. Scholastic training indicates a professional clown or stage magician level of ability, while secondary skill means a gifted amateur. **Base Skill:** 35% + 5% per level of experience.

Basic Construction: The practiced skill of repairing structures (including bridges, houses, skyscrapers, the Statue of Liberty, etc.) or building them, under competent supervision (this would be the skill belonging to most of today's construction workers--non-college-trained, blue collar laborers). This includes the ability to read simple blueprints and the ability to operate simple construction equipment (such as small welders, solderers, power drills, etc.). People who have this proficiency understand how buildings are constructed. This can be useful in the case of rescuers trying to dig people out from under a collapsed building (i.e. figure out how to shift it so the whole thing won't collapse on the people). **Base Skill:** 50% + 5% per level of experience.

Basic Drafting: Includes reading and drawing simple blueprints, as well as making fairly good-quality drawings (Basic Mathematics required). **Base Skill:** 50% + 5% per level of experience.

Bionics: Study of living systems with the intention of applying their principles to the design of engineering systems. Drawing on interdisciplinary research in the mechanical and life sciences, bionics has been used in audiovisual equipment based on human and ear function, to design air and naval craft patterned after biological structure of birds and fish, and to incorporate principles of the human neurological system in data-processing systems. Another application has been the development of artificial limbs controlled by recognition of the electrical patterns in muscle tissue. **Base Skill:** 45% + 5% per level of experience.

Breed Dogs: The first percentile number indicates the art of raising, mating/breeding, taming and

training domestic and wild canines, as well as a knowledge about canines in general.

The second percentile number is used to attempt to tame a wild canine, teach a dog tricks, or to train the animal for a specific task like tracking, retrieving, pointing, herding animals, attack on command, and so on. A failed roll means that the animal refuses to learn that particular trick or specialty. Note: These are trained work animals or pets, not familiars. **Base Skill:** 40%/20% + 5 % per level of experience.

Brewing: Is the making of fermented alcoholic beverages from grains or fruits. This specifically includes wine, mead, ale, beer and moonshine. More sophisticated alcohol, such as brandy, rum, and whiskey, are not included, nor are champagnes or fine wines. The first percentile number indicates the chance of success (a failed roll means a ruined batch of booze). The second indicates the quality of the brew. The higher the number rolled the tastier the drink). **Base Skill:** 25%/30% + 5% per level of experience.

BS Writing: Similar to both the Technical: Writing skill and the BS Smooth Talking skill, BS Writing is much like a mix of the two. This is the ability to come up with a completely lame-ass piece of writing that will pass off as a genuine article. This also includes the ability to think up some BS and right it on the fly, much like righting this skill description <g>. Characters skilled in BS Writing will often use a lot of proverbs and will use many big words in their writing, such as supercalifragilisticexpealodocious <sp> and acetylsalicylic acid <aspirin>. **Base Skill:** 45% + 5% per level of experience.

Bureaucracy: This skill involves knowledge of bureaucracies and their procedures. It can be used in two ways. First, to determine whether a player character knows something about a bureaucracy (how to get the right form), or about bureaucracy in general (what kinds of things they're likely to require). It can be used to obtain cooperation from a bureaucrat. Someone unfamiliar with a bureaucracy can struggle with forms, procedures and bureaucrats for hours without getting what he/she wants; someone who knows how to deal with bureaucrats will figure out the right procedures, which forms he needs, and who he needs the approval of or cooperation from a bureaucracy. Of course there are penalties on the type of information being requested:

- Available to All (finding out how much you owe for that car you bought.) - 0%
- Available to Almost Anyone (finding out who's on the next flight coming into town.) - 10%.
- Any situations in between may be + or - 5% that is up to the GM and/or the players.
- Available to Anyone Who Qualifies (Use of credit or to acquire a loan from a bank.) -20%.
- Any situations in between may be + or - 5% that is up to the GM and/or the players.
- Fairly Restricted (Low level secrets that even privates know, that have and/or can be leaked to the public.) - 30%.
- Any situations in between may be + or - 5% that is up to the GM and/or the players.
- Moderately Restricted (Limited to Lieutenants and above, no civilians can obtain access to the information.) -40%.
- Any situations in between may be + or - 5% that is up to the GM and/or the players.
- Extremely Restricted (Limited to Colonels and above, no civilians can obtain access to the information.) -50%.
- Any situations in between may be + or - 5% that is up to the GM and/or the players.

The difficulty is modified for: (All are accumulative)

How common or unusual the request is. Bureaucracies have smooth procedures for dealing

with common problems, but are unwilling to break rules or establish new procedures. Very common problems: - 0%. Uncommon Problems: - 15%.

Extremely unusual requests: - 25%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Whether the bureaucracy is extremely well funded and has an Excellent morale (- 0%), whether the bureaucracy is somewhat well-funded and has good morale (-15%), or is poorly funded and in a bad shape (funding savaged, completely mismanaged: -25%). Any situations in between may be + or - 5% that is up to the GM and/or the players.

Whether officials have particular reason to trust the character (Coalition, or a Coalition ally - 0%). Whether officials have a particular reason to distrust the character (Coalition or ally dealing with their particular officials - 15%). Known crime figures dealing with any type of authority - 30%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Once the difficulty number is determined, make a skill roll. Success means the character gets what he wants in short order (depending on circumstances, that can mean in a few minutes or a few days). Failure means his request is refused, or routed elsewhere, or the bureaucracy will take days or months making up his mind, etc. **Base Skill:** 60% + 5% per level of experience.

Candle making: Characters with this skill will be able to produce their own candle wax for the purpose of candle-making. It is also possible to create specialty candles with this skill, with penalties appropriate to the complexity of the job. May be taken twice to denote professional quality. **Base Skill:** 30% + 5% per level of experience.

Chinese Antiquarianism: Knowledge of the value and rarity of Chinese artistic, historical and ancient artifacts. The character can attempt to appraise the dollar value of any item. In addition, the character knows how to buy and sell antiques, and will be able to locate customers for any given item. The character can also attempt to determine fakes and frauds, based on both the quality of the item, as well as whether or not it fits correctly into the knowledge of the period. Also includes a basic understanding of precious stones and metals and the ability to do simple quality tests. For example, the character can do a simple test for the purity of gold or examine a gem and determine its size (carats), clarity and luster. **Base Skill:** 35% + 5% per level of experience.

Chinese Calligraphic Codes & Code Breaking: This very special form of Cryptography involves training in Chinese mythology, the classics of Chinese literature, plus an extensive investigation into the different styles and techniques of Chinese calligraphy. Chinese codes usually involve two levels of deception. First, the characters are altered, substituted, or invented, so that the code-breaker will have to figure out a whole new "alphabet." Second, the messages are usually cryptic references to historical or mythic figures, so the code-breaker has to have a good knowledge of books and legends. **Base Skill:** 10% + 2% per level of experience.

Chinese Classical Studies: The character is a master of the four categories of classics of China, including hing (classics), Shih (history), Tzu (philosopher's writing), and Chi (miscellany). In addition, the character has committed to memory (to the point where they could pass one of the fabled imperial examinations) the Five Sacred Books (the I Ching, Shih Ching (Book of Odes), Shu Ching (Book of History), Li Chi (Book of Ritual), and Ch'un Ch'iu (Spring & Summer Annals)) -- and the four books of

Confucian thought -- The Great Learning, the Doctrine of the Mean, Analects of Confucius, and the Works of Mencius. **Base Skill:** 40% + 5% per level of experience.

Chinese Mythology - Buddhist: This skill is pretty much the same as the Taoist version, except that it deals with the equally crowded hordes of Chinese Buddhist entities. However, it is a different skill from the Taoist version. **Base Skill:** 35%+5% per level of experience.

Chinese Mythology - Taoist: Includes extensive knowledge of the vast library of works on Chinese myths relating to gods, ghosts, demons, monsters, dragons, Immortals, and the undead. Since there are such a vast array of mythic entities (it is said, for example, that every star in the sky corresponds to a named deity in Chinese Mythology), character is very skilled at locating written references on any given subject. This is all further complicated by the legends of Immortals becoming gods, of gods becoming mortal, and of virtually any mythic figure dying and being reincarnated as some "other" mythic figure. Characters will, given a few hours of research time and access to a decent library, be able to come up with a variety of legends (unfortunately, often contradictory) on any given named mythic entity or related to any particular place or period of Chinese history. **Base Skill:** 35%+5% per level of experience.

Cobbling: The simple skill of fashioning and repairing shoes, boots, and sandals of all types and makes. May be taken twice to denote professional quality. **Requirements:** Leather Working. **Bonuses:** +5% if the sewing skill is known. **Base Skill:** 25% + 5% per level of experience.

Construction Demolitions: This is the same as the Technical Demolitions skill; however only civilian (construction) applications are taught. When working under military conditions, or with a military application of the skill, subtract 30%. **Note:** An exception to this is the Military Construction Engineer, who specializes in this kind of work. **Base Skill:** 60% + 5% per level of experience.

Contacts: Because the number of people living in orbit and the rest of the solar system is so small, there is a good chance that a character will know or have heard of a particular person. This skill measures how good that knowledge of the people around him is . It can also be used to make connections between objects and people who are particularly associated with them.

The base percentage of this skill is a character's chance of having heard of a character before. If the person in question is from the same home base or in the same occupation as the character making the roll, this base percentage is doubled. One-tenth of the base percentage is the character's chance of personally knowing the person mentioned.

To give an example, Parks, a pilot from the Yuro base, notices a distinctively designed transport vessel moving near his hip. His contacts skill is 12%, but because particular ships are associated with their pilots and he is a pilot, he doubles it to 24% before the rolls the dice. He gets an 02, less than one-tenth of his 24%, and recognizes the ship as belonging to an old business associate, Tobermory. They dock and Tobermory introduces his new engineer Clint, originally from the Freedom base. Parks rolls against his base 12% because he is not an engineer nor from Freedom Station, and the result of 45% shows that he has never heard of Clint before (too bad, because Clint is a dangerous psychotic). **Base Skill:** 6% + 2% per level of experience.

Deep Sea Fishing: Although similar to Freshwater fishing, the methods involved are very different. Smaller fish are generally caught using a variety of different nets in quantity (4D6 fish at a time). For bigger fish (50 pounds and up), special tackle is required, which is actually attached to the ship. Those with this skill have a basic knowledge of the most common fish, and know the proper techniques for preparation and cooking (some fish have poison glands or quills that must be removed prior to cooking).

For line fishing, roll once every hour, but once every ten minutes for net fishing. May be taken twice to denote professional quality. Note: While someone with the Freshwater fishing skill can catch and cook fish while on ship, using the usual techniques, they'll catch only the smaller fish, and they'll only roll for success once per hour. Also, they won't have the knowledge involved in identifying which are edible, or the details of how a specific fish should be prepared. **Bonuses:** +5% if the identify sea life skill is known. **Base Skill:** 32% + 4% per level of experience

Diplomacy: A very important survival skill, this skill represents either a natural talent or special training in the gentle art of compromise and negotiation.

Those who possess this skill are experts at dealing with others and have a knack for creating items such as political policy and for smoothing over hurt feelings.

Though this skill is not meant to replace characters role-playing out their encounters and political dealings, the GM should incorporate it somehow into the situation. **Base Skill:** 25% + 5% per level of experience.

Because of the massive factors that affect a diplomatic situation (not all of which can possibly be represented), here are some bonuses and penalties that will affect the character's skill roll:

Bonuses:

- Gets a bonus to his skill percentage for a high M.A., using the I.Q. attribute section of the "bonuses from high attribute" chart to determine the bonus.
- The skill user has had favorable dealings with the other party in the past: +10%
- The skill user's race is allies with that of the other party: +5%
- The other party favors the skill user's position (though he may not be completely sure): +15%

Penalties:

- For each point of I.Q. that the one upon whom the skill is being used has above 16, subtract 2% to the skill user's percentage.
- The skill user has had unfavorable dealings with the other party in the past: -20%
- The skill user's race is enemies with that of the other party: -10%
- The other party opposes the skill user's position vehemently: -25%

Entrepreneurship: The mastery of business, finances and economics necessary to build companies from scratch, as well as management of existing corporations, recognizing and solving problems, investment opportunities, and to the know-how buy out other businesses. Aside from management skills the character has to have the charm necessary to raise investment money and direct both people and resources. **Base Skill:** 40% + 4% per level of experience. This skill costs 1 slot for running businesses whose yearly gross is less than 100,000 dollars/credits, 2 slots for grosses up to 1 million, 4 slots for grosses up to 10 million, and 6 slots for no upper limit. For operating businesses over their expertise, there is a -10% per skill slot difference penalty. Also, persons with the 4 or 6 slot versions are -30% to operate businesses that fall in the 1-slot skill's area of expertise.

Fashion Tools and Weapons: Useful tools and weapons can be constructed from readily available material. These crude items are usually made from wood, stone, vines, and bones, and include making a simple wood and/or stone hammer, club, hand shovel, pick, fishing hook, bone needle, wooden stake, torch, rope, string, fishing line, simple flute, blow gun, staff, wooden spear, bola, throwing stick, arrow, short bow, stone knife, and spear and axe head made from chipped stone. The ability to fashion tools is a source of pride for jungle tribesman and wilderness folk. An unsuccessful roll results in a product that is

completely useless, try again. It generally takes about 1D4 hours to make a small, simple item and 2D4+1 to make a larger, more elaborate item like a stone axe, spear with a stone head, short bow, etc.

Base Skill: 20% + 5% per level of experience.

Gem Cutting: The ability to evaluate and cut gemstones. The monetary value of a gemstone can be determined by a thorough examination where any flaws, chips or imperfections will be observed. In addition, the character can cut gem stones to increase their value or cut one stone into several smaller ones. The first percentile number is to appraise gemstones while the second is used to cut stones. When a cutting roll is failed the stone is damaged, which decreases its value. However, the stone can be cut again to repair the flaw; although the stone will be smaller and of lesser value than the original. **Base Skill:** 25/10% + 5% per level of experience.

Gemology: Skill in identifying and appraising the value of precious metals (silver, gold, etc.) and stones (jade, ruby, sapphire, diamond, etc.). This ability also enables the person to identify fakes, but at a penalty of -10%. A failed roll means the character cannot tell whether or not the item is fake or real, or its value is grossly under or overestimated. **Base Skill:** 25% + 5% per level of experience.

General Repair/Maintenance: Not everyone can be an Operator, blacksmith or a carpenter, but many are good with their hands and capable of doing minor work for themselves. The General Repair/Maintenance skill includes: sharpening blades, minor repairs on weapons, packing their own S.D.C. bullets/ammunition, sew tears in clothes (it may not look pretty, but does the job), replace a wagon wheel, change a tire, shoe a horse, repair furniture, paint, varnish, nail and assist in basic woodworking, and even do minor patchwork on armor (restores 1D6 M.D.C.).

Roll once to see whether the character can figure out what's broken, what must be done to fix it, and whether it's beyond their meager abilities. Roll again to determine success or failure in making the actual repair. If failure, the player may try again, but only twice. **Base Skill:** 35% + 5% per level of experience. Reduce skill proficiency by half if the item is extremely damaged, complex, high-tech or alien.

Glassworks: This skill can be used to create a variety of glass products from store windows to ceramic style glassware. When used in conjunction with the blacksmith skill it is possible to create stained glass windows. May be taken twice to denote professional quality. Areas of specialization: Glassblowing (making glass objects, such as bowls, goblets, and others), glazier (coating an object in glass), and oculist (lens maker). **Bonuses:** +5% if the chemistry skill is known. **Base Skill:** 20% + 5% per level of experience.

History: An extensive and continuing study and love for world history. This skill provides the character with a general knowledge of the growth of civilizations, cultures, religions and myths, past and present. The character will recognize major types of ancient architecture, ruins, areas of historical significance, weapons, characteristics, demons and deities. Select one Lore as an area of particular interest, but note that any educational skill bonuses will not apply to that lore area. **Base Skill:** 45% + 5% per level of experience. A failed roll means failure to recall details.

History-Era Specialization: There is a big difference between the History skill (roughly equivalent to High School/College US & World Civilization classes) and having a thorough knowledge of an era of history (300 level and above classes on the subject). Each of the following specializations is the result of in-depth study of a cultural era, possibly at the graduate school level. A beginning list of specializations is below; it does not necessarily encompass all possibilities, especially for alien cultures. **Note:** Some skills are available only in certain games, for obvious reasons.

Cost	Type
1	20th Century
1	19th Century
1	18th Century
1	16 & 17th Century
1	Renaissance Era
1	Medieval Era
1	Greco-Roman Era
1	Middle-Eastern (600 AD to modern day)
1	Ancient Civilizations
1	Oriental Culture
1	Indian (Asia)
1	West
2	Native American - Pre-Columbian
2	African - Pre-Colonial
2	(Rifts) Atlantean Era
2	(Robotech or Macross) Zentraedi
2	(Rifts & PFRPG) Palladium World

History, 20th Century: From 1901 to 2000 A.D. Characters who visit the modern world from another time, or another dimension, will be confused and bewildered without this skill. Anyone brought up in the 20th Century will automatically know how to get around in the world, but unless they have this skill, they won't necessarily know anything about the big picture of society and politics. **Base Skill:** 50% + 5% per level of experience.

History, 19th Century: From 1801 to 1900 A.D. The mature and developed colonial empires are at their height, and with the defeat of Napoleon, Britain becomes the foremost world power. Also covers the birth of the industrial age, when steam engines and massive political movements move millions around the world. Military and weapons technology advances from the flintlock, through the percussion cap, and on to the prototypes for all modern gunpowder weapons. **Base Skill:** 60% + 5% per level of experience.

History, 18th Century: From 1701 to 1800 A.D. Although America breaks off from Britain to form the United States, virtually every other colonial tactic is successful. The English and French colonial empires continue to grow, while the Spanish and Portuguese gradually fade into feeble and incompetent dominions. Age of Flintlock Guns. **Base Skill:** 50% + 5% per level of experience.

History, West: This is a basic historical knowledge of the myths, legends and (distorted) history of the pre-Rifts West, as well as the post-Rifts New West. The focus of this history is on cowboys, gunslingers, gunfighters, Indians, and their weapons, habits and mannerisms, as well as the Code of the New West, Cowboy's Code, and basic information about notable monsters, vampires and famous people and outlaws. The base skill percentage indicates the approximate degree of information the character has learned or can remember accurately.

Base Skill: 30% + 5% per level of experience.

History, 16th & 17th Century: From 1492 to 1700 A.D. The major feature of this era is the establishment of the first true worldwide empires. Both Spain and Portugal establish global networks of trade and colonization, while England, Holland and France try to fill in the gaps. Age of Matchlock Guns. **Base Skill:** 60% + 5% per level of experience.

History, Renaissance: From 1350 A.D. to the beginning of the 1500s. After the monotony of the Middle Ages, the following historical period saw dramatic changes in every field of human arts and technology. Age of early (mostly artillery) guns. **Base Skill:** 50% + 5% per level of experience.

History, Medieval: From roughly 476 A.D. until about 1350 A.D. The age of feudal society, where armored knights, nobles and kings dominated the world by force of personality and arms. Also covers the Gothic Conquests, the Byzantine Empire, and the rise of Muslim Civilization (though the latter is covered in more depth by its own specialty). **Base Skill:** 40% + 5% per level of experience.

History, Greco-Roman: Rome, and the Roman system of government of laws, played an important role in world affairs for almost 2,000 years. The character will learn about Rome from its start as a City-State, around 500 B.C., through the sacking of Rome in 455 A.D., and continuing through the Byzantine, Eastern Roman Empire, that lasted until 1453 A.D. Also includes classical Greek and Etruscan history, from the time of the Minoan culture up to the rise of Rome. **Base Skill:** 40% + 5% per level of experience.

History, Ancient Civilizations: Includes a study of Mesopotamian, Sumerian, Babylonian, Egyptian, Phoenician, Greek and Persian civilizations. In other words, all known history, from the earliest records (about 3500 B.C.) until about 200 B.C. Unfortunately, much is unknown about this period, and much more woefully inaccurate. **Base Skill:** 30% + 5% per level of experience.

History, Chinese: Extensive knowledge of the history of China. The character can, based on architecture, materials, technology, artistic form, and style of calligraphy, identify objects or sites associated with the various dynasties and pre-dynastic periods. The character will know the names, and at least a brief history, of all the various rulers of China, the various kingdoms and provinces, and important neighboring nations, as well as the works of such important writers as Confucius, Mencius, Lau Tzu, and Sun Tzu. **Note:** In order to have the Chinese History skill, the character must have at least stage 3 skill in in Chinese Language. **Base Skill:** 45% + 5% per level of experience.

New Historical Specializations (not taken from existing lists):

History, Middle-Eastern (Islamic): Covering from . 600 AD to the modern day, this skill covers the states of the Middle East from the decline of Roman & Byzantine influence and the origins of Islam, to the modern nations that arose from the spread of the religion. To a lesser extent, also covers the non-Islamic states affected by the Islamic ones (Israel, Lebanon, Moor-occupied Spain prior to 1490, etc.). **Requires:** Knowledge of one of the [Islamic philosophies](#). **Base Skill:** 40% + 5% per level of experience.

History, Oriental Cultures (general): Unlike Chinese History, this covers China, Mongolia, Japan, and Southeast Asia from Vietnam to Thailand. As this is a lot less specific, the information is as well. One specific area listed (other than Chinese) can be further specialized in, but at the cost of an additional skill slot and a requirement of knowledge of the language for that specialization. **Base Skill:** 20% + 5% per level of experience. For an area specialization, add +20% to that area, but subtract 10% from all other areas.

History, Indian (Asia): The history of the Asian subcontinent from the arrival of the Aryans through the British colonial era. Is somewhat spotty from 1800 on (use appropriate century skills, otherwise use this skill at -20%), and information concerning the pre-Aryan civilization is mostly theoretical, and based on the legendary stories handed down from that period. **Note:** Many nontraditional historians (those who don't blindly dismiss the idea of ancient high-tech civilizations) have pointed out that the Vedas and other books have VERY detailed, graphic accounts of the use of aircraft, chemical weapons, and even NUCLEAR WEAPONS, even describing in detail the decontamination procedures for the latter. In BTS, Rifts, or even the Anime-based games, such references could be directly connected to the fall of Atlantis and related civilizations (in the first two, fighting off the demons; in the latter, tying into the origins of the Tyroleans or Marduk). **Base Skill:** 40% + 5% per level of experience.

History, Native American (Pre-Columbian): This skill covers the societies of the Americas prior to the arrival of the Conquistadors. Taken as a first level specialization, it covers to an extent all of the societies from Alaska to Chile, but is weak in all areas. When the skill is taken, the character must take an area of concentration, with a bonus of +20% in that area alone. Choose from South American, Central American, North American and Arctic cultures. **Base Skill:** 20% + 5% per level of experience.

History, Pre-Colonial Africa: This skill covers the African continent from the point of view of the areas not influenced directly by Phoenician or Egyptian ancient civilization, nor by their Greco-Roman conquerors. One has to be careful to keep objective in this area, as much of the "facts" in this field are either remnants of colonial disbelief that the natives could have been responsible, or "Black Power" myths that are as equally fallacious. The only trustworthy histories are the local oral ones, and these can be distorted by later cultural exposure. **Base Skill:** 20% + 5% per level of experience.

History, Rifts Atlantean Era: Only available to True Atlanteans, Sunaj and their allied races (such as the Chiang Ku Dragons). The might and majesty, not to mention the tragic fall, of ancient Atlantis is too important for those societies who witnessed it to forget (for to forget can mean its repetition). **Base Skill:** 40% + 5% per level of experience.

History, Robotech or Macross Zentraedi: As with the Zentran Lore Skill, this skill's specifics depends on the universe it comes from. Whereas the Lore skill is primarily a cultural (or lack thereof) skill, this skill is a compiled record (from ship archives and interviews with officers) of the real history of the race, from its greatest battles to its supposed origins. Can be used at -40% for use on Tyrolean or Marduk history. **Base Skill:** 40% + 5% per level of experience.

History, Palladium World: A skill common on both Palladium and Rifts Earth (among

immigrants), this is a scholarly skill on the history of Palladium from the defeat of the Old Ones up to the point studies were last done on the planet (may be up to date, or off by hundreds of years if the last visit was right after the Rifts came to Earth). A person with skill has likely read, at least, portions of the Tristine Chronicles, possibly even the entirety of one of the popular versions. **Base Skill:** 40% + 5% per level of experience.

Historical Language: Besides time travel, these skills are often useful in dealing with D-Bees from alternate Earths, whose history diverged from (Rifts) Earth's own, or even in other games that could conceivably deal with visitors from another Earth.

Language-Classical Greek: One of the most valuable of all historical languages. Once limited to a fairly small region, Alexander's great conquests spread Greek through much of the world. Highly educated people were expected to speak, read and write Greek until the early Twentieth Century. It is also one of the standard languages used by all True Atlantean societies, and so would be a boon for most dimensional travelers. **Base Skill:** 50% + 5% per level of experience.

Language-Latin: The rough language of the Roman soldiers and merchants became the common language of trade all over Europe, Africa and through much of Asia. Later, with the growth of the Church of Rome, Latin became the common language of priests and learned people all over the world. Note that educated people living at the height of the Roman Empire preferred to speak Greek. **Base Skill:** 55% + 5% per level of experience.

Language-Norman French: Useful in Western Europe from about 800 A.D. to 1200 A.D. After the Norman Conquest in 1066 A.D., it became the nobles' language in England. Eventually, it evolved into modern French, the language of culture until the Twentieth Century. **Base Skill:** 55% + 5% per level of experience.

Language-Portuguese: The main explorers of the Fifteenth Century were Portuguese, and they spread their language throughout the known world. Along with the Spanish, the Portuguese maintained the major colonial empires after the discovery of America. Their language is common in South America, Southeast Asia, and along the coast of Africa. Note that it is closely related to Spanish during this period, and the other language can be understood at a -10% penalty, with an additional -5% for every 100 years since 1500 A.D. **Base Skill:** 55% + 5% per level of experience.

Language-Colonial Spanish: Spain, and the royal family of Spain, dominated Europe, and most of the rest of the world, from the time of the discovery of America in 1492 A.D., until the defeat of the Spanish Armada. Most educated people and diplomats would be expected to speak Spanish until the Eighteenth Century. Note also the compatibility with Portuguese in that language skill; the same modifiers apply here. **Base Skill:** 55% + 5% per level of experience.

Chinese Language & Literacy: Chinese, as a language is unique in the world. That's because the language has been in continuous use, both in the spoken and written form, for over three thousand years. And, because the written language is based on abstract characters (ideas), rather than phonetics (sounds), it has become more and more complex as it evolved. Here are the four "levels" of literacy available to characters, depending on which skills they

select. Native Speakers get Stage 2 or 3 as their base skill, based on their level of education. An upgrade costs the stage level in slots, not counting other requisites.

Stage 1 - Thousand Character Literacy. This applies only to characters who take Chinese as an secondary skill. The character can read simple instructions, write notes, and knows how to use a Chinese dictionary (something that a character with no skill in Chinese could not do). The character knows only one dialect, either Mandarin or Cantonese. **Base Skill:** 40% + 5% per level of experience.

Stage 2 - Chinese Literacy. Applies to native speakers (those raised in a Chinese-speaking household) and to characters who take Chinese as an O.C.C. skill. The character can read and write around 3,000 ideograms, and can quickly learn more when they need to. Reading and writing are fully fluent and it's possible to read all modern newspapers, magazines and popular books. The character knows both Mandarin and Cantonese dialects. **Base Skill:** 55% + 5% per level of experience.

Stage 3 - Advanced Chinese Literacy. The character must have an O.C.C. skill in Chinese Language (or be a native speaker) and either Chinese Antiquarianism, Chinese Classical Studies, Chinese History, or Chinese Mythology (any one will do). Or, must spend two language slots from the Oriental Studies Program (the base ability, plus the additional slot). The character has a mastery from 15,000 to 50,000 characters, which means that anything printed in the late Twentieth Century is Readable. With reference books and dictionaries, the character can attempt to decipher ancient manuscripts and inscriptions. Knows both Mandarin and Cantonese, and can also read and write Chinese cursive script. **Base Skill:** 60% + 5% per level of experience.

Stage 4 - Classical Chinese Literacy. The character must have an O.C.C. in the Chinese Language (or be a native speaker plus Chinese Classical Studies, Chinese History, and Chinese Mythology). This allows the character to be able to read and write in just about any version of the Chinese characters, including the pre-dynastic pictographies. The character can speak Mandarin and Cantonese and, if exposed to a speaker of ancient Chinese, could easily pick up the spoken language. **Base Skill:** 60% + 5% per level of experience.

Invention: This skill allows the character to take an idea and invent something from it. The skill is used in conjunction with other skills, following the formula below. An example of the invention skill in use is: A blacksmith wishes to make a better, stronger horseshoe, by using his invention, blacksmith, chemistry, and horsemanship: general (first percentile) skills, he comes to a final percentage chance of making the new horseshoe. If the skill roll fails, then the invention is useless, and the inventor has to start again.

Formula: [invention percentage + appropriate skill percentages] divided by the total number of skills = final percentage chance of inventing.

Invention time is equal to 1 year multiplied by (100% - invention percentage), or longer (GM's discretion, try to be fair).

For example: a character wishing to invent the catapult would use the invention skill (35%), carpentry

(50%), mathematics: advanced (60%), and blacksmith (45%). The formula would be: $[35\% + (50\% + 60\% + 45\%)]$ divided by 4. Giving a final percentage of 47% (always round up) to successfully invent the catapult. The time needed to invent the catapult would be $[1 \text{ year multiplied by } (100\% - 35\%)]$, making 0.65 years, or about 7 months and 27 days. Although a prototype might be ready in half that time (just don't expect good results when using the prototype). **Requirements:** A minimum I.Q. of 12. **Base Skill:** 0% + 5% per level of experience.

Note: It is possible to invent something without the invention skill. The character just uses the skills most directly involved in the same formula. The major difference comes in the time needed to complete the invention, which is almost double, or even triple, the time needed for someone who possesses the invention skill.

Investigative: This area of study involves the techniques, principles, and theories of investigation. It trains a person to look for and recognize clues systematically examining details with care and accuracy. This is applicable to environments, events, the spoken word, and body language.

Research and interrogation techniques are also learned. The interrogation of a person involves a series of questions which will probe unobtrusively or bluntly into the area in question. The tact of the interrogator may be gentle, quiet and calming or violent, intimidating and unnerving. All of these tactics are verbal and emotional and do not suggest physical abuse/torture. Note: If a character refuses to talk he/she can reveal little. However, body language/movement may tell the interrogators all they need to know. Generally, a person with this skill will uncover at least one or two leads/clues per each hour of investigation. Of course many of them may be false leads, dead ends, or non-conclusive. Game Masters use your discretion in each case, as circumstances can be very different each time, perhaps revealing many clues or none at all even after hours of investigation. **Base Skill:** 30% + 5% per level of experience.

Japanese Mythology: Includes extensive knowledge of the vast library of works on Japanese myths relating to ghosts, spirits, demons/oni, goblins, faerie folk, monsters, dragons, immortals, undead, elemental forces, supernatural animals and gods. Japanese mythology has so many gods and supernatural beings, including Buddhist and Shinto, that the phenomenon had been called by some 20th Century scholars, the "rush hour of the gods." **Base Skill:** 30%+5% per level of experience. This skill also gives the character a fair understanding of Chinese Buddhist gods and demons (-10% skill penalty) and even Hindu and Brahmin gods (-20% skill penalty).

Journalism: Fundamental journalistic writing techniques, editing and news reporting, for newspapers, magazines, radio and television. It also includes typing skills. The writing quality is professional if two slots spent on this skill (+10% Bonus). **Base Skill:** 40% + 4% per level of experience. A failed roll means the item is horribly written.

Language: Characters with a language skill can understand and speak in a language other than their own native tongue. Language is one of the few skills that can be selected repeatedly in order to select several different languages. Each selection gives the character knowledge of a different language and costs one skill selection each time.

There are many major languages in the Megaverse, [Here](#) is a listing of some of them.

Base Skill: 50% + 5% per level of experience.

Language Dialects: Taking this skill for a particular language means the character will be able to communicate in all the dialects of that language. This roll is needed only when the dialect in question is

different to the character's own dialect. It can also be used to make out words in closely related language trees (Dutch/German, the Slavic Languages, or the Romance languages). **Base Skill:** 50% + 5% per level of experience.

Law: A general knowledge of the laws and legal systems of the societies the character is familiar with. If a character chooses to be an expert in a single legal system, give a 10% bonus for that system, but reduce the by 5% for all other legal systems not related to it. For example, in most Rifts North American societies, the legal systems are based on the pre-rifts United States system (including the Canadian areas). **Requires:** [Literacy](#). **Base Skill:** 30% + 5% per level of experience.

Law: CCW: This skill covers the laws of the Consortium of Civilized Worlds, including the Civilization Compact. **Base Skill:** 30% + 5% per level of experience.

Leather Working: The character is skilled at tanning and preserving animal hides. Usually this skill is combined with tailor to enable the character to make leather goods such as clothing, capes, bags and even leather armor. If this is done the character can fully repair, and make modifications to leather armor (see armor in the Combat and Equipment sections). May be taken twice to denote professional quality.

Bonuses: +5% for each of the following skills: sew, and skin and prepare animal hides. **Base Skill:** 20% + 5% per level of experience.

Literacy: The written word is more valuable than ever in the world of Rifts, yet, sadly, the majority of the world's population can not read or write. Illiteracy is encouraged by the Coalition as it is a means of securing the empire's power base and hold over the people. Those who are literate will be viewed with suspicion unless they are a member of the Coalition's elite aristocracy or military. Like the language skill, the character may be able to read and write several different languages, but each language counts as a separate skill selection. American/English is the official written language of the Coalition. **Base Skill:** 30% + 5% per level of experience.

Lore - Alchemy: Throughout human history, there have been legends about powerful magicians "turning dirt into gold," or spending their lives trying. Though this may be the most famous, there are thousands of reports, stories, and myths about people using chemicals and strange combinations of plants to produce a powerful, physical change in a substance. This skill includes hundreds of accounts, and volumes of stories about formulae and procedures for various elixirs and potions (perhaps even less than 10% of these hold any truth). To actually carry out the procedures in these myths is another affair, though. **Base Skill:** 25% + 5% per level of experience.

Lore - Alien: This skill helps characters identify known alien races, and provides information on their culture, habits, etc.

For Rifts: Phase World characters, this would include the Three Galaxies, while the Mechanoids, Robotech & Manhunter universes have their own unique subsets of alien races. For the first two, it is very difficult to know every single recorded alien species without a computer database handy, but the latter two have a small enough core group of races for most of it to be in memory only. It also includes most of the well known legends and speculations common to that space faring society. **Base Skill:** 25%+5% per level of experience. When dealing with less known alien species, G.M.s can assign a penalty from -5% to -30% at their discretion.

Lore - Animal: This is the ability to identify any species and races of animals. This does not give the ability to identify any type of monsters or supernatural creatures. **Base Skill:** 25% + 5% per level of

experience.

Lore - Astral: An in depth knowledge about the Astral Plane, Outer Plane, Inner Plane, Void, and major kingdoms, as well as a general knowledge about astral travel, methods of travel and navigation, astral beings, domains and dangers. Having this skill will add an additional +2% per level to the Astral Navigation psionic power (see Nightbane: Between the Shadows; New Psionic abilities). Astral Lore can only be learned from the few individuals and organizations who regularly venture into the Astral Plane. **Base Skill:** 26% + 4% per level of experience.

Lore - Cattle/Animals: This is a general knowledge about cattle, horses, livestock, and other notable animals of the West. This knowledge includes what they eat, where they live in the wild, means of defense, the value of their meat, fur, hides and horns, and their natural predators, as well as the most notable tales about supernatural animals, spirits, gods and magic attributed to or involving animals (including some Indian spirit and totem lore). **Base Skill:** 30% + 5% per level of experience.

Lore - Cetra: This is a comprehensive study of the Cetra species, their powers, limitations, and the myths and beliefs associated with them. Very few non-Cetra have the crucial pieces of evidence that would allow them to have this skill, and those fortunate few usually gained the knowledge from a Cetra who was willing (or forced) to pass the knowledge on. **Base Skill:** 30% + 5% per level of experience.

Lore - Chinese Mythology - Buddhist: This skill is pretty much the same as the Taoist version, except that it deals with the equally crowded hordes of Chinese Buddhist entities. However, it is a different skill from the Taoist version. **Base Skill:** 35% + 5% per level of experience.

Lore - Chinese Mythology - Taoist: Includes extensive knowledge of the vast library of works on Chinese myths relating to gods, ghosts, demons, monsters, dragons, Immortals, and the undead. Since there are such a vast array of mythic entities (it is said, for example, that every star in the sky corresponds to a named deity in Chinese Mythology), character is very skilled at locating written references on any given subject. This is all further complicated by the legends of Immortals becoming gods, of gods becoming mortal, and of virtually any mythic figure dying and being reincarnated as some "other" mythic figure. Characters will, given a few hours of research time and access to a decent library, be able to come up with a variety of legends (unfortunately, often contradictory) on any given named mythic entity or related to any particular place or period of Chinese history. **Base Skill:** 35% + 5% per level of experience.

Lore - Conspiracy: A comprehensive knowledge about the issue of conspiracy and cover-ups by world governments in the areas of the paranormal, UFOs, military, experimental testing, etc. by such participants as the FBI, KGB, CIA, and major world governments. The character knows the theories about the Roswell incident, Area 51, telekinetic weapons testing by the Russian government, the Illuminati, and drug and chemical weapons testing. **Base Skill:** 30% + 5% per level of experience.

Lore - Cults and Sects: This skill is a comprehensive study of the phenomenon of cults, sects, and occult religion. This includes the techniques of indoctrination as well as the identifying marks of the major cults. **Base Skill:** 30% + 5% per level of experience.

Lore - D-Bee: Most D-bees (the slang term for dimensional Beings) are just alien humanoids from another dimension or planet. To be classified as a D-bee, the creature must be remotely humanoid in appearance, usually a biped, has a human-like intelligence and does not possess supernatural powers. Creatures who are not humanoid in basic shape and have extremely monstrous or demonic appearances

and/or powers, are usually considered to be monsters rather than D-bees. D-bee lore is the general study of alien humanoids. This area of study will include culture shock, common types, common behavioral patterns, the distinction between instinctive predators and social oriented beings, myths and legends. Specific areas of knowledge include the general habits, behavior, customs, powers and weapons of the most infamous D-bees, including Psi-stalkers, Simvan, Xiticixes, True Atlanteans, Kittani, Altara warriors, temporal raiders, and Kydians (Splugorth Overlords). The D-bee lore skill also includes similar, general information about common D-bees living in the geographic area where the skill is being taught; i.e. beings commonly know to live in North America will be know by the CS. Similarly, D-bees in Germany/Europe are known by the NGR, and so on. D-Bee lore is not a science. Consequently, it is not always accurate, complete or in depth. See [anthropology](#) for an in-depth approach to behavioral science.

Base Skill: 25% + 5% per level of experience.

Lore - Dragon: This is the study of dragons, their history and lore over the ages and around the megaverse. It includes knowledge of all known species of Dragons as well as their performed habitat and the known natural abilities for each species. The character with this skill may be able to identify a particular species of dragon by hearing its description or a description of its actions, seeing a drawing or photograph or foot print, how it acted, killed or exhibited certain abilities. **Base Skill:** 30% + 5% per level of experience.

Lore - Demons and Monsters: This is the study of demonic creatures and supernatural monster lore throughout the ages and around the world. It includes the beliefs of ancient and primitive cultures, as well as documentation in the modern Rifts world regarding demons, vampires, possession, places of magic, reputed places of demonic habitation or attraction, and the study of legendary and known supernatural beings, including their know habits, appearance, weaknesses, strengths, powers and abilities. The master of demon lore may be able to identify a particular type of monster by hearing its description or a description of its actions, seeing a drawing or photograph or footprint, or by how it acted, killed, or exhibited certain abilities. **Base Skill:** 25% + 5% per level of experience.

Lore - Dimensions: This is the study of myths, legends, and accounts of other dimensions/planes of existence. The character gains a certain knowledge of famous dimensions, such as Wormwood, Hades, Dyval, Phase World, Uricos, Rifts Earth, the Elemental Planes, the Astral Plane, and other, less well known dimensions. The character may be able to surmise what dimension someone visited by listening to an account they give, but actually getting to other dimensions is an entirely different matter. The character will have heard the myths about rifts, teleport spells, and portals, as well as other means of traveling between dimensions, but will not actually be able to perform any magic himself. **Base Skill:** 25% + 5% per level of experience.

Lore - Dreamstream: This skill is helpful in understanding and identifying the features, dangers and inhabitants of the Dreamstream. Even a beginner will automatically know of such things as Dream Pools and other major concepts regarding the dream lands. Skill rolls are necessary to identify creatures and events/transformations of the Dreamstream. **Base Skill:** 25% + 5% per level of experience.

Lore - Faerie: This skill is effectively the same as the previous Demon and Monster lore skill, except that the emphasis of the lore is on the faerie folk. Since the coming of the rifts and magic, the fairies of ancient myths have proven to be quite real and often encountered in the wild, especially near ley lines and nexus points. Faerie folk include fairies, sprites, pixies, brownies, bogies, toad stools, pucks, kelpies, gnomes, ogres, and a host of other supernatural beings. **Base Skill:** 25% + 5% per level of experience.

Lore - Farm: This skill is not to be confused with the science of botany in which the character can farm, and identify and grow plants. Farm lore is a knowledge of myths and legends about real and mythological plants, roots, herbs and farming. It also includes a very basic knowledge of how to grow and care for plants, where notable plants (usually poisonous or medicinal/herbal) and mythical plants are said to be found, and adds a bonus of +2% to the skills of botany, holistic medicine and faerie lore. **Base Skill:** 25% + 5% per level of experience.

Lore - Folklore and Mythology: This skill is a comprehensive study of folklore and mythology. The character will be able to identify the major players involved with a given region and can roll at half the skill level to be able to identify minor players in myth. These players include gods, heroes, monarchs, creatures, and tales. **Base Skill:** 30% + 5% per level of skill.

Lore - Galactic/Alien: This skill helps characters identify know alien races, and provides information on their culture, habits, etc. Given the number of alien species in the Three Galaxies, it is very difficult to know every single recorded alien species without a computer database handy. It also includes most of the well known legends and speculations about the Cosmic Forge, cosmo-knights, kreeghor and prometheans. **Base Skill:** 25% + 5% per level of experience. When dealing with less known alien species, G.M.s can assign a penalty from -5% to -30% at their discretion.

Lore - Geomancy & Lines of Power: A study of ley lines, burial mounds, places of power, megaliths, and geomancy beliefs that certain places on earth are polarized with an unknown energy or forces that can heal, cause paranormal phenomena, attract supernatural forces, open dimensional gateways, are magical or are places of evil. The study includes "known" locations of such places, such as Stonehenge and the Bermuda Triangle, as well as the many theories behind them and the legacy of legends, mysteries, disappearances and dangers linked to each. The skill will provide the character with insight about the areas and enable him/her to recognize specific, known, places of power, as well as recognize unknown megalithic markers of these revered or feared places. **Base Skill:** 25% + 5% per level of experience.

Lore - Ghosts and Faeries: A study of reports, myths and legends regarding the supernatural, ghosts, apparitions, haunted houses and places, death cults, necromancy (rituals and purpose), mediums/seances, and near death experiences, as well as myths regarding faerie folk, including fairies, sprites, leprechauns, nymphs, woodland/nature spirits, goblins, gnomes, trolls, ogres, bogies and others; their magic powers, habitat, and so on. This includes ghosts, spirits and fairies of all cultures around the world. **Base Skill:** 35% + 5% per level of experience.

Lore - Indians: Characters with this skill can recognize the different tribes and nations, warriors and shamans, totems, fetishes and warnings, identify the people by their housing, clothing and weapons, and has a fundamental understanding about the Native Americans' society, beliefs, customs and laws - at least the most notable. They also know about Indian gods, spirits, and magic. **Base Skill:** 25% + 5% per level of experience.

Lore - Japanese Mythology: Includes extensive knowledge of the vast library of works on Japanese myths relating to ghosts, spirits, dead, elemental forces, supernatural animals and gods. Japanese mythology has so many gods and supernatural beings, including Buddhist and Shinto, That the phenomenon had been called by some 20th Century scholars, the "rush hour of the gods." **Base Skill:** 30% + 5% per level of experience. This skill also gives the character a fair understanding of Chinese Buddhist gods and demons (-10% skill penalty) and even Hindu and Brahmin gods (-20% skill penalty).

Lore - Juicer: This skill covers all there is to know about Juicers, different Juicer variants, what powers they possess, Juicer lore and myths, drug side effects, etc. A character with this skill will recognize Juicers by their armor and abilities, as well as know the names of the most famous Juicers in history, current famous Juicer leaders, infamous gangs, and similar facts. **BaseSkill:** 30% + 5% per level of experience.

Lore - Magic: This area of study does not give the character any magic powers or the ability to read magic symbols. What it provides is general information about magic, magic creatures and myths about magic. For example, a character with this skill knows about the general powers and abilities of infamous magic creatures such as the various types of dragons, sphinxes, unicorn, and so on. He'd know what the main types of magic (on Earth or at least his geographic area) are, such as spell casting, summoning, rifting, techno-wizardry, stone magic, temporal magic, bio-wizardry, rune magic, necromancy, and so. Likewise, the character is likely to know legends about powerful magic items, magic places, magic curses and related legends. Although the character cannot read runes or mystic symbols, he is likely to be able to recognize whether the symbol is a real magic ward, rune or warning.

The following abilities come with this layman's skill:

Base Skill (general knowledge): 25% + 5% per level of experience.

Recognize wards, runes and circles: 15% + 5% per level of experience.

Recognize Enchantment (i.e. magic items, people under charms and curses, etc.): 10% + 5% per level of experience.

Lore - Megaverse: The player is knowledgeable in the workings of dimensions, multiple planes of existence, theories concerning parallel worlds, etc. **Base Skill:** 25% + 5% per level experience.

Lore - Nightbane: This is a comprehensive study of the Nightbane species, their powers, limitations, and the myths and beliefs associated with them. Very few non-Nightbane have the crucial pieces of evidence that would allow them to have this skill, and those fortunate few usually gained the knowledge from a Nightbane who was willing (or forced) to pass the knowledge on. **Base Skill:** 30% + 5% per level of experience.

Lore - Nightlands: The study of the shadowy parallel dimension ruled by the Ba'al. This skill includes knowledge about the inhabitants of the Nightlands, including the Nightlords, Dopplegangers, Hunters and Hounds, and others. This skill is most often found in the hands of mystics and psychics who have seen the Nightlands with their own eyes, but a number of occultists have also unearthed a few forbidden books discussing this mysterious plane of existence. **Base Skill:** 25% + 5% per level of experience.

Lore - Omens and Superstition: This skill lets the character identify all major forms of omen and superstition. The character will understand the meaning and what is implied by a given occurrence or happening. If the character also has Lore - Religion, the character will also be able to recognize the source of the omen or superstition. **Base Skill:** 30% + 5% per level of experience.

Lore - Psychic: Characters with this skill have knowledge in the way psychic abilities are believed to work, and what types of psionic abilities exist. This knowledge includes a good idea of the limitations of most psychics and psychic abilities, major known types of P.C.C.s/Psychic R.C.C.s, famous psychics, and similar data. The character does not have to be a psychic himself, but he must believe that such powers exist. Psychic lore is most commonly known by people who are psychic themselves, or involved

in the PAB, Pandora Project (see the Spook Squad material in the Nightbane books) or similar organizations in Beyond the Supernatural, Heroes Unlimited or Rifts that study paranormal phenomena.

Base Skill: 30% + 5% per level of experience.

Lore - Read Aura: This skill gives the character the ability to distinguish between different species just by their aura. With repeated practice and time a character could id both the species and the individual character. **Note:** Do to some of the close distinctions between humanoid races (and some creatures and SN creatures for that matter) the skill level starts of low. **Base Skill:** 20% + 2% per level of experience. (very difficult to tell the small changes in an aura need to id someone/thing). **Requires:** The psionic ability of See Aura.

Lore - Religion: A comprehensive study of the world's religions, past and present, their beliefs, rituals, holy places, pantheons of deities and supernatural creatures (demons, spirits, angels), stories of creation, myths and legends. The skill will help the character recognize specific rituals, their purpose, the deity(s), icons, and similar information. **Base Skill:** 30% + 5% per level of experience.

Lore - Science: This knowledge gives the character an in-depth understanding about the general overview and concept of the science and the history of the science selected. The character must select a different science each time this skill is selected. For instance, a character can select Lore - [Parapsychology](#) and Lore - [Botany](#) at the cost of two skills. This skill does not replace the science skill, it just gives the character the knowledge of major discoveries and/or participants. **Base Skill:** 30% + 5% per level of experience.

Lore - Sea: Knowledge regarding the myths and legends of the oceans and seas of the known world, including the edge of the world, sea monsters, sea creatures and aquatic people, ghost ships, and general knowledge about marine animals and whether or not they are dangerous to humanoids. **Base Skill:** 25% + 5% per level of experience.

Lore - Technology: Can identify the name, company and type of any equipment found. Characters can also estimate the value of the item and whether or not it was constructed before or after the coming of the Rifts. **Note:** Does not include ancient weapons. Vibro-Blades, nuero-maces and other similar type of equipment based on technology can be identified. **Base Skill:** 40% + 5% per level of experience.

Lore - Temporal: The technical skill of temporal lore is the study of temporal and dimensional theory and travel. It does not give the character any abilities of the temporal O.C.C.s. It includes knowledge of theories of time travel, such as the Theory of Non-Interference and the Fate Corollary. Also included are such things as basics of dimensional travel and disturbances (ley line storms) and infamous dimension-traveling races (temporal raiders, dragons, etc). It also gives the character a rudimentary knowledge of how temporal technology and techno-wizardry works (basically; nowhere near enough to repair or build such devices). The character can also attempt to activate temporal devices he/she has no training with, but at a -30% penalty. **Base Skill:** 25% + 5% per level of experience.

Lore - "Time of Man": This is the study of all stories, myths, documents and artifacts pertaining to the history of humankind on earth before the coming of the Rifts. This includes a working knowledge of all theories about the coming of the Rifts, a reasonable knowledge of how the world was before, the ability to identify Pre-Rifts artifacts (and recognize fakes), the ability to appraise the artifacts value, etc. **Base Skill:** 25% + 5% per level of experience.

Lore - UFOlogy: The unofficial study of UFO phenomenon. The character knows all the theories about extraterrestrial visitations as well as some of the theories involved. The skill also imparts knowledge about some of the more science-fictionous of the information (propulsion, weapons, abilities). The character will also know a little of the alien abductee theory and effects. **Base Skill:** 30% + 5% per level of experience.

Lore - Undead: By personal observation or through a description of traits and combat the character can recognize all types of undead and the signs/presence of necromancy. The character also knows the origins of most types of the undead, including automatons (animated dead), banshees, corpse creatures, dark life, ghouls/nasu, mares, maxpary, shamblers, mummies, spectres, syvans, vampires, yema, and zombies. A success roll indicates whether the character accurately remembers the information about them. A failed roll means he is flustered and either can't remember or recalls the wrong information. **Base Skill:** 10% + 5% per level of experience.

Lore - Vampires: The study of the undead, their habits, origins, powers and weaknesses. The skill will help a character determine if a person is under the sway or control of a vampire, or whether or not a victim has been killed by the undead. It will also aid in differentiating fact from superstition regarding the vampire's vulnerabilities and strength, the few ways to truly destroy them, and basic vampire-hunting tactics. At the higher levels of knowledge (65%+), the character may have some idea about vampire intelligences, the Wampyr sub-race, and other detailed information. **Base Skill:** 36% + 4% per level of experience.

Lore - Witches: This skill enables a character recognize the handiwork, enchantment, rituals, and influence of witchcraft. He or she can also positively identify a witch by physical examination, recognize the evil familiar, and to tell whether it is an animal or demon. The character also knows about pacts, basic abilities, weaknesses and similar data about witches. Roll to recognize witches, familiars, rituals, or enchantment. A success means positive identification. A failed roll means inconclusive evidence, which may mean the suspect may be the innocent. Note about evil witches: All suffer from the same weaknesses: Holy water acts like acid doing 2D4 per application to a witch, twice that for demons and devils. Salt is a lethal poison which does 2D4 damage per ounce (28 gm). Immersion in salt/sea water causes 4D8 per melee round (aquatic witches (for example mermaid witches) are the exception). Magic and psionics due full damage, as do most normal weapons. **Base Skill:** 10% + 5% per level of experience.

Lore - Wormwood: This is the study of the planet Wormwood, its history, inhabitants and cultures. It includes a comprehensive knowledge of the current workings on Wormwood, including an understanding of the ongoing war, the light and dark, the religious sects, creatures, magics and tactics of the Unholy, etc... The character is well versed in myths, legends and theories of Wormwood's creation, past, where the inhabitants came from, and so forth. **Base Skill:** 25% + 5% per level of experience.

Lore - Zentran & Meltran: This is the study of the Zentran/Meltran (Zentraedi) people, history, customs, philosophy, habits, weaknesses, strengths and abilities. In Robotech, it includes knowledge of the Sentinels races (-20%), as seen through the eyes of the Zentraedi, and limited information on the Robotech Masters (-40%). In Macross II, it includes basic information about the Marduk. Note that a person from a Robotech world are -60% when dealing with Macross Zentran & Meltran, and vice-versa. **Base Skill:** 30% + 5% per level of experience.

Map Reading: Maps are a difficult things to read, especially if done in another language, or coded

military maps. This skill allows the character to read a map by recognizing constellations, land marks and other things to read it properly. **Base Skill:** 35% + 6% per level of experience.

Masonry: A rudimentary understanding of the principles of bricklaying and stone construction. The percentile number indicates the success ratio of recognizing deterioration, improper construction, the intended purpose of construction, styles of masonry, approximate age or period of construction, identify dwarven and human construction, and general data about mason guilds. The character can also mend masonry and assist in construction and demolitions. **Base Skill:** 30% + 5% per level of experience. The [masonry skill](#) adds a bonus of +5% to [Locate Secret Compartments](#) when both skills are known.

Millng: A character with this skill is familiar with the of grinding, especially grinding grain into flour or meal. The character also has a basic knowledge of how to construct the equipment necessary to operate a mill. May be taken twice to denote professional quality. **Base Skill:** 25% + 5% per level of experience.

Mining: The ability to locate mineral deposits or areas where they are likely to be found, excavate the land, and separate ores. The person also has the knowledge to successfully dig a min, pan for gold, and/or direct a mining operation. The actual finds, costs, and actual profits of a mining project should be determined by the GM. Remember that most mining operations are guesswork and yield nothing or very little. **Base Skill:** 8% + 8% per level of experience.

Operate Heavy Power Tools: Knowledge of exactly how to use heavy equipment such as jackhammers, riveters, welders, pneumatic drills, cutting torches, et cetera. May also be considered a "weapon proficiency," as it gives a +3 to strike the target with these construction implements. **Base Skill:** 55% + 5% per level of experience.

Philosophy: Characters with this skill are educated in one specific philosophical doctrine (Confucianism, Buddhism, Tibetan Lore, Taoism, Shinto, Zen, Existentialism, any major religion, etc.), knowing the main rules, sayings, beliefs, code of conduct, view of the universe/creation, etc. **Base Skill:** 36% + 6% per level of experience.

Phonetics: Systems of sounds of language, studied from two basic points of view. (1) Phonetics is the study of the sounds of language according to their production in the vocal organs (articulatory phonetics) or their effect on the ear (acoustic phonetics). All phonetics are interrelated because human articulator and auditory mechanisms are uniform. Systems of phonetic writing are aimed at transcribing accurately any sequence of speech sounds; the best known is the International Phonetic Alphabet. (2) Each language uses a limited number of all the possible sounds, celled phonemes, and the hearer-speaker is trained from childhood to classify them into groups of like sounds, rejecting as insignificant all sorts of features actually phonetically present. Thus the speaker of English ignores sounds that are very important in another language, e.g., French or Spanish. Phonemes include all significant differences of sound, among them features of voicing, place and manner or articulation, accent, and secondary features of nasalization, glottalization, ladiation, and the like. The study of the phonemes and their arrangement is the phonemics of a language. **Base Skill:** 25% + 2% per level of experience.

Photography: Training in the art of still photography, the use of lighting, cameras, lenses, filters, and other camera equipment, as well as storage, development, enlargement, and duplication of film/photos. **Base Skill:** 35% + 5% per level of experience.

Photography - Film: These characters have studied and analyzed films, direction, editing and story

telling techniques of the motion picture. Includes: cinematography (use of cameras, lenses, film, stock, lighting, composition), editing (screen continuity, sound interlocking), budgeting, shooting, production, sound mixing and use of super 8 mm and 16 mm equipment (35 mm principles are studied). **Base Skill:** 40% + 5% per level of experience.

Photography - Video: This is the study and use of video film equipment and filming techniques as they apply to video. The same basic type of film techniques (editing, lighting, lenses, etc.) as listed under film are explored. **Base Skill:** 30% + 5% per level of experience.

Plumbing: The practice of fixing leaky pipes or hydraulics. May be used to work on mecha hydraulic systems at -30%. **Base Skill:** 50% + 5% per level of experience.

Pottery: The craft of making pots, vases, mugs, china, and other items made of clay on a potter's wheel and baked in a kiln. The character can also paint and glaze their constructions; this chance is represented by the second percentile. If the person has the art skill at a higher percentage then it is used instead. Failure indicates a ruined pot or a terrible paint job. May be taken twice to denote professional quality. **Bonuses:** +5% to the second percentile number, if the art skill is known. **Base Skill:** 10%/5% + 5% per level of experience.

Prospecting: The character can recognize and evaluate precious and semiprecious metals (gold, fool's gold, silver, bronze, copper) in their natural ore appearance and as refined and polished jewelry. In addition, the character has a good idea where to look for such mineral deposits, and the fundamentals of "panning" for gold and the general knowledge of mining and how to use various types of simple mining equipment. Furthermore, the character can identify and appraise the value of precious metals (silver, gold, etc.) and stones (diamonds, rubies, etc.), and to identify fakes, but at a penalty of -10%. A failed roll means the character cannot tell whether or not the item is fake or real, or he grossly under or overestimates its value. **Base Skill:** 20% + 5% per level of experience.

Pyrotechnics - Basic: The character will be able to set off explosives, such as fireworks, in a controlled and orderly fashion. The character will be able to design and make certain types of explosives. Most of the explosives will be of the S.D.C. nature. The character can also make the powder for bullets, grenades, etc. but only the S.D.C. kind and are limited to under 100 S.D.C. (Optional up to the GM). GM's remember there is a difference between the military use and the civilian use of pyrotechnics. **Requires:** [Chemistry](#). **Base Skill:** 50% +5% per level of experience. A failed roll could mean the explosive failed, or the explosive blew up in the laboratory, or nothing happens at all, etc. A reminder This is all up to the GM and/or players to decide and is separate from the Demolitions Skill.

Note: If the character starts off at the Basic level the character must reach 98% before they can move on. When reaching the Advanced level the skill gets reduced to 40% and the process starts over to reach the Expert or Professional level.

Pyrotechnics - Advanced: This gives the character to experiment with explosives on a low M.D.C. caliber. The character can design, reload, and make grenades of all types, bullets, etc. GM's remember there is a difference between the military use and the civilian use of pyrotechnics. Please keep this in mind when the characters are using this skill. Counts as Two Skills, unless otherwise stated. **Requires:** Chemistry and [Pyrotechnics: Basic](#). **Base Skill:** 30% + 5% per level of experience. A failed roll could mean the explosive failed, or the explosive blew up in the laboratory, or nothing happens at all, etc. A reminder This is all up to the GM and/or players to decide and is separate from the Demolitions Skill. **Note:** If the character starts off at the Basic level the character must reach 98% before they can move on.

When reaching the Advanced level the skill gets reduced to 40% and the process starts over to reach the Expert or Professional level.

Pyrotechnics - Expert: This is the skill that gives the character the ability to build and design bullets, grenades, and missiles. That's right missiles, the missiles that are in the book are due to this skill. GM's remember there is a difference between the military use and the civilian use of pyrotechnics. Please keep this in mind when the characters are using this skill. Counts as Two Skills, unless otherwise stated.

Requires: [Chemistry](#) and Pyrotechnics: [Basic](#) and [Advanced](#). **Base Skill:** 15% + 5% per level of experience. A failed roll could mean the explosive failed, or the explosive blew up in the laboratory, or nothing happens at all, etc. A reminder This is all up to the GM and/or players to decide and is separate from the Demolitions Skill.

Note: If the character starts off at the Basic level the character must reach 98% before they can move on. When reaching the Advanced level the skill gets reduced to 40% and the process starts over to reach the Expert or Professional level.

Regional Knowledge: Gives an in depth knowledge of a specific city/town with more general knowledge of the local area and basic knowledge of the rest of the country/kingdom/area. Includes personalities, businesses, monsters, animals, etc. Nothing too in depth or specific but very useful information. All players automatically get 175% for this skill at 1st level and can divide that 175% between as many locations as desired with one at 98% typically being their home-town. Note that this skill decreases with experience rather than increasing; -5% per level. This is due to changes in that location and the character's memory. Revisiting frequently or revisiting for a long time adds +5% per week. Can also be used to track-down friends and acquaintances but requires two successful rolls(one to find them, the second to see if they remember/trust you).

Research: Training in the use of methods, techniques, and locations, for finding information, including computer networks, databases, libraries, computerized records/ encyclopedias, etc. This skill is helpful in locating information about people, places and things. The game master will ultimately regulate the availability of accessible, known information regarding a particular subject. In some cases, there may be a ton of history and information, while, in others, very little or nothing at all (which may reveal something by its sheer lack of info). The research skill simply gives characters access to available data.

G.M. NOTE: A good rule of thumb is to let players investigate/research something as much as they want, but keep the game moving along. If no information is available, find out where they are conducting research and say something like "Despite the help of the clerk, and three hours of research, you still find nothing (or nothing unusual)." If the character(s) wishes to keep looking, let him, but quickly click off the hours; "Another hour and still nothing." If another player conducting research elsewhere says "What do I find out at the City County Building?" Make the answer a quick "Nothing" or "Something quite surprising," and tell him (perhaps in private). Do not drag out the research aspect, but do consider a reasonable length of imaginary game time. Likewise, if the information is common knowledge or easy to locate, fast forward through what might be a couple of hours research, and tell the character what he has found. ANY CHARACTER CAN ASK QUESTIONS AND DO RESEARCH! However, the research skill will reduce the amount of time by half and the character is trained to notice relevant data that an untrained character is liable to overlook. Thus, for the truly mysterious, secret or difficult information, have the character with the research skill try to uncover it. Only roll to determine success on these difficult or hushed up bits of information, including addresses, unlisted telephone/computer network numbers, obscure and suppressed data. Also note that having the Streetwise skill is strongly recommended, as it puts the character in touch with the appropriate people (+15%). **Base Skill:** 35% +

5% per level of experience. **Requires:** [Computer Operations](#) and [Literacy](#).

Right Brain Memory Techniques: The use of visualization to remember things. Can be used to cut the time it takes to memorize a new spell into 1/8 of its normal time, or just to memorize a list in a couple seconds. **Base Skill:** 20% + 5% per level of experience.

Role-Playing Game Design: Gives characters the ability to drive themselves beyond exhaustion, and to keep incredible hours without food or sleep. **Base Skill:** 32% + 4% per level of experience. **Attribute Bonus:** +1 to P.E.

Rope Works: This is a skill that takes into account the various needs and uses of rope. The character knows a variety of ways to tie knots, the advantages to various types of ropes and cords, their tensile strength and how to weave/make rope. A failed roll to tie a knot means that it is loose and sloppy and easy to untie, slip out of, or likely to unravel or snap when strained. **Base Skill:** 30% + 5% per level of experience. Characters bound/tied by this character are -10% to escape/slip knots.

Sculpting & Whittling: The art of molding or carving a three dimensional figure, object or design out of clay, stone or wood. The percentile number indicates the quality of technique and appearance. Taking the skill twice indicates a professional quality and gets a bonus of +10%. Selecting it once, indicates a talented amateur. **Base Skill:** 30% + 5% per level of experience.

Study: This skill indicates a particular area of study for the character. This may be a great poet, writer, type of movie, great person, country/republic, team or organization that exists on records. Character will know numerous famous quotes, anecdotes, stories and myths about the person/place, will have read (or seen, listened to, as the case may be) analyzed and studied in great depth all available sources of information. The character will be able to speak intelligently about the area of study, offer his own theories/interpretations, quote the person accurately, and so on. Though not required, the Research skill is very helpful, and adds a one time bonus of +10% to the study skill. **Base Skill:** 36% + 4% per level of experience.

Surveying: The ability to use surveying equipment to take accurate sightings and measurements of land, for use in architectural designs or mapmaking. Basic and Advanced Mathematics are prerequisites. **Bonuses:** +10% to Navigation, and a +5% bonus to Optic Systems. **Base Skill:** 40% + 5% per level of experience.

Teaching: This training in the methods and practices of teaching/class room procedure; the disciplines of professional education, management of class rooms, instructional goals, discussion, lectures, conferences, group work, leadership, planning and evaluation. A Master's degree in the teaching arts is a requirement to teach professionally. **Base Skill:** 30% + 5% per level of experience.

Undersea Salvage: The character knows how to locate and identify objects (ship, armor, gold, etc.), recognize salvageable components and materials (valuable parts, electronic equipment, E-clips, weapons, coins, magic items, precious metals, and gems, etc.), retrieve (with minimal damage and effort), evaluate (estimate approximate resale value based on the item's condition), clean/restore (restoration gets top salvage price), and sell salvaged underwater artifacts, equipment, parts and scrap metal. The salvage skill offers exploiting and capitalizing on some of the simple resources under the seas, including rudimentary mining, excavation, and gathering coral, rocks, seaweed sponges, clams, oysters and starfish. The character is also familiar with underwater cutting tools, cranes, pulleys, and tow lines, and can strip/cut

apart and retrieve wreckage and machinery for use as scrap metal. Those with mechanical engineering can salvage working parts, make repairs on slightly damaged items, and even raise small sunken ships, subs, and bots! **Base Skill:** 30% + 5% per level of experience; add a salvage bonus of +5% if the character has [Mechanical Engineer](#).

Writing: The ability to write prose (stories), poems, or journalistically (articles, reports, news). Scholastic training indicates a professional quality, while the secondary skill indicates a talented amateur. A railed roll means an awkward and poorly written work that is boring and difficult to understand. Try again. **Note:** The written word can be a powerful tool in the ignorant and oppressed society of the Coalition. **Base Skill:** 25% + 5% per level of experience. **Requires:**[Literacy](#).

Next section [Weapon Proficiencies](#).

Weapon Proficiencies

Ancient Weapon Proficiencies: Each ancient W.P. provides combat training with a particular type of weapon. The result is hand to hand combat bonuses to strike and parry whenever that particular weapon is used. All bonuses are accumulative. Each W.P. counts as one skill. The character may select several W.P.s or few. **Note:** Characters without any W.P. can use any weapon, but without benefit of the W.P. bonuses.

W.P. Archery and Targeting: This is an expertise with thrown and bow weapons. It includes throwing spears, forks, slings, short bows, long bows, crossbows, and modern bows. **Bonuses:** Add 20 feet to the normal effective range per level or the character, +1 to parry with that weapon (effective at level one), and +1 to strike at levels 2, 4, 6, 8, 11 and 14. **Note:** The character loses all bonuses and rate of fire is half when riding on horseback or a moving vehicle. **Rate of Fire:** Two at level one, +2 at level three, +1 at levels 5, 7, 9 and 12.

W.P. Archery - Cross Bow: An expertise with the cross bow. Training includes the use of all types of cross bows. Archers who are skilled in the use of the short bow or long bow can use the weapon but find it awkward, all bonuses to strike are half, range is normal for the bow (no bonus) and the rate of fire is equal to the archers normal hand to hand attacks per melee (no bonus rate of fire from W.P. Archery).
Bonuses:

Effective Range: +10 ft per level of experience after level one;

Rate of Fire: One at level one, and +1 at levels 4, 8, and 12;

+1 to strike at levels 2, 5, 8, 11, and 14.

Movement penalty: The character loses all bonuses and rate of fire is half when running and shooting, flying, when riding on horseback or from moving vehicle, or otherwise unbalanced. **Note:** By retaking W.P. Archery: Cross Bow the character suffers only the half rate of fire movement penalty. Also a heavy crossbow can only be fired once from horseback. They cannot be reloaded by a mounted man as the bracing and pull are inadequate. Light Crossbows, however, suffer the normal penalties from horseback.

W.P. Archery - Long Bow: An expertise with the long bow. Training includes the use of all types of long bows. Archers who are skilled in the use of the short bow or cross bow can use the weapon but find it awkward, all bonuses to strike are half, range is normal for the bow (no bonus) and the rate of fire is equal to the archers normal hand to hand attacks per melee (no bonus rate of fire from W.P. Archery).

Bonuses:

Effective Range: +25 ft per level of experience after level one;

Rate of Fire: two at level one, and +1 at levels 2, 4, 7, 10, and 13;

+1 to strike at levels 2, 4, 6, 8, 11, and 14.

Movement penalty: The character loses all bonuses and rate of fire is half when running and shooting, flying, when riding on horseback or from moving vehicle, or otherwise unbalanced. **Note:** By retaking W.P. Archery: Long Bow the character suffers only the half rate of fire movement penalty.

W.P. Archery - Short Bow: An expertise with the short bow. Training includes the use of all types of short bows. Archers who are skilled in the use of the long bow or cross bow can use the weapon but find it awkward, all bonuses to strike are half, range is normal for the bow (no bonus) and the rate of fire is equal to the archers normal hand to hand attacks per melee (no bonus rate of fire from W.P. Archery).

Bonuses:

Effective Range: +20 ft per level of experience after level one;

Rate of Fire: Two at level one, and +1 at levels 2, 3, 6, 9, 12, and 15;
+1 to strike at levels 2, 4, 6, 8, 11, and 14.

Movement penalty: The character loses all bonuses and rate of fire is half when running and shooting, flying, when riding on horseback or from moving vehicle, or otherwise unbalanced. **Note:** By retaking W.P. Archery: Short Bow the character suffers no movement penalty.

W.P. Barstool: Training in all types of stools and chairs, including bar stools, milking stools, dining chairs, outdoor furniture, and small tables. Considered to be separate from WP Blunt, since it deals with large, cumbersome objects which aren't designed as weapons. Characters without this WP suffer a -2 to strike and parry with chairs and stools, as they are untrained in these unwieldy weapons. **Bonuses:** +1 to strike and parry at levels 1, 4, 8, and 13.

Damage for chairs	S.D.C.
Barstool - wood	1d6+1
Barstool - metal	1d8
Dining chair - wood	1d6
Dining chair - metal	1d6+1
Milking stool - wood	1d4
Milking Stool - plastic	1d4+1
Deckchair - wood	2d4
Deckchair - metal	2d6
Deckchair - plastic	1d6
Bedside Table - wood	1d6
Bedside Table - metal	1d6+1

W.P. Battle Axe: Training in all types of battle axes and picks. **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.

W.P. Blunt: Training with all types of blunt weapons including mace, hammers, cudgels, pipe, staff and clubs. **Bonuses:** +1 to strike at level one. Add +1 to strike at levels 3, 5, 8, 11 and 14. +1 to parry at levels 2, 6, 9, 12 and 15. +1 to throw at levels 4, 7, 10 and 13.

W.P. Bola: The Bola is an old weapon of South American Indians who taught its construction and use to the gauchos. The classic weapon was three rawhide thongs joined at one end and at the other, three cords tipped with metal or leather covered stones; the length of the cords varied from 3-10 feet. When thrown accurately, the bola could entangle the legs to bring down a running animal. One or two weighted balls were used for hunting small prey like rabbits and birds. **Damage:** 2D4 S.D.C. As one might expect, various weapon manufactures have created bolas with 1-3 grenades instead of weights, and Northern Gun as created one that works like a *Neural Mace*, with the stunning charge delivered by remote control once the victim has been ensnared. **Bonuses:** +1 to strike, disarm and entangle at levels 2, 5, 10 and 15.

W.P. Bow: Includes short bow, long bow, samurai bow, Mongol bow, and Ninja short bow, as well as modern compound bows. **Bonuses:** Start with +1 to strike and two shots per melee round. Add 1 to strike

at 2nd, 4th, 7th, 10th, 13th, and 14th levels. An extra shot per melee round is added at 2nd, 4, 5, 8, 10, 12, and 14th levels.

W.P. Boomerang:

Bonuses: +1 to Strike at levels 1, 3, 5, 7, 9, 11, 13, & 15.

Specials.....

- Return path; will return to the thrower.
- Straight Shot; target gets a +4 to dodge.
- Back Shot; Hits victim from behind, -2 to dodge.
- Bounce Shot; Bounces off target back to thrower, only K.O.s/stuns target for 1d6 melees.

W.P. Broken Bottle: Training in the use of broken bottles and glasses as weapons. The character can break a bottle without cutting himself, and use a variety of offensive moves. If attempting to parry with a broken bottle, the wielder automatically fails, and receives an *additional* 1d6 SDC. However, if the attacker was using a fist, foot, or other part of the body, he also receives 1d6 SDC damage. **Bonuses:** +1 to strike and damage at level one, and an additional +1 to strike and damage at levels 4, 8, and 13.

W.P. Chain: Training with all types of chain weapons including ordinary lengths of chain, nunchaku, flail, and ball or mace and chain. **Bonuses:** +1 to strike and entangle at level one. Add another +1 to strike at levels 3, 5, 8, 11 and 14. +1 to parry at levels 4, 7, 10 and 13. +1 to throw at levels 6 and 12. +1 to entangle at levels 2, 5, 8, 11 and 14.

W.P. Crossbow: Includes both heavy and light crossbows. **Bonuses:** 1 shot per melee at first level. +1 to strike at 2, 4, 6, 8, 10, 12, and 14th levels. An extra shot per melee round is added at 2, 5, 7, 9, 11, 13, 15th levels.

W.P. Deadball: This skill allows the character to throw the spiked, ricocheting ball in the deadball game with great accuracy. A character with this skill can hit a target by ricocheting the ball off walls, ceilings and floors. This is a called shot, at -1 for every ricochet needed to strike the target. It is very hard to parry or dodge the ricocheting deadball; the victim is at -2 to dodge, and at an additional -1 for every additional ricochet beyond the first.

W.P. Forked: Includes Sai, tiger forks, tridents and other weapons with tines. **Bonuses:** +1 to Strike and +2 to Entangle. +1 to strike at levels 3, 5, 7, 9, 12 and 15. +1 to parry at levels 5, 9 and 13. +1 to entangle at levels 2, 5, 8, 10, 12 and 14.

W.P. Grappling Hook: Trained use of a grappling hook for climbing, scaling walls (adds +5% to that skill), boarding vessels, tripping an opponent (by hooking the foot, ankle or leg. Does no damage, but knocks victim to the ground and he loses initiative and one melee attack) and impaling (does 1D6 damage). +1 to strike or entangle at levels 3, 6, 9 and 12.

W.P. Improvisation: This is simply the ability to use any available materials at hand and use them as effective weapons. This includes the use of dirt to temporally distract/blind your opponent, the the use of sharpened tree branches to use as spears. With this skill almost anything can be a deadly weapon.

W.P. Knife: Training with all types of knives. **Bonuses:** +1 to strike when thrown on level one. +1 to strike at levels 2, 4, 7, 10 and 13. +1 to parry at levels 2, 4, 8, 11 and 14. +1 to throw at levels 2, 4, 6, 9, 11, 13 and 15.

W.P. Lance: Lances are not normal hand-to-hand weapons; they can only be used by someone riding a horse, animal (griffon, or dragon), or vehicle (chariot). Lances can not be used to parry, and often break during combat. **Bonuses:** +2 to strike at level one, and +1 to strike at levels 4, 8, and 12.

W.P. Mouth Weapons: Includes blowpipes, mouth darts, and other weapons that depend on a person's lungs and aim out of the mouth. **Bonuses:** +1 to strike at 1st level. Add 1 to strike at 4, 8, and 12th levels. An extra shot per melee round is added at 3, 7, and 11th levels.

W.P. Net: Training in the use of ancient (string) and modern (carbon fibers or metal alloys) nets. Nets are not so much offensive weapons as they are used to ensnare an opponent, to slow him down, confuse or render immobile for a while. There are two types of snare:

1. Snaring an opponent's weapon: The weapon becomes entangled and is pulled out of the persons hand. A natural, unmodified roll of 18, 19, 20 will disarm an opponent, unless they roll equal to or above the roll to strike (no bonuses).
2. Snare one's opponent: By throwing a large net completely over the opponent, one can snare him. The intended victim must dodge or be netted. If caught in the net, the victim is -8 to strike, -10 to dodge, and -6 to parry. It will require 1D4 melees to break free from the net, unless one has superior weapons (vibro-blades and plasma swords especially). Note that though quite helpless while in the net, those attacking him will be doing a lot of damage to the net, thereby destroying it in a matter of a melee. If the person dodges the net, the net thrower will be without a weapon (it takes TWO hands to throw a net) until he can get out another weapon.

W.P. Paired Weapons: This is an extra skill that, combined with an ancient weapon allows for the use of two weapons simultaneously.

W.P. Polearm: Training in the large spear-like weapons know as the polearm. Also includes tridents. **Bonuses:** +1 to strike at levels one, five, nine and fourteen. +1 to parry at levels one, three, six, nine and fourteen. +1 to parry at levels one, three, six, nine and twelve. +1 to strike when thrown at levels two, five, nine and fourteen.

W.P. Rune Weapon: This gives the character the knowledge and ability to use all and any Rune Weapons. With this skill the character can use any rune weapon whether or not he has that w.p. (i.e. if the character doesn't have a w.p. sword but does have a rune sword he can still use it). This gives the character an additional +2 to strike with a rune weapon and +3 to parry with a rune shield.

W.P. Shield: Combat skills with large and small shields used primarily for parrying and self defense. **Bonuses:** +1 to parry at levels 1, 3, 6, 9, 12 and 15. A shield can be used in one hand and a weapon in the other. +1 to strike with a shield (1D4 damage) at levels 4, 8 and 12. No bonus to strike when thrown.

W.P. Siege Weapons: An understanding of the use and mechanics of siege weapons, including balista, catapult, onager and trebuchet. +1 to strike at levels 2, 5, 9 and 12.

W.P. Slingshot: Includes both ancient slings and modern slingshots. **Bonuses:** +1 to strike and 2 two shots per melee at first level. +1 to strike and an extra shot per melee at levels 2, 4, 6, 8, 10, 12 and 15.

W.P. Small Thrown Weapons: Includes shuriken, throwing spikes, etc. **Bonuses:** Start with being able to fire off 3 per melee round. +1 to throw at levels 4, 7, 10 and 13. Extra shot per melee at levels 2, 3, 5, 6, 8, 9, 11, 12, 14 and 15.

W.P. Spear: Combat skill with large and small spears. **Bonuses:** +1 to strike and parry at level one. +1 to strike at levels 3, 7, 10 and 13. +1 to parry at levels 3, 6, 9, 12 and 15. +1 to throw at levels 2, 4, 8, 11 and 14.

W.P. Staff: Combat skill with large and small staffs. **Bonuses:** +1 to strike and parry at level one. +1 to strike at levels 4, 7, 10 and 14. +1 to parry at levels 2, 5, 8, 11, and 14. +1 to throw at levels 4, 8 and 14.

W.P. Sword: Combat skills with large and small swords, including fencing type training. Includes rapiers, sabers, two handed, and short swords. **Bonuses:** +1 to strike and parry at level one, an additional +1 to strike at levels 3, 6, 9, 12 and 15.+1 to parry at levels 2, 3, 5, 7, 9, 11 and 14. +1 to throw at levels 5, 10 and 14.

W.P. Trident: The practiced use of the trident as a weapon. **Bonuses:** +1 to strike and entangle at level one. +1 to strike at levels 3, 5, 7, 9, 12, and 14. +1 to parry at levels 5, 9, and 13. Entangle an opponent's arm, hand, foot or weapon between the prongs: +1 at level 2, 5, 8, 10, 12 and 14. If a limb is caught or pinned, the trident user can twist the trident with a quick movement that will force the "pinned" opponent to follow the movement and be "flipped" off his feet or upside down under water. The victim of a body flip is thrown to the ground/down/over and loses initiative and one melee action/attack. W.P. Trident provides the body flip move only when using the trident. Typical damage is 3D6 S.D.C. or 3D6 M.D.; can be thrown 50 feet in the air or 30 feet underwater.

W.P. Whip: Skill at "whipping" or snapping with long, flexible, light weapons, typically made of leather, rawhide, reeds or M.D.C. cords.

Damage: Single cord whip: 1D6 S.D.C., Bull Whip: 2D6 S.D.C., Cat-O-Nine Tails: 2D6 S.D.C.

Bonuses: +1 to strike at level one. +1 to strike at 3, 5, 7, 9, 11 and 13th levels. +1 to damage at 4th, 8th, and 12th levels. +1 to entangle at 2nd, 6th, 8th, 10th and 14th levels. This weapon *cannot* be used to parry! An M.D.C. whip still inflicts S.D.C. damage, but is more resistant to damage.

Modern Weapon Proficiencies: These are areas of training and practiced skill with a particular type of modern weapon. Each W.P. counts as one skill selection. Characters with no knowledge of modern weapons can fire loaded weapons, but will take twice as long to reload and always shoot "wild"; no bonuses to strike.

W.P. Artillery: Covers all vehicle-sized cannons and howitzers, as well as vehicle-mounted missile weapons.

W.P. Automatic Pistol: All modern military automatic pistols (automatic means the weapon keeps firing while the trigger is depressed and until the trigger is released or the rounds are all expended).

W.P. Automatic and Semi-automatic Rifles: Includes all assault rifles like the M-16 and AK-47.

W.P. Black Powder: Knowledge and practice with antique weapons of all kinds. Includes a lot of strange items... the ability to load and fire muzzle-loading guns, familiarity with Civil War, Napoleonic, Revolutionary War rifles and pistols.

W.P. Bolt Action Rifle (hunting & sniping): Includes most hunting rifles; not an automatic firing weapon.

W.P. Cyclone Weapon Systems: This skill is exclusive to the cyclone rider O.C.C. and gives the

character a +1 bonuses to strike when using any of the standard cyclone weapons. They include the CADS-1 Saber system, EP-37 60mm beam cannon, EP-40 rocket cannon, RL-6 rocket cannon, GR-97 forearm missile launcher, GR-103 mini-missile and missile launcher sidecar.

W.P. Flame Thrower: Includes normal fire, and plasma based flame throwers. This does not include plasma ejectors or similar weapons. This W.P. also instills a basic understanding of how to make best use of the Flame Thrower: i.e. by lighting certain areas on fire, concentrating the fire or dispersing it over a larger area, etc.

W.P. Gallant H-90: This is a separate weapon proficiency because of its unique multi-configurations, and damage capabilities.

W.P. Grenade: Think just anyone can chuck a grenade? If your answer is yes, then you might want to think again. Sure, tossing a grenade takes all the intelligence of your average chimpanzee. Figuring out when to throw the grenade is another matter. First off not all grenades are fitted with the same delay rate. Some have a 5 second delay, some 3 seconds, some can be adjusted to a variable rate. There's even some Soviet grenades that have a zero delay, they go off as soon as you pull the pin!

W.P. Grenade Launcher: Any device, including certain rifle models, that fire grenades. This skill includes the use of the Triax pump-weapons (i.e. TX-16) and the launchers of the CS-14 "Firebreather."
Bonuses: +1 to Strike at levels 3, 7, and 11.

W.P. Harpoon Gun: Proficiency with the harpoon gun. The weapon can be used either with a plain pointed end (2D6 S. D.C.) or with an explosive head (4D6 M.D.). **Bonuses:** +1 to strike at levels two, four, seven, ten and thirteen.

W.P. Heavy: Includes machineguns, bazookas, LAWS, and mortars.

W.P. Mortar: These are man portable artillery weapons that consist of a tube and small self-propelled bombs that shoot out of the tube.

W.P. Revolver: All cylinder style handguns; not automatic (trigger must be pulled each time the gun is fired).

W.P. Sub-Machinegun: Includes all small arms automatic weapons like the uzi.

W.P. Torpedo: Maintenance and a keen understanding of a torpedo's speed, range, trajectory, and most effective use. **Bonuses:** +1 to strike at levels two, six and twelve. +1 to strike with a depth charge at level four.

W.P. Energy Pistol: Includes lasers and all types of energy firing small arms.

W.P. Energy Rifle: Includes all long range energy firing rifles.

W.P. Heavy Energy Weapons: Includes plasma ejector, rail guns, and similar high tech, mega-damage weapons.

W.P. Sharpshooter: Any O.C.C. except Vagabond, Dragon and Mind Melter, can select the W.P. Sharpshooter skill. However, among the current list of O.C.C.s and in most parts of the world, sharpshooting is not very commonplace. Still, some characters, especially those geared for combat, may have one or two W.P. Sharpshooting skills.

Counts as two "other" skill selections

Not available as a secondary skill

The character must have first spent one skill selection on a desired W.P. skill before the Sharpshooting skill can be selected. Once the W.P. type has been selected, the sharpshooting skill can be added to it at a cost of two "other" skill selections. The sharpshooting skill bonuses are then added to those of the normal weapon proficiency for that specific type of weapon.

The sharpshooting skill can be combined with the W.P. Archery & Targeting skill (applicable only to the sling, crossbow, and bow and arrow) and all the modern weapon proficiencies, except W.P. Heavy and W.P. Heavy Energy Weapons. Not applicable to W.P. Blunt, W.P. Chain, W.P. Knife, W.P. Sword, or other ancient hand-held type weapons.

W.P. Sharpshooting Bonuses: All bonuses are in addition to conventional W.P. bonuses of +3 aimed, +1 burst.

The Sharp Aimed Shot (applicable to both the single shot and the aimed burst shot): +1 to strike with a P.P. 20 and every additional five (5) P.P. points above 20, but the bonuses are only applicable when the appropriate type of weapon is used. Aimed shots only. No bonuses for shooting wild.

The Sharpshooter's Called Shot: The sharpshooter's aimed shot bonuses are NOT applicable when using this special "Sharpshooter's called shot." Instead, the sharpshooter uses the following superior bonuses: +1 to strike with a P.P. 18 and every additional three (3) P.P. points above 18, but the bonuses are only applicable when the appropriate type of weapon is used and this special called shot counts as two melee attacks/actions. Aimed shots only.

Quick Draw: +1 to initiative with a P.P. 18 and every additional four (4) P.P. points above 18, but the bonuses are only applicable when the appropriate type of weapon is used.

The Bonus Attack: +1 additional shooting melee attack when using that specific weapon for the entire melee round.

The Trick Shot: Most Men at Arms can pick one of the following tricks (or roll 1D6 for random determination), but the *Gunfighter*, *Sheriff* and *Gunslinger O.C.C.s* get ALL six!

1. Can fire a traditional two-handed weapon, like a rifle, one handed.
2. Can shoot over his shoulder by holding up a mirror and aiming at the reflection.
3. Accurately shoot while riding a horse or moving vehicle (normally a wild shot), but strike bonuses are half and a called shot is impossible (-8 to strike and strike bonuses do not apply).
4. Shoot accurately while standing on head or hanging upside down; all bonuses applicable.
5. Roll or somersault and come up shooting (normally a wild shot), no bonuses nor penalties to strike; straight roll of the dice.
6. Ricochet shot, can bounce bullets, arrows, sling bullets and other fired projectiles (depending on the specific W.P.) off of one surface and angle the shot in such a way that the projectile ricochets/bounces off and hits a different/second target (inflicts only one pint of damage to the first surface and full damage to the second). This can also be done with laser weapons but the ricocheting surface must be mirrored or highly polished. Glitter Boys are excellent reflective surfaces for performing a ricochet laser shot.

W.P. Study: Although this weapon proficiency list is fairly extensive, some weapons may be left out. Any player who wants a W.P. in a weapon not represented in this list, should select this skill. Subject to GM approval. When selected, the player uses the bonuses of the closest weapon on the list. For example: Steve wants his druid to use a scythe. Since W.P. Scythe is not listed, and the GM approves of Steve using the W.P. Study skill. Steve, and the GM then decide that the W.P. Pole Arm skill is the closest

equivalent, but the GM allows a bonus of +1 to parry at level 1.

Weapon Mastery

"Ello. My name is Inigo Montoya. You killed my father. Prepare to die."

-Spanish Weapon Master

Some people, such as Lawmen and Gunfighters, learn to do amazing things with guns. Some Indian warriors do similar things with bows and slings, making the New West of Rifts Earth a deadly place... at a distance. Some places, some worlds, however, have either built a culture around hand to hand combat or have never advanced technologically to the point where distance combat is feasible. The same kinds of people live everywhere, however. Just as some in North America have devoted themselves to their guns, some people in these societies have devoted themselves to their weapons, be they high-tech blades scientifically balanced to their wielder's style, magical flails, or a hunk of wood that "just feels right", they have expanded their knowledge beyond mere proficiency: They are Weapon Masters.

Restrictions and Conditions

This skill is applicable only to weapons that rely on the strength of their wielder to cause damage, or their modern, magical and psionics equivalents. Thus vibro-blades, flaming swords and psi-swords can all benefit from this skill, while bows, slings and pistols cannot. Spears, knives, and other throwing weapons can be used with this skill, but all bonuses (save those to initiative) are halved, and the Riposte ability cannot be used.

To acquire this skill a character must sacrifice two OCC related skills or two OCC WP's. Secondary skills cannot be used to acquire this skill. A character must be proficient in the weapon to be mastered, and must purchase mastery separately for each WP.

Bonuses of Weapon Mastery

All bonuses are in addition to attribute and WP bonuses.

- The mantra of business is "Location, Location, Location," supposing a better location will yield better results. Weapon masters have also learned the value of location in the form of a well-placed shot. A weapon master gains a +1 to damage with a PP of 15 and an additional +1 for every 5 points of PP thereafter. This damage can be either SDC or MDC, as appropriate to the weapon.
- Riposte. A Master can go one better than a simultaneous strike, parrying and striking in response to another's attack. This costs an attack, but is done at full bonuses and cannot be defended against (unless his opponent has an un-engaged paired weapon or is also a master).
- Example: Master A is using a longsword, while master B is using a Hercules Club. Master A makes his attack, rolling a thirteen (with bonuses). Master B attempts a riposte, rolling a measly 4 for his parry and an 8 for a strike. His opponent parries the riposte with a 12, thus damaging his opponent and protecting himself.
- On his next attack, Master B swings his club and rolls an 18. Master A ripostes, rolling a thirteen for his parry and a seven for his strike. Master B parries the riposte with an eleven, and Master A is in a world of hurt (did I forget to mention that Master B is a troll... a BIG troll? Oops). Note that both character have used two attacks (one attack and one riposte), but this is only the first sequence of attacks this melee round.
- Lightning Speed. Similar to Iaijutsu, this gives a character great speed when using his mastered

weapon. This translates into a +1 initiative at PP 18, and another +1 per additional 4 points of PP. They also receive an extra attack on any round in which they use only their mastered weapon.

- The Expanded Proficiency. Finally, a Weapon Master gains a bonus to all maneuvers involving that weapon, such as strikes, parries, disarms and entangles, but not dodges, rolls or holds. This bonus is a +1 at a PP of 20, with an additional +1 per 5 points of PP thereafter.

Weapon Proficiencies provide the following bonuses:

Aimed: +3 to strike. **Note:** +4 with a revolver

Burst: +1 to strike.

Wild: No bonus or penalty.

Training also enable the character to easily reload, disassemble, unjam, clean and other wise maintain the weapon. **Recognizes weapon quality:** 30% + 6% per level of experience. Add a bonus of +1 to strike for every THREE levels of experience beyond level one.

Next section [Wilderness Skills](#).

Wilderness

Agriculture: This is the science and art of farming. Training explores the cultivation of the ground, preparing the soil, sowing, plant seeds, caring for plants and harvesting the crops for the purpose of producing vegetables and fruits. **Base Skill:** 34% + 5% per level of experience.

Archery: The practiced use of the bow and arrow and crossbow. The archery skill is effectively a weapon proficiency with bow weapons. **Bonus to strike with bow and arrow/crossbow:** +1 at first level plus +1 to strike for each additional TWO levels of experience. **For Example:** Level one, + 1; Level three, +2; Level five, +3 and so on. Rate of Fire: Two at level one and ONE for each additional Two levels of experience. For Example: Level one, 2 shots per melee; level three, 3 shots; level five, 4 shots and so on.

Bow Types and Ranges S.D.C. Damage Per Arrow

Short Bow -- 420 ft 1D6

Large Bow (longbow) -- 700 ft 1D8

Compound Bow -- 800 ft 2D6

Crossbow -- 700 ft 1D8

The skill also includes the ability to select the proper wood and make a quality bow. **Base Skill:** to make a bow is 40% + 5% per level of experience. A failed roll means the bow is poorly crafted, is -1 to strike and has a 50% chance of cracking every time it is fired. A Reminder to hand craft a bow could take several days weeks, but rarely hours and never minutes and attacks.

Boat Building: This skill enables the character to build a variety of rafts, small rowboats, large flatbed boats, and canoes. A small raft (two man) can be made within 1D6+1 hours if the lumber or other suitable materials and tools are readily available. A large raft will take about 4D6 hours, a canoe 2D6 days, rowboat, 4D4 days, large flatbed 1D4x10 days. Time is doubled or tripled if trees must be cut down and wood prepared. Of course, the time can be reduced if several knowledgeable people are working on the construction. A failed skill roll means the boat has leaks. Trying to patch it will require 4D4 hours. **Base Skill:** 25% + 5% per level of experience.

Carpentry: A fundamental knowledge of working with wood. The character knows how to prepare, treat, and preserve wood, recognize quality craftsmanship, can repair damaged wood and wood items, and build (chests, chairs, tables, cabinets, houses, etc.). Adds a +5% bonus to the Boat Building skill if taken. **Base Skill:** 25% + 5% per level of experience.

Construction (Wood): This is the knowledge on how to build and frame houses, decks, storage sheds, and so on. This also gives the character the knowledge of how to use certain machinery only used for wood. **Base Skill:** 30% + 5% per level of experience.

Dowsing: This is the ability to locate fresh water whether it be with a divining rod or by more scientific and logical means. For some (like druids), it is a mystical ability, while for others (like rangers), it is done through deductive analysis and knowledge of nature. The percentage number indicates the success ratio of locating fresh water. A person can roll once every melee to sense water, but must roll *two consecutive* successful rolls to locate the water. **Base Skill:** 20% + 5% per level of experience.

Fashion Tools and Weapons: Useful tools and weapons can be constructed from readily available material. These crude items are usually made from wood, stone, vines, and bones, and include making a simple wood and/or stone hammer, club, hand shovel, pick, fishing hook, bone needle, wooden stake, torch, rope, string, fishing line, simple flute, blow gun, staff, wooden spear, bola, throwing stick, arrow, short bow, stone knife, and spear and axe head made from chipped stone. The ability to fashion tools is a source of pride for jungle tribesman and wilderness folk. An unsuccessful roll results in a product that is completely useless, try again. It generally takes about 1D4 hours to make a small, simple item and 2D4+1 to make a larger, more elaborate item like a stone axe, spear with a stone head, short bow, etc. **Base Skill:** 20% + 5% per level of experience.

Horsemanship: A familiarity with horses, how to ride them and take care of them.

Riding/care/feeding: A fundamental knowledge in the care and grooming of horses. **Recognize quality/breed:** The percentile number indicates the success ratio of recognizing the quality (age, speed, health, etc.) and breed (race horse, way, riding, etc.) of horses in general.

- **Jump:** The percentile number indicates the success ratio of NOT being thrown from the horse when jumping (or backing). Character must roll under the percentage to remain in the saddle and in control.
- **(+) Plus to parry and dodge:** Applies to the rider, and not the horse. The rider gains a combat advantage from height and speed of being mounted.
- **Charge Attack:** Adds +3 to damage with any ancient weapon, -2 to strike with guns or bow and arrow.
- **Horse Attack:** Having the horse kick and rear. Two attacks per melee; front legs do 2D6 damage, rear do 4D6 damage (S.D.C.), unless otherwise stated.
- **Bonuses:** Attacking while mounted on a horse gives the character the advantages of height and speed. Plus +1 to parry and dodge, +2 to damage (S.D.C.), unless otherwise stated.
- **Raise/Breeding Horses:** This is a fundamental knowledge in the raising, training and breeding/mating horses.

Base Skill: 40% + 4% per level of experience. A failed roll means the character fails at what he was attempting. Make control rolls for difficult moves like charge attacks, leaps, and other sudden movements. A failed roll means the rider falls off the mount.

Hunting: The skill of killing and preparing an animal for food. **Special Bonuses:** Add the following bonuses to the appropriate skills: +2% [Prowl](#), +5% [Track Animals](#), +5% [Skin Animals](#), +5% [Wilderness Survival](#), and +5% to Cook the catch only. No base skill.

Identify Plants & Fruits: Training in the recognition of the many different types of plants and vegetation and where they grow. The emphasis is placed on edible, herbal and poisonous plants.

Base Skill: 25% + 5% per level of experience.

Land Navigation: This skill enables the person to stay on course while traveling over land by means of observation. It includes mentally marking/recognizing geographic landmarks, estimating distance and movement, recognizing sounds, night travel, and other navigational tricks. The player should roll once for approximately every three miles traveled. A failed roll means the character is drifting off course; 2D10x100 yards/meters. Consecutive failed rolls means the individual does not realize that he's off course and continues in the wrong direction.

Note: A group of average men can cover about five miles an hour at a brisk, but relaxed, pace through grassland, along dirt roads or pavement. Travel through dense forest or jungle at a cautious pace, with eyes open for danger, is about one mile an hour. Heavy rain or snow, fog, swamps, etc., will also reduce speed. **Base Skill:** 36% + 4% per level of experience.

Oceanic Survival: Surviving without a ship at sea is a specialized skill, since the seas of a fantasy world are often quite hostile. Those with this skill know how to avoid being sucked down with a sinking ship, how to select and assemble the best driftwood and scrap for a raft, and how to float without exerting themselves (not the same as swimming) for hours at a time. Once the survivor has something to hold on to, it becomes possible to survive for days at a time, but only if you know how to get fresh water (from fish, certain types of seaweed and condensation of dew on cool metal surfaces), as well as how to keep from being attacked or eaten by sea predators. Characters without this skill, or without help from someone else who has the skill, will likely perish immediately, or within hours. Note: Once on land, even the tiniest island, the skill of Wilderness Survival takes over. **Base Skill:** 27% + 3% per level of experience.

Preserve Food: Knowledge in the preparation of foods for storage and later consumption. Includes canning fresh fruit and vegetables, making jams and honey, drying fruit, vegetables, and herbs, drying meat and fish, plus various smoking, salting, and pickling methods. **Base Skill:** 25% + 5% per level of experience.

Rope Works: This is a skill that takes into account the various needs and uses of rope. The character knows a variety of ways to tie knots, the advantages to various types of ropes and cords, their tensile strength and how to weave/make rope. A failed roll to tie a knot means that it is loose and sloppy and easy to untie, slip out of, or likely to unravel or snap when strained. **Base Skill:** 30% + 5% per level of experience. Characters bound/tied by this character are -10% to escape/slip knots.

Sculpting & Whittling: The art of molding or carving a three dimensional figure, object or design out of clay, stone or wood. The percentile number indicates the quality of technique and appearance. Taking the skill twice indicates a professional quality and gets a bonus of +10%. Selecting it once, indicates a talented amateur. **Base Skill:** 30% + 5% per level of experience.

Sense of Direction: A simplified version of the Land Navigation skill. The character has the ability to tell which direction he or she is traveling, relative to a specified point. **Base Skill:** 15% + 5% per level of experience.

Skin and Prepare Animal Hides: Training in the methods and techniques in skinning, tanning, stretching, and preserving animal hides as fur or leather. Adds a +5% bonus to the sewing skill. **Base Skill:** 30% + 5% per level of experience.

Tame Animals:

First percentile: Capture roll

Second percentile: Tame/train roll

Capture &/or tame creatures with animal intelligence (6 or below)

Time Requirements: 1D4 weeks +1 week per I.Q. point.

Base Skill: 25%/30% + 5% per level of experience. **Requires:** Track or Track Animal, Ride Animal (if to be ridden) and the language to which it will respond.

Track Animals: This skill enables the character to identify an animal by its tracks, scent, spoor, and habits. The individual can also follow the animal's tracks and other signs. This means he can also estimate how fresh the tracks are, what direction they are heading, whether the animal is hurt or sick, and guess it's age. The habits and habitats of animals and animal behavior are also learned.

Tracking humans with this skill is also possible, but is done with a penalty of -20%. **Base Skill:** 20% + 5% per level of experience.

Track & Hunt Sea Animals: General knowledge of the oceans and seas, with an emphasis on undersea habitats and environments, and the types of fish and animals attracted to such places. The character knows where to look for particular types of fish and sea creatures (i.e. in coral reefs, under rocks, inside caves in warm water, cold water, etc.), the types of food the sea animals eat/prey upon, migration patterns of fish and sea mammals, and notable types of seaweed and their uses (edible, poisonous, etc.). **Base Skill:** 35%/35% + 5% per level of experience. The first number is the general knowledge, and the second is the character's ability to locate and capture small and large undersea creatures (crustaceans, fish, eels, sea mammals, etc.). **Note:** -20% when dealing with mutants and alien creatures.

Trap Construction: Training in the design and application of traps and mines used in anti-personnel and defense tactics. With readily available materials and simple tools, including shovels, knives, sticks, wire and rope, the character can build fiendish traps. Any who would scoff at the effectiveness of traps in modern mega-damage combat should reconsider. While traps may not damage M.D. equipment, unless the trap is augmented with explosives (requiring the Demolitions skill), simple pits can hamper, even immobilize, troops and robot vehicles by making them unable to climb out (will earth walls support the weight of a several ton robot trying to climb out? Not likely). Other traps can be used as alarms (triggering flares, video cameras, or simply producing noise), or even as diversions to distract the enemy while the character escapes.

The greatest drawback of traps lies in the amount of time required to prepare them. It can take hours to prepare rock slides, large pits, etc., even with heavy equipment. But, even this time can be shortened with help from others, as only one character needs the skill, in order to successfully direct others in the traps' construction. Ingeniously prepared traps can, and often do, shift the advantage of a battle to the side that prepared the field for combat. See the Appendix for examples of most common types of traps. **Base Skill:** 20% + 4% per level of experience.

Trap/Mine Detection: Knowledge of the strategic placement of booby traps and mines, the tell-tale trademarks and indications of traps and mines, how to avoid them, and the use of mine and explosive detection equipment. The character has been trained to watch for suspicious objects, dirt mounds, trip wires and camouflaging materials that may denote the presence of a trap. Simple snare traps and trip wires can be easily disarmed by the character, but the demolitions disposal skill is required to disarm mines, explosives, or complex traps. **Base Skill:** 20% + 5% per level of experience for detecting by visuals alone. Add +50% when using special detection equipment to locate mines and explosive traps, +10% if the trap isn't a mine or explosives, but using metal (such as a trip wire) as part of the trap. **Note:** See the Rifts World Book 11 description of this skill for rules on training some Dog Boy types to sniff out traps.

Undersea & Sea Survival: Includes a basic knowledge of what sea animals and fish are edible and easiest to find and catch, how to make simple fishing hooks and lines, dangerous predators and D-bees to avoid, how to protect oneself from the sun, water and food rationing, and fundamental

survival techniques. **Base Skill:** 25% + 5% per level of experience. **Note:** At the G.M.'s option, this can be included as part of a character's basic wilderness survival skill. This is especially likely of Navy men, sailors, pirates, sea druids, ocean wizards, and aquatic D-bees.

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

Winter Survival: This skill involves learning to survive in arctic or Antarctic conditions, building Igloos and snow caves, spotting thin ice and crevices, and techniques to stay warm. **Base Skill:** 40% + 5% per level of experience.

[Skill List](#)

Hand to Hand Combat:

Aikido: The following techniques are know at first level: Body block/tackle, body flip/throw, break fall, disarm, holds, roll with punch/fall/impact, pull punch, kick attack (2D4 damage), and the usual strike, parry and dodge.

Bonuses: +2D6 S.D.C., +1D4 to M.E., +1 to P.P., and +1 to P.E.

Level

1. Two attacks per melee round; +3 to break fall, +2 to roll with punch/fall/impact, +2 to body flip/throw, and +2 to pull punch.
2. +1 on initiative, +2 to parry and dodge.
3. Automatic dodge and +1 to disarm.
4. + 1 attack per melee round and +1 to body flip/throw.
5. Critical body flip/throw on Natural 18-20 (double damage).
6. +1 to parry/dodge and +1 to body flip/throw.
7. Automatic flip/throw and +2 to pull punch
8. +1 attack per melee
9. +1 on initiative and +1 to strike, parry and dodge.
10. Double existing P.P.E. (inner spirit) and +1 to disarm.
11. +1 to parry, +2 to dodge, and +1 to body flip/throw.
12. +1 attack per melee.
13. +1 on initiative and +2 to body block/tackle.
14. Critical strike on a natural 18-20
15. +1 attack per melee.

Assassin: This is taught to character trained by secret organizations (CIA, Mafia, etc.), this is the specialized science of killing. It includes learning Automatic Parry, Pull punch, roll with punch/fall, kick attack, knock-out/stun, critical strike and death blow. It does NOT include the ability to do Jump kick or leap attack.

Level

1. +2 to strike (one attack per melee).
2. +2 additional attacks per melee.
3. +3 to pull/roll with punch/fall
4. +4 to damage.
5. +1 additional attack per melee.
6. +3 to parry/dodge. Entangle.
7. Knock-out/stun on an unmodified roll of 17-20.
8. +1 additional attack per melee.
9. Kick attack does 1D6 damage.

10. Critical strike on an unmodified roll of 19 or 20.
11. +2 to strike
12. Death blow on a roll of a natural 20.
13. +1 additional attack per melee.
14. +2 to damage.
15. +2 to strike.

Basic:

Level

1. Two attacks per melee; +2 to pull/roll with punch, fall or impact.
2. +2 to parry and dodge.
3. Kick attack does 1D6 points damage.
4. +1 additional attack per melee
5. +1 to strike.
6. Critical strike on a n unmodified roll of 19 or 20
7. +2 to damage.
8. Judo-style body throw/flip; does 1D6 damage, and victim loses initiative and one attack per melee.
9. +1 additional attack per melee
10. +2 to pull/roll with punch, fall or impact.
11. +1 to parry and dodge
12. +1 to strike
13. Critical strike or knockout from behind.
14. +2 to damage
15. +1 additional attack per melee.

Commando: The commando hand to hand combat skill is exclusive to the commando and Special Forces O.C.C.s and is a form of martial arts.

Bonuses: +2D6 S.D.C. and +1 to M.E.

Level

1. Starts with two attacks per melee round, paired weapons, body flip/throw, body block/tackle and +2 to save vs horror factor.
2. +1 on initiative, +1 to strike, +2 to parry and dodge, +3 to roll with punch/fall/impact, +3 to pull punch. Backward sweep kick: Used only against opponents coming up behind the character. Does no damage: it is purely a knock-down attack (same penalties as body flip) but cannot be parried (an opponent can try to dodge it but is -2 to do so).
3. Disarm, +1 to automatic body flip.
4. + One attack per melee and Karate kick attack. This is a conventional, karate-style, kick. It starts with bringing the knee, folded, up to chest level, then the foot is completely extended. Does 2D6

damage.

5. Automatic dodge and critical body flip/throw.
6. +2 on initiative, +1 to strike, parry and dodge, and +1 to body flip/throw.
7. +2 to damage, +1 to save vs horror factor, +1 to disarm, +1 to automatic dodge and +2 to pull punch.
8. + One attack per melee, jump kick, +1 to body flip/throw, and +1 to roll with punch/fall/impact.
9. Death blow on a natural 18-20!
10. +2 to save vs horror factor, +1 on initiative and +1 to strike.
11. +1 to disarm, +1 to pull punch and +1 to body flip/throw.
12. +2 to damage, +1 to parry and dodge, +2 to automatic dodge.
13. + One attack per melee.
14. Automatic body flip/throw.
15. Critical strike on a natural 17-20.

Expert:

Level

1. Two attacks per melee to start, +2 to pull/roll with punch, fall or impact.
2. +3 to parry and dodge
3. +2 to strike
4. +1 additional attack per melee
5. Kick attack does 1D6 damage
6. Critical strike on an unmodified roll or 18, 19, or 20
7. Paired weapons.
8. Judo-style body throw/flip; does 1D6 damage, and victim loses initiative and on attack
9. +1 additional attack per melee.
10. +3 to damage.
11. Knockout/stun on an unmodified roll of 18, 19, or 20
12. +2 to parry and dodge
13. Critical strike or knockout from behind (triple damage).
14. +1 additional attack per melee
15. Death blow on a roll of natural 20.

Judo: This is a basic, modern style of martial arts common among the high-tech communities like the Republic of Japan, Ictho and Takamatsu. This is typically the basic hand to hand combat used by the Armed Forces and police of the Republic.

Basic & Special Moves: Body Block/tackle, body flip/throw, break fall, disarm, roll with punch/fall/impact, strike, parry, dodge, and pull punch are available at first level. All bonuses are cumulative.

Bonuses: +2D4 S.D.C., +1 to M.E., +1 to P.P.

Level:

1. Two attacks per melee round; +3 to roll with punch/fall/impact, +3 to pull punch.
2. +2 to parry and dodge, +1 to strike.
3. +1 to body flip/throw and body tackle; +1 to disarm.
4. +1 additional attack per melee and Karate-Style kick 2D6 damage.
5. Critical body flip/throw on natural 19 or 20 (double damage).
6. +1 to strike, parry and dodge; +1 to body flip/throw.
7. Paired weapons and +2 to damage.
8. Jump kick and +1 to roll with punch/fall/impact.
9. +1 additional attack per melee.
10. +2 on initiative and +1 to parry and dodge.
11. +1 to break fall and +1 to disarm
12. Critical strike on a natural 18, 19, 20
13. +2 to damage and knock-out/stun on a natural 19 or 20.
14. +1 additional attack per melee.
15. Automatic body flip/throw.

Jujitsu: The following techniques are know at first level: Maintain balance, break fall, disarm, body block/tackle, body flip/throw, holds, roll with punch/ fall/impact, pull punch, kick attack (2D4 damage), knee and elbow strikes (1D6 damage), and the usual, strike, parry and dodge.

Limitation: Characters of an honorable alignment cannot select this skill (i.e. can't be principled or aberrant).

Bonuses: +3D6 S.D.C., +2 to P.S., +1 to P.P.

Level

1. Two attacks per melee round; snap kick (1D6 damage), knife hand (2D4 damage), +3 to roll with punch/fall/impact, +2 to parry and dodge, and +2 to pull punch.
2. +1 to strike, tripping/leg hook and backward sweep kicks.
3. +1 on initiative and critical strike from behind.
4. + 1 attack per melee round and +1 to damage.
5. Palm strike (2D4 damage) and drop kick
6. Critical strike on a Natural 18-20 (double damage).
7. +1 to strike, +1 to body flip/throw and +1 to disarm.
8. +1 attack per melee and +1 to maintain balance.
9. Critical body flip/throw on natural 17-20.
10. Jump kick and leap attacks.
11. +1 attack per melee and +2 to pull punch.
12. +1 on initiative, +1 to parry and dodge, and +1 to strike.

13. +2 to damage, +2 to pull punch, and +2 to break fall.
14. +1 attack per melee.
15. Death blow!

Karate: There are a variety of different styles of karate. What follows is a variation of Japanese Kyokushinkai Karate - "the School of Ultimate Truth." The focus of this martial art is on aggressive combat and striking power, especially the power to break through solid objects, as well as an emphasis on raid strikes and speed. Training is very hard and competitive.

The following techniques are known at first level: Break fall, body block/tackle, roll with punch/fall/impact, pull punch, kick attack (2D4 damage), karate kick (2D6 damage), karate punch (2D4 damage), knees and elbow strikes (1D6 damage).

Bonuses: +3D6 S.D.C., +1D4 to P.S., +2 to P.E., and +2 to Spd.

Level

1. Two attacks per melee round; snap kick (1D6 damage), knife hand (2D4 damage); +1 on initiative, +2 to roll with punch/fall/impact, +2 to parry, +1 to dodge, +1 to break fall and +2 to pull punch.
2. +1 to strike, tripping/leg hook and backward sweep kicks.
3. +1 additional attack per melee; +2 to damage.
4. +1 on initiative, +1 to disarm, and roundhouse kick (3D6 damage), power punch and palm strike (2D4 damage)
5. +1 additional attack per melee and +2 to pull punch
6. Power kick, wheel kick, and +1 to strike, parry and break fall.
7. Critical strike on a natural 18-20, critical strike from behind and death blow on a natural 20.
8. +1 additional attack per melee and +2 to damage.
9. Jump kick and leap attacks.
10. +1 on initiative, +1 to parry and dodge, and +1 to strike.
11. +1 additional attack per melee and +2 to pull punch.
12. Death Blow
13. +2 to damage, +2 to pull punch, +2 to break fall.
14. +1 additional attack per melee.

Kendo: This martial art developed around the art of swordsmanship. Consequently, it deals with balance, striking, parrying and slacking.

The following techniques are known at first level: Disarm, break fall, roll with punch/ fall/impact, pull punch, karate punch (2D4 damage), kick attack (2D4 damage), knee and elbow strikes (1D6 damage).

Bonuses: +2D4 S.D.C., +1 to P.S., +1 to P.P., and +2 to Spd.

Level

1. Two attacks per melee round to start; knife hand (2D4 damage); +1 on initiative, +2 to roll with punch/fall/impact, +1 to disarm, +1 to parry (punch attacks), +1 to dodge, +1 to break fall and +2 to pull punch.
2. +1 to strike and paired weapons.

3. +1 additional attack per melee; +2 to parry.
4. +1 on initiative, +1 to disarm, and +1 to parry.
5. Tripping/leg hook and backward sweep kicks.
6. Power punch and palm strike (2D4 damage).
7. +1 additional attack per melee and +2 to pull punch.
8. Critical strike on a natural 18-20, critical strike from behind and death blow on a natural 19-20.
9. +1 additional attack per melee and +4 to damage.
10. Automatic dodge.
11. +1 on initiative, +1 to strike, and +2 to break fall.
12. +1 additional attack per melee and +2 to pull punch.
13. Jump kick and leap attacks.
14. Death Blow!
15. +1 additional attack per melee.

Magic:

This is a Hand to Hand skill that only applies to heavy magic users such as Lay Line Walkers, Mystics, Shifters, Warlocks and various others (G.M.'s discretion, not available to Techno Wizards). The idea is, that if a Magic user spends enough time honing his magic skills, then it becomes useless to even bother with physical fighting.

Level:

1. 2 physical attacks per. melee, 3 attacks with magic. +3 to Parry, +3 to Dodge, 2D6x10 to P.P.E. +3 to strike using magic +1 to parry energy / projectile weapons using magic spells such as 'fireball' or 'call lightning' (only those with Hand to Hand: Magic can do this, a parry in this fashion counts as one Hand to Hand attack, and spends P.P.E) can also cast defensive spells, such as 'Armor of Ithan' as a parry but has no bonus to do so. +3 to save vs. magic.
2. +1 to parry using magic
3. +1 to parry + dodge (physical) 1 additional magic attack per. melee +2 strike using magic
4. +2 save vs. magic, +3 save vs. psionics
5. +2 parry using magic, 1D4x10 to P.P.E.
6. 3 additional spells from any level
7. +5 save vs. horror factor
8. 1 additional physical attack, 1 additional magic attack
9. +3 initiative +1 parry (physical) +1 strike using magic
10. 2D4x10 to P.P.E.
11. +1 to strike and parry using magic
12. +2 save vs. magic +1 strike, parry and dodge (physical)
13. 4 additional spells from any level
14. 2 additional magic attacks per. melee

15. 3D4x10 to P.P.E.

Martial Arts:

Level

1. Two attacks per melee; +3 to pull/roll with punch, fall or impact.
2. +3 to parry and dodge; +2 to strike.
3. Karate-style kick does D damage.
4. +1 additional attack per melee.
5. Jump Kick (critical strike). Entangle.
6. Critical strike on an unmodified roll of 18, 19 or 20.
7. Paired Weapons
8. Leap attack (critical strike).
9. +1 additional attack per melee
10. Judo style body throw/flip; does 1D6 damage, victim loses initiative and one attack.
11. +4 to damage.
12. +2 to parry and dodge.
13. Knock-out/stun on an unmodified roll of 18, 19 or 20.
14. +1 additional attack per melee.
15. Death blow on a roll of a natural 20.

Ninjutsu/Tai-Jutsu: The art of ninjutsu has come to be identified as the art of the Japanese assassin.

The following techniques are know at first level: Maintain balance, back flip, body block/tackle, body flip/throw, holds, roll with punch/fall/impact, pull punch, drop kick, kick attack (2D4 damage), knee and elbow strikes (1D6 damage), paired weapons.

Bonuses: +2 to M.A., +1 to P.S., +1 to P.E., +1 to P.P., and +4 to Spd.

Level:

1. Two attacks per melee; snap kick (1D6 damage), knife hand (2D4 damage), +2 to roll with punch/fall/impact, +2 on initiative, ++1 to parry, +2 to dodge, and +2 to pull punch. Parried Weapons: Training in the use of two weapons, one in each hand, to strike and parry simultaneously.
2. +1 to strike, cartwheel (attack), back flip (escape), back flip (defensive), and back flip (attack).
3. +1 additional attack per melee and palm strike (2D4 damage).
4. Leap attack, axe kick, and +2 to strike when performing any back flip or cartwheel.
5. Tripping/leg hook and backward sweep kicks and +2 to damage.
6. +1 additional attack per melee and roundhouse kick (3D6 damage).
7. Critical strike on a natural 18-20, or from an attack from behind; Death blow on a natural 20.
8. +1 on initiative, +1 to strike and parry, +1 to roll with punch fall/impact, +2 to maintain balance.
9. Death Blow!

10. +1 additional attack per melee and +2 to pull punch.
11. Double existing P.P.E. (inner spirit)!
12. +1 on initiative and +2 to roll with punch/fall/impact.
13. +2 to damage and +1 to disarm.
14. Jump attack, +2 to back flip/cartwheel, +2 to damage.
15. +1 additional attack per melee.

Teng-jutsu (rare among humans/mortals): Note: Teng-jutsu can only be learned from a tengu or a 12th level master of Teng-jutsu.

The following techniques are known at first level: Break fall, roll with punch/fall/impact, maintain balance, back flip escape, back flip attack, cartwheel (attack), body block/tackle, pull punch, kick attack (2D4 damage), karate kick (2D6 damage), karate punch (2D4 damage), knees and elbow strikes (1D6 damage), plus the tengu special mystic martial art powers.

Level:

1. Two attacks per melee round and all special powers of this style of martial arts. Also +2 to dodge (normal), +2 to pull punch or kick, +1 to disarm, +1 to roll with punch/fall/impact, +3 to maintain balance, +1 to break fall. Can perform Karate style kick, jump kick, leap kick/attack and all other types of kicks.
2. Drop kick, +1 on initiative, +2 on all back flips.
3. +1 to strike, +1 to disarm, +1 to leap dodge.
4. +1 additional attack per melee.
5. Critical strike from all kicks (double damage) and jump kick and leap attacks.
6. +1 to roll with punch/fall/impact, +2 to pull punch or kick, and +1 to leap dodge.
7. +1 on initiative, tripping/leg hook and backward sweep kicks.
8. +1 additional attack per melee.
9. +2 to disarm, +1 on all back flips, +1 on cartwheel attack.
10. Axe kick and +1 on initiative and +1 to parry.
11. +1 additional attack per melee.
12. +1 to leap dodge and +1 to disarm.
13. Snap kick and wheel kick.
14. +1 to pull punch and +1 to leap dodge.
15. +1 additional attack per melee.

Wrestling:

Entrance Requirements: None

Skill Cost: 8 years (6 as a Secondary form)

Though often forgotten or ignored in martial arts discussion, wrestling is actually the world's oldest martial art. Organized wrestling was known to the ancient Greeks, Egyptians, Jews, and Indians, among others. Paintings on the interiors of Egyptian pyramids depict wrestlers using holds and other techniques

still practiced to this day. Wrestling as commonly seen today has devolved to either sport with limited combat application (amateur freestyle, collegiate, and Greco-Roman), or so-called "sports entertainment" (professional wrestling). Both styles sprang from the professional wrestling contests frequently sponsored by traveling carnivals in the late 19th and early 20th centuries. The carnival would frequently have a "champion" who would offer prize money for those who could defeat him, or simply last a given period of time. These champions frequently developed a number of dangerous (now illegal) techniques for dispatching local challengers who threatened to go the distance.

Up until very recently, some of the most formidable martial artists in the world could be found working as "professional wrestlers"; either former carnival "hookers", as they were called, or men who had trained with such. Currently, training in this method of wrestling is available in only a few schools, located in Florida, southern California, and Missouri in the US, Alberta in Canada, and Tokyo, Japan.

The wrestler seeks to immediately close with his opponent, controlling his body and/or limbs to immobilize, then throw or lock them into helplessness.

Character Bonuses:

Add 2 to PS

Add 1 to PP

Add 2 to PE

Add 15 to SDC

Combat Skills

Attacks per Melee: 3

Escape Moves: Roll with Punch/Fall/Impact, Maintain Balance

Basic Defensive Moves: Parry, Dodge, Automatic Parry

Advanced Defenses: None

Hand Attacks: Palm Strike

Basic Foot Attacks: Tripping/Leg Hooks

Special Attacks: Body Block/Tackle, Body Flip/Throw, Critical Flip/Throw, Elbow, Knee, Forearm, Choke, Neck Hold/Choke, Crush/Squeeze, Headbutt (SPECIAL! Can be performed only when in grappling range. Does 1d4 damage.)

Holds/Locks: Arm Hold, Leg Hold, Body Hold, Neck Hold, Wrist Lock, Elbow Lock, Ankle Lock (SPECIAL! Performed like a Leg Hold, but treated as a Wrist Lock for escape purposes), Knee Lock (SPECIAL! Performed as a Leg Hold, but treated as an Elbow Lock for escape purposes)

SKILLS INCLUDED IN TRAINING

Martial Arts Powers: Receives the Kansetsu-Waza, Grasping Hand Atemi Ability automatically. In addition, select one Body Hardening Exercise.

Languages: None

Level:

1. +2 to Maintain Balance, +3 to Roll with Punch/Fall/Impact, Critical Strike from Behind
2. +2 to Hold/Lock*, +1 to Body Flip/Throw
3. +1 to Damage, +1 to Dodge
4. +2 to Body Flip/Throw (Does 2d6 damage, instead of the usual 1d6), Critical Strike/Throw on Natural 18, 19, or 20
5. Select one additional Martial Arts Power from Body Hardening Exercises

6. +1 to Hold/Lock*, +2 to Maintain Balance
7. +1 to Strike, +1 to Parry/Dodge
8. +1 Attack per Melee
9. +2 to Roll with Punch/Fall/Impact, +1 to Damage
10. +1 to Body Flip/Throw, +1 to Maintain Balance
11. +1 Attack per Melee
12. +2 to Dodge, +1 to Hold/Lock
13. +2 to Maintain Balance, +1 to Roll with Punch/Fall/Impact
14. Select one additional Martial Arts Power from Body Hardening Exercises or Martial Arts Techniques.

Why Study Wrestling? Most martial artists are lost in a grappling situation; the wrestler lives there. Provides excellent physical training as well. Weaknesses are a difficulty with multiple attackers and a lack of "internal" training.

Zanji Shinjinken-Ryo: This is the ancient school of samurai swordsmanship. Unlike some other forms of martial arts that incapacitate an opponent, zanji is designed to kill. Not wound, not injure, not knockout, but kill! A sword is an instrument of death, but also an extension of the swordsman. The secret of sword mastery is rooted in the ability of being able to respond instantly, without reflection, without hesitation, to anything that might happen. No amount of technical skill can benefit a samurai whose mind inhibits spontaneous response to the environment around him. In this sense, the sword and the man are of one mind and one spirit; a living extension of each other.

A samurai swordsman will carefully evaluate any opponent. Standing motionless, he will wait until the exact moment when, without thought or direction, he can instantly strike.

The following techniques are known at first level: Disarm, maintain balance, roll with punch/fall/impact, pull punch, Karate punch (2D4 damage), kick attack (2D4), knee and elbow strikes (1D6 damage).

Bonuses: +3D6 S.D.C., +2 to M.E., +2 to P.P., +1 to P.E.

Level:

1. Two attacks per melee, knife hand (2D4 damage), paired weapons, +2 on initiative, +2 to roll with punch/fall/impact, +2 to parry with sword or staff (in addition to W.P. bonuses), +3 to dodge, +2 to damage, +2 to pull punch.
2. +1 additional attack per melee, +1 to disarm, +1 to maintain balance.
3. +1 on initiative, +1 to strike, +1 to parry, critical strike from behind and death blow on natural 20.
4. +1 additional attack per melee, +2 to damage.
5. Critical strike on a natural 18-20, +1 to maintain balance.
6. +1 to roll with punch/fall/impact, +1 to dodge, +1 to maintain balance.
7. Power punch/stab (with hand or sword), jump kick and backward sweep kick.
8. +1 additional attack per melee, +1 to dodge.
9. Death Blow!
10. +1 on initiative, +1 to save vs horror factor, +1 to maintain balance.
11. +1 additional attack per melee.

12. +2 to damage, +1 to save vs horror factor, and the knowledge and skill to create a "true" samurai sword.
13. +1 additional attack per melee.
14. Double existing P.P.E. (inner spirit) and +1 to disarm.
15. +1 additional attack per melee.

Zero Gravity Combat Advanced: This is similar to Hand to Hand Combat: Expert, but focuses on the techniques and movements that fighting in low gravity entails. Using this skill to fight in any kind of gravity has a -3 modifier on all combat rolls, including damage rolls. In addition, if fighting in zero gravity against someone with no zero gravity movement/combat skills, the character gets a +1 on all combat rolls, excluding damage, and also gets one additional attack per melee. In order to obtain this skill, the character must have spent at least six months in a weightless environment.

Level

1. Two attacks per melee to start, +2 to pull/roll with punch, fall or impact.
2. +3 to parry and dodge
3. +2 to strike
4. +1 additional attack per melee
5. Kick attack does 1D6 damage
6. Critical strike on an unmodified roll of 18, 19, or 20
7. Paired weapons.
8. Judo-style body throw/flip; does 1D6 damage, and victim loses initiative and on attack
9. +1 additional attack per melee.
10. +3 to damage.
11. Knockout/stun on an unmodified roll of 18, 19, or 20
12. +2 to parry and dodge
13. Critical strike or knockout from behind (triple damage).
14. +1 additional attack per melee
15. Death blow on a roll of natural 20.

Zero Gravity Combat Basic: This is similar to Hand to Hand Combat: Basic, but focuses on the techniques and movements that fighting in low gravity entails. Using this skill to fight in any kind of gravity has a -3 modifier on all combat rolls, including damage rolls. In addition, if fighting in zero gravity against someone with no zero gravity movement/combat skills, the character gets a +1 on all combat rolls, excluding damage, and also gets one additional attack per melee. In order to obtain this skill, the character must have spent at least six months in a weightless environment.

Level

1. Two attacks per melee; +2 to pull/roll with punch, fall or impact.
2. +2 to parry and dodge.
3. Kick attack does 1D6 points damage.

4. +1 additional attack per melee
 5. +1 to strike.
 6. Critical strike on a n unmodified roll of 19 or 20
 7. +2 to damage.
 8. Judo-style body throw/flip; does 1D6 damage, and victim loses initiative and one attack per melee.
 9. +1 additional attack per melee
 10. +2 to pull/roll with punch, fall or impact.
 11. +1 to parry and dodge
 12. +1 to strike
 13. Critical strike or knockout from behind.
 14. +2 to damage
 15. +1 additional attack per melee.
-

Next [Physical Skill](#).

Rogue

Acting: This is simply the skill of pretending, convincingly, to be someone else. Since this is mainly used for stage acting (or on television, etc.), it is not as useful for deceiving someone face to face. It can be used to this end, but is no substitute for the Impersonation skill. Attempting to impersonate/fool someone is done at -25%. This skill includes knowledge of acting styles, method acting, improvisation, and so forth. **Base Skill:** 36% + 4% per level of experience. **Requires:** [Radio Basic](#).

Appraisal: Using a small magnifying glass a skilled appraiser can identify types of gems and give a rough value. If a success is under 15% then the value is exact. In addition, any check under 10% results in the noticing of magical properties. (see Decipher Magical Properties for how to find out what they are). Gems can only be appraised once per person. **Base Skill:** 40% + 4% per level of experience.

Bargain/Bribe: This persuasion skill is used when a player character bargains with an NPC. It's usually used when they haggle over the price of something, but could also be used in diplomatic relations, to bribe someone, etc. Use of the skill is resolved as an opposed roll; both characters make bargain skill rolls. Generally, the character with the higher roll gets the better part of the deal. If the item over which they're bargaining has a price, use the average price or the black market price. If the price has no average cost or a black market value the GM must decide on the this price. In order to determine a bargain/ bribe the player character must roll his/her Percentile Dice, as well for the NPC or the person offering the merchandise. Then compare the rolls:

If the PC's roll is at least twice times the NPC's: The purchase price is 3/4 of the average cost or black market price.

If the PC's roll is higher than, but not twice the NPC's: The purchase price is 10% of the average cost or black market price.

If the rolls are tied: The purchase price is equal to the average cost or black market price.

If the NPC's roll is higher than, but not twice the PC's: The purchase price is 10% higher of the average cost or black market price.

If the PC's roll is at least twice times the NPC's: The purchase price is 3/4 higher of the average cost or black market price.

If the PC's roll is at least three times the NPC's: The purchase price is 50% higher of the average cost or black-market price.

The result is what the player character can bargain the NPC down to; he can always refuse the deal, if he/she wishes. The Bargain skill is, after all, trying to make a deal -- a payment in exchange for the official's approval. In this case, don't make a bargain skill roll for the target of the bribe attempt; instead, the PC rolls the percentile dice, and the NPC rolls the percentile dice and the higher of the two wins out. In other words if a PC rolls a 45% on the dice and NPC rolls 35% the player character wins. Now there are several factor that play in this. The alignment of the character and also their disposition.

There are also penalties for talking to certain alignments. For instance a Diabolical character is easier to bribe than a Scrupulous character. Also, take into consideration the disposition such as being Gung-ho, Shy or Likes to take chances. This will make a PC or NPC despite his/her alignment take or offer higher or lower bribes.

BS Smooth Talking: The ability to smooth talk oneself out of danger or potentially embarrassing situations, and the ability to come up with a completely bullshit explanation for any occurrence. This is the art of making lame-ass excuses and being able to get away with it. **Base Skill:** 35% +5% per level.

Cardsharp: A skill that involves the manual dexterity of hand and finger manipulation to perform tricks, palming, and other gimmicks of sleight of hand with playing cards. This includes dealing from the bottom or middle of the deck, stacking a deck (to a cardsharp's favor), hiding cards up the sleeve (and elsewhere), fancy and impressive methods of shuffling and dealing the cards, as well as "marking" cards, card counting and understanding the odds.

Marking cards often includes a complex series of Braille-like indentations, punctures or trimmed edges so that they are slightly concave or convex, all things that the delicate touch of the professional cardsharp can feel as he deals the cards. Other types of "marks" include incredibly subtle, almost indiscernible variations of the pattern on the back of cards, typically in the right, upper corner.

A failed roll means the character has fumbled the trick, missed (or misread) one of this secret markings, or was too obvious and is caught cheating! **Base Skill:** 24% + 4% per level of experience. Add +4% if the character also has the palming skill.

Con: A character uses his Con skill to persuade an NPC to do something that isn't in the NPC's best interest. Con can involve reasoned argument and false logic, or simply throwing a verbal smoke screen to get the target to hesitate. Sometime it can take the form of a bargain - "do this for me and I'll do that for you" - but in a Con, the conner has no intention of fulfilling his/her part of the bargain. Note: You can not make an NPC do something that is against their alignment.

When a character makes a Con attempt, determine a difficulty number for the attempt, depending on how likely the target is to believe the player character (All penalties are accumulative):

Very Easy (your own grandmother) - 0%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Easy (a naive teenager) - 10%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Moderate (An Infantry guard who doesn't have orders preventing it) - 20%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Difficult (local town police) - 30%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Very difficult (Dog Boy) - 40%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Whether the target has a particular reason to trust or like the character (+0%), or distrust or dislike him/her (+10% if they hate the other character).

Whether what they are asked to do is particularly risky, dangerous or costly (+10% for risking their lives). If the character's roll is higher than the victims roll, his/her target does what he/she wants. You can use the number rolled as an indication of the degree of success; if it's much higher than the victims (at least twice as much), the victim may volunteer additional help, and may never realize he/she has been had. If it's close, the victim may do as asked, then realize he/she has been duped as the player character walks away. **Note:** Robots without a human brain, Royal Guard, etc., plus characters above the level of 12, can not be conned. **Base Skill:** 30% + 5% per level of

experience. A failed roll means that the Con did not work and depending on who the intended victim was, the character may be in big trouble or no trouble at all and manage to annoy the NPC.

Concealment: Is the practiced ability of hiding something on ones body or in hand, usually by continually moving it around from hand to hand or place to place unnoticed. Objects must be no larger than 14 inches in height and length, 6 inches in width and weigh 10 lb. or less. The smaller and/or lighter the item, such as a knife, gem, small sack, etc., the easier it is to conceal (add a bonus of +5%). Larger items such as a book or club or statue or other similarly larger and heavier objects are more difficult to conceal on ones person for obvious reasons. A penalty of -5% applies to items over 7 inches (remember 14 inches maximum) because it is more difficult size. Larger than 14 inches are impossible to conceal. **Base Skill:** 20% + 5% per level of experience.

Contortionist: The ability to temporarily dislocate bones from joint, fold and bend the body to fit into extremely small areas or through spaces normally too tiny for a normal person. Can fold into a two foot ball and flatten self to four inches. **Bonuses:** +5% to [escape artist](#) skill, +2 to roll with punch or fall.

Dice Rolling: The character is trianed in the art of rolling dice. This skill is checked when ever dice are rolled for any thing, include save checks, damage rolls, and/or skill checks (Note: does not include this skill's check). A sucessful roll means the character may add or subtract 1 from any die roll and/or may add or subtract up to 10% from a percentage roll (D100). Note: this skill does not effect the roll made to determine psionics or any other rolls while determining a character and its abilities. **Bonuses:** May add 1 to any two attributes under 18 or May add 1 to any attribute over 18. **Note:** cannot choose the same attribute twice. **Base Skill:** 16%+4% per level of experience. (IQ bonus doesn't apply)

False Divination: This is a fraudulent form of fortune telling, or divination, where one pretends read the future. This could be casting the Yarrow Sticks for an I Ching reading, drawing from the Tarot, "contacting" spirits, or more fantastical means. However, the con artist is fixing the results, by stacking the cards, arranging the sticks, or just plain lying. One form of false divination can be taken per skill slot spent on this skill. Beware; on a roll of 01 or 00 (GM's choice), a false divination may come true, to the detriment of either the deviner or the customer; GMs, make them squirm! **Base Skill:** 24% + 3% per level of experience.

Find Contraband, Weapons & cybernetics: The character with this skill knows where to find arms dealers, smugglers, body ship-shops, M.O.M. and Juicer conversions, criminal cyber-docs and illegal medical treatment, as well as how to spot them. He is also familiar with their practices, hang-outs, gang or criminal ties, general practices, code of conduct, pricing structures and modes of operation. Likewise, the character has a good idea of what Black market weapons and cybernetics should cost and what these people pay for contraband items (typically about 20% of what they sell it for). The character also knows the penalty of being caught with an illegal weapon, implant or bionics. For most societies, any M.D. weapons, concealed weapons and sidearms are forbidden inside large population centers.

This skill is especially appropriate in the modern cities of Rifts Japan, as well as in large cities of the Coalition States, the NGR, Atlantis, and other large, modern cities. **Base Skill:** 26% + 4% per level of experience. **Note:** This skill should be considered a separate skill apart from streetwise.

Gambling (Standard): This skill enables the character to skillfully play in several games of chance. The character knows the rules of 1D4 games, plus an additional game for every 2 points of the character's I.Q. (round up). In addition to rules, the character understands the theories of mathematical "odds" (+5% bonus to math skill), some basic strategies and tactics for winning consistently, when to hold them, fold them, etc. **Base Skill:** 30% + 5% per level of experience.

Gambling (Dirty Tricks): This is the other side of gambling in which the character is skilled at cheating in games of chance. This includes knowledge of dice, stacking the deck (in one's favor), sleight of hand tricks to hide cards up sleeves or in the palm of the hand, dealing from the bottom of the deck, and other cheats (must have the palming skill for the latter two). **Base Skill:** 30% + 5% per level of experience.

Hide/Sneak: Make a hide/sneak skill roll when a character tries to hide him/herself, to camouflage something, to sneak past someone, or to disguise him/herself - any time basically, that he/she is trying to avoid detection. If no one is actively looking for or trying to find the hiding character, determine the difficulty and apply the correct penalty for the attempt: (All Penalties are accumulative):

Very Easy (hiding in a prepared shelter of tree limbs and leaves in the middle of the forests of Earth) - 0%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Easy (hiding from a patrol in a canyon on Tyrol) - 10%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Moderate (hiding in a doorway in the streets of a city on Earth) - 20%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Difficult (hiding behind a leg of an 20 ft. tall Robot while a patrol is search for you) - 30%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Very Difficult (Hiding in the middle of the wastelands with no shelter for miles around) - 40%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

If someone is searching for the hider, use the "hide" roll like a "dodge" (including all penalties) that is, the hider's die roll matched against the searcher's die roll accounting for all penalties. Whom ever has the higher roll wins that particular battle. **Base Skill:** 30% + 5% per level of experience.

Juggling: The ability to toss "up" a number of objects, such as balls, clubs, knives, lit torches and almost any, usually small, objects and keep them continuously in the air. As a skilled expert, the practitioner develops a superior sense of coordination, manual dexterity and reflexes, which provides the following abilities and bonuses.

1. Four attacks per melee with a thrown weapon. This can include darts, knives, throwing axe, javelin, small spear, club and other small items appropriate for throwing. It does not include swords, maces, ball and chain, pole arms, staves, chains or other objects. Add one additional throwing attack at third level and another at sixth and ninth. The thrown attack takes the place of normal hand to hand combat that melee. This means the character can either attack by throwing missile weapons OR by engaging in hand to hand combat; he CAN NOT do both in the same melee round.
2. Bonuses: +1 to strike with any thrown/missile weapons. +1 to parry. These are both in addition to hand to hand or W.P. skill bonuses.

3. **Number of Items Juggled:** Up to four objects/items at level one, plus ONE for each additional level of experience.

Base Skill: 40% + 5% per level of experience.

Locate Secret Compartments: Vaguely similar to the espionage skill of *detect concealment*, this skill focuses specifically on finding and opening trap doors and secret compartments constructed within buildings and furniture. The character is familiar with all standard types of trap doors, hidden floor and ceiling panels, secret rooms, and secret passages, as well as the usual methods of opening them. This gives the character a solid idea of where such secret doors are most likely to be found, how to identify and access them, and their typical construction and design. This knowledge also includes finding secret compartments concealed and built into furniture, boxes, toys, the heel of a boot, clothing and other objects. It takes about 2D4+6 minutes to properly search the walls and floors of a 10 foot square area or any one piece of furniture or object. Roll once to locate and again to open it. **Base Skill:** 20% + 5% per level of experience. Add a bonus of +5% if the character also knows [Carpentry](#) and another +5% if he has the [General Repair](#) or [Field Armorer](#) skill. Reduce this skill by half when trying to detect camouflage and other forms of concealment. Also reduce by half if an attempt is made to deactivate or safely trigger a trap.

Palming: Simply the ability to pick up and seemingly make a small object such as a coin, key, playing card, knife, etc. disappear by hiding or concealing it in ones hand. Adds a bonus of +5% to pick pocket skill. **Base Skill:** 25% + 5% per level of experience.

Pick Locks: The character knows the methods and tools for picking/opening key and basic tumbler type locks. This does not include sophisticated computer or electronic locks. It takes 1D6 melee rounds for each attempt to pick a lock. A failed roll means the lock holds; try again. **Base Skill:** 30% + 5% per level of experience.

Pick Pockets: An ability to remove items from a person without their being aware of it. If a pick pocket attempt fails, the item has NOT been removed and there is a 67% likelihood of the intended victim recognizing the intent of the action. **Base Skill:** 25% + 5% per level of experience.

Pool Shark: This skill teaches the character the physics and geometry of the pool table. Studying this skill allows the character to perform trick shots as well as the ability to prepare for the next several shots in advance. This also allows the player to regulate his/her game to win or lose depending on the situation. This skill demonstrates the basic skills of angling and ricocheting as well as english and "jumping" the cue ball for more difficult shots. **Requires:** Basic math. **Base Skill:** 40% + 5% per level of experience.

Prowl: This skill helps the character to move with stealth; quietly, slowly and carefully. Techniques include balance and footing, short steps and pacing, rifle positioning, prone positions for low visibility, and crawling. A failed Prowl roll means that the character has been seen or heard. If the Prowl is successful, then the character is not seen and may make a Sneak Attack. **Base Skill:** 46% + 8% per level of experience

Safecracking: This is a specialized skill in which the character studies the strengths, weaknesses, and construction of safes and how to open them without damaging the contents inside. The fingers of the safecracker are so sensitive that they can "feel" the subtle calibration of combination locks and other locking mechanisms. When using explosives, they can use their abilities to such

precision that they can "blow" the lock off a safe, security door, safe deposit box and similar without creating a big, area affect explosion or inflicting damage to the contents (a failed safecracking skill or demolitions roll means the explosion was too much and the contents are damage). **Base Skill:** 20% + 4% per level of experience. **Bonuses:** Adds +5% bonus to the lock picking and [demolitions](#) skill. **Penalties:** Requires Focus, concentration and keen hearing, Characters with a M.E. under 15 are -10% on this skill.

Search: Used when trying to locate someone or something. When the target is not actively hiding or hidden, the user must roll and of course there are penalties (all penalties are accumulative):

Very Easy (when you know its exact location) - 0%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Easy (when you know its approximate location) - 10%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Moderate (when your information on its location is a few days old) - 20%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Difficult (when you're following a cold trail - week or month old information) - 30%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Very Difficult (when nobody's seen it in years) - 40%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

If the target is hidden, the hider's hide/sneak skill roll increases the searcher's difficulty number. Take one round to use when attempting to find a hider in your immediate area (spot an ambush before they attack you). When used in detective work, can involve minutes performing a computer search (provided the character has Computer skills), or days tracking down a witness and informants. GM's remember there is a difference between the military use and the civilian use of searching. Please keep this in mind when the characters are using this skill. Counts as Three Skills, unless otherwise stated. **Base Skill:** 30% + 5% per level of experience.

Seduction: This "skill" involves considerable practice and experience in this difficult game of con artistry. This character will have studied extensively the nature of the male/female mind (and anatomy) so as to understand how to best seduce a potential sexual partner. Though this skill may be useful to prostitutes, massagers, and even psychologists, it is mainly used as a deceptive ploy to gather information from someone when they are at their weakest. Intended targets will not necessarily be turned into putty, even if the roll is successful. The G.M. should take all mitigating circumstances into account when tabulating bonuses and penalties. If the victim suspects that he is being manipulated, and resists, then there is almost no chance of success (also, consider sexual orientation and compatibility). **Base Skill:** The M.A. + P.B. attributes + 4% per level of experience.

Shell Game: It's the same the world over. All the character needs is a flat surface, three shells (or cups, or bowls), a pea, and a gullible customer. The idea is to keep moving the shells around and let the customer bet on where the pea will appear. Missing the roll (getting over the base skill on percentile) means that a customer has a genuine chance of spotting the correct shell and wins. Or, if the pea was hidden or palmed, the customer is likely to see the trick. Three Card Monty is the card variant of this skill, found in the more urban areas. **Base Skill:** 20% + 4% per level of experience.

Sleight of Hand: This skill counts as TWO skills. A skill that involves the manual dexterity of hand and finger manipulation to perform certain feats. One of the tricks, or gimmicks, of sleight of hand is to distract the observer(s) with one hand and palm or otherwise manipulate an item with the other hand. Sleight of hand also includes a basic level of escape artistry. Techniques include hand positioning, tensing, popping joints in and out, the study of knots, and usually a hidden lock picking tool(s). **Bonuses:** +5% to palming, +5% to pick pockets, +10% to escape artist, +6% to concealment. All are one time skill bonuses applicable immediately.

To escape from locked chains and manacles, the character must have the lock pick skill as well. Note that an escape artist does NOT need to see the knots, locks or manacles that hold him. Escapes and lock picking can be done by touch and/or sound, as well as sight.

Time Restrictions and Penalties

Although the sleight of hand skill provides added skill and nimbleness of hands, the character is still restricted by time and the odds against him. The following penalties apply whenever the character tries to pick a lock or escape his bonds. They generally reflect the complexity and difficulty of the job. In some cases, more than one penalty may apply. For Example: The character may be handcuffed, arms and legs/feet tied, and then locked in a chest (total darkness), for a cumulative penalty of -25%. ALL penalties are cumulative. **Note:** ALL the locks and vaults may be of the highest quality and supposedly unpickable; however, they are not super sophisticated. Bank vaults, professional security systems, electric locks, and electric alarm systems, are beyond the capabilities of the magician/escape artist. See electrical skills.

A failed skill roll means that the time has been spent in a futile attempt. Try again! The same attempt by any character other than the stage magician will take three times as long.

Escape and Lock Pick Penalties:

- 0% Rope and typical knots: One melee
- 5% Rope and superior knots: 1D4 melees
- 0% Key padlock: 1D4 melees
- 5% Combination padlock: 1D6 melees
- 15% Security combination lock: 2D6 melees
- 5% Typical door key lock: 1D4 melees
- 10% Security door key lock: 2D4 melees
- 5% Any standard key lock (doors, chests, etc.): 1D6 melees.
- 5% Handcuffs: 1D4 melees
- 20% Straitjacket: 2D4 melees
- 15% Jail cell door: 2D6 melees
- 5% Car trunk: 1D4 melees
- 25% Vault door with superior combination lock: 2D6 minutes from the outside, 2D6 melee rounds from the inside.
- 80% Electrical lock/bank vault: 6D6 minutes.
- 20% Lack of proper tools; must use inferior, improvised tool(s), like a hairpin or belt buckle.
- 50% No tools at all.
- 10% Total darkness.

Streetwise: This skill instills an understanding of the darker side of city life and the scoundrels who roam the streets. The streetwise character will be able to recognize gang members by their actions and philosophies, gang colors (emblems and clothing that denote membership to a

particular organization), gang symbols and mannerisms, and dangerous locations and gangland haunts. The individual will also recognize a potential brawl situation, assess a gang members rank/power in the organization, and know some of the hangouts, modes of operation, rituals, ethics, and perhaps even notorious gang leaders of the more infamous street gangs. This skill also includes the ability to recognize and locate black market dealers/organizations, illegal cyber-doc clinics, drugs and arms dealers, and similar criminal outfits. **Base Skill:** 20% + 4% per level of experience.

Streetwise - Con Games: This skill provides the individual with a great understanding of one of the dark sides of city life: con artists. He will know their tricks, games, methods, and practices. He will be able to spot con artists, and judge if they are cheating, and how. This skill also provides the character with enough knowledge to set up a con game himself, pulling reasonable wages from other people's gullibility. Con games can be anything from the simple shell game known the world over, or can be a huge, elaborate scheme, like getting investors for real estate, etc. **Base Skill:** 20% + 4% per level of experience.

Streetwise - Drugs: This skill gives the character the ability to recognize characters addicted to drugs, street corner pushers, big time dealers, drug smugglers, juicers, Japes, and undercover agents looking to bust dealers. Similarly, the character has a good idea what drugs cost, how to use them and where to buy them (even if he doesn't use them himself). The character also knows most of the "street names" of common drugs, recognizes the drug when he sees it and know the general effects and dangers it represents. He can also recognize the symptoms in others and can guess what drug a user may be high on with reasonable accuracy (roll under skill ability). **Note:** This additional street knowledge can be included as part of the regular streetwise skill or used as an additional rogue skill; G.M.'s choice. **Base Skill:** 25% + 5% per level of experience.

Streetwise - Gambling: This skill gives the character general knowledge about many common types of gambling (from cards and roulette, to horses and gladiatorial combat). Knowledge includes the rules of the games, odds of winning, best bets, knowing when to stop, spotting a cheating casino/rigged system, and knowing who to talk to for the inside information (for a price). A successful roll does not mean the character wins automatically, but correctly understands all the risks and odds involved, and will win more consistently than someone who is gambling randomly. **Base Skill:** 20% + 5% per level of experience.

Streetwise - Networks: This skill gives the character an understanding of the darker side of computer networks. Computerized networks exist in many high-tech cities in Rifts, particularly in the NGR. These networks are very complex and difficult to navigate, but on them one can find all sorts of illegal activity and illegal contacts and connections. Characters with this skill will know who and how to ask on the Net about various things, will know how to obtain pirated software, will be able to buy and sell to the Black Market and others from this connection. Networks can be very useful in finding large amounts of information in very little time. **Note:** Though no more than [Computer Operations](#) is required, the more computer skills the character has, the better he will fit in on the net. For instance, speaking fluent techno-can will make the character "talk the talk" of the Net. Computer Hackers will also be able to gain illegal access to parts of the Net where certain types of people hang out, etc. Add a +15% bonus if the character has [Computer Hacking](#) and/or other [Computer-related](#) skills. **Base Skill:** 15% + 5% per level of experience. **Requires:** [Computer Operations](#) and [Literacy](#).

Use & Recognize Poison: People with this skill are trained in the use of poisons and toxins of all types. This includes the use and preparations of poison from plants, roots, mushrooms, animals and insect venom, and other deadly substances, as well as antidotes. Types of poisons include ingestive (must be eaten), contact (is absorbed through the skin) or blood (enters the bloodstream by cut or injection). The use of poison can be dangerous. The first percentile number indicates the success ration of using and administering poison carefully and properly. If the person fails to make his success ration, there is a 1-30% chance of having inflicted himself (is an antidote handy?). The second number indicates the character's ability to recognize food, drink or items that have been poisoned. **Base Skill:** 24%/16% + 4% per level of experience. Add +4% if the character also knows [Holistic Medicine](#). **Restriction:** Only characters of an evil and anarchist alignment can use poison to inflict bodily harm on others. Also note that many poison inflict damage and cause ailments and pain, but do not automatically or instantly kill the victim.

Ventriloquism: This is the ability to speak without moving one's lips. The character can talk, while making it seem as though he is saying nothing. This does NOT include the ability to throw one's voice, although with no apparent source for the sound, a person might be confused. It is mostly a parlor trick and stage act. **Base Skill:** 25% + 5% per level of experience.

Next section [Science Skills](#).

Sensors and tech notes

[The Fusion Injection System] [Hydraulic Systems] [Standard Sensors]

The Fusion Injection System (Criteria 75 P.A. to present day)

History

"Taken from a spy report of a scientist's Journal Entry Criteria: Sept. 23, 45 P.A." The fusion injection system is the latest achievement in Free Quebec's long history. This system is about the size of a briefcase and would fit easily into the mecha style Glitter Boys and Power Armors. This new development will help revolutionize the new world that is growing, hopefully the technology from 45 P.A. will influence the future. I believe that this will help Free Quebec to become one of the largest Power Armor and Glitter Boy dealers in the world. This technology has existed for generations, but was recently discovered from a downed spacecraft. The only mecha that was found at the wreck site was an odd looking Glitter Boy. It was coated with some form of Glass, but more importantly the technology to make smaller power sources. This should make Chi-Town Inc.'s mecha look like over grown, pieces of junk. On top of all this it will make Chi-Towns Robots old, slow, and out dated." With that spy report started a new era in Technology. This Fusion Injection System under went some long and unproductive tests. In 53 P.A. Chi-Town's forces made the only known threat followed by an attack on the Free Quebec Republic, this was in response to selling the Glitter Boy secrets to Triax. During the attack the laboratory making and designing this new technology was reported destroyed. Along with it the hope that humans could break away from the Nuclear Age. Several years later relations between Free Quebec and Chi-Town improved and the councils from both arenas decided to share technology and information. Although in the treaty FQ was strongly asked to stop Glitter Boy production, they did comply so to speak. In 72 P.A. a transition of power began in Chi-Town that would forever change technology. After a desperate attack on Tolkeen, the new chairman elect realized he needed new technology and new and more powerful weapons. This one man implemented and ordered new tests to find more efficient ways to power and make smaller mecha. On 78 P.A. the Coalition combined with Free Quebec came up with the fusion injection system. The actual first system was not installed into a Robot until 80 P.A. and by 85 P.A. they had replaced the Nuclear Power source in all the power armor, Robots, etc. These mecha that were produced after 85 P.A. have this system and will always have this system.

How it Works The fusion injection system is the latest achievement in FQ and the Coalitions long history. The system was originally started by Free Quebec and the final stages were helped by the Coalition. This system was designed from a Glitter Boy that had fallen from space. The power source is about the size of a briefcase, depending on the size of the mecha. In this briefcase, so to speak, there are two separate elements that are non-lethal, but when combined together they create an awesome reaction that is immediately injected into the main power source converter. This converter is about the size of a

VHS video cassette, this also depends on the size of the mecha. The converter takes this raw power and refines it into energy or electricity, then distributes the power throughout the mecha. This power source has powered these awesome Glitter Boys for generations in space and in pre-rifts times. Until now no one on Earth knew how to make the actual power source. This combined with the new Hydraulic and shock absorption systems can enhanced the mecha capabilities. As for as those mecha that were built before 85 P.A. they will still be under Nuclear Power, but as they wear out and get destroyed the newer Robots, Power Armor, etc. will get the Fusion Injection System. This system is not compatible with Nuclear power whatsoever, this means the whole power system (of the nuclear powered mecha) has to be strip out and the Fusion Injection System must be put in, none of the components of the Nuclear Power system is compatible with those of a fusion injection system. Which means those systems that used the Nuclear power system must be removed and replaced with those systems compatible with the fusion injection system. You see the elements for the fusion injection system can be created synthetically in a laboratory, where as, you still must dig for uranium in order to make the Nuclear power source. In effect this makes the new system cheaper, cleaner, and more efficient to build. Granted this power source doesn't last as long, but can be replenished in about 2 hours and costs just as much as fueling up one's vehicle with gasoline. As the mecha grows, the size of the power source and converter depends on the size of the Robot, Power Armor, etc.

- Glitter Boys - The power source is 1 1/2 x 1 1/2 x 1/2 feet, and the converter is 7 1/2 x 4 x 1 inches.
- Power Armor - The power source is 1 1/2 x 1 1/2 x 1/2 feet, and the converter is 7 1/2 x 4 x 1 inches.
- Robots between 20 & 30 ft. tall - The power source is 2 1/2 x 2 1/2 x 2 feet, and the converter is 2 x 1 x 1 feet.
- Robots between 31 & 40 ft. tall - The power source is 4 x 3 1/2 x 2 1/2 feet, and the converter is 3 x 2 x 1 feet.
- Robots between 41 ft. and taller - The power source is 6 x 4 1/2 x 3 1/2 feet, and the converter is 4 x 4 x 2 feet.

Why use the Fusion Injection System over Nuclear Power Source that is out now?

This answer is clear with Nuclear power, it's by product is plutonium and also, gives off deadly radiation, this new power source doesn't have that effect. Yes! we know it doesn't last as long, but is fairly inexpensive to keep up with.

The Current Technology on Mecha Metal

Why do Robots have less M.D.C. than the Power Armors and of course those darn Glitter Boys?

Well in a nut shell here it is. Robots use primitive technology plus a heavier and more dense form of Mecha Metal (M.M.) The M.M. that goes onto the Robots, is using ores and refinement processes that are extremely available and that is very inexpensive to make. Even the computer system inside these mecha are cheaper to make, this way they can be mass produced and keep the costs down. Of course this is the cost of the production and the sale value depends on the demand, although the Coalition rarely sells their high quality mecha.

Power Armors use a more complex form of M.M. from the same ores, but the refinement process is very expensive. This Metal is heated to almost it's evaporation point, then a ceramic metal ore is

added to this mixture in order to lighten the mecha metal, they also add a little aluminum and some titanium to add flexibility properties to make the metal easy to work with. Not only is the metal strong, but it is more durable and very easy to work with, they say for the amount of money it takes to produce one SAMAS power armor they could produce four Enforcer Robots. Of course this is the cost of the production and the sale value depends on the demand, although the Coalition rarely sells their high quality mecha. Glitter Boys use a very complex form of M.M., although the ores used to make this type of armor is very different. This process involves turning the metal into an almost glass or mirror product, this is done in order to keep from having to polish the metal to get that reflective property such as process in creating the Glitter Boy USA-10 found in the Rifts RPG on pages 218 - 223. On top of all of this the ores are hard to produce and mining the ore is extremely expensive, cost three times as much to purchase the ores than to mine them. They say in order to produce one Glitter Boy such as the GB-10 "Cheetah" they could produce at least twelve Enforcer Robots. Of course this is the cost of the production and the sale value depends on the demand, although the Coalition rarely sells their high quality mecha.

The Hydraulics Systems

This technology was originally designed by the NGR/Triax some time in the year of 8 to 12 P.A. The technology has existed for decades, used in Glitter Boy production in the pre-rifts era. Of course over the years the technology has improved, but not by much, in today's post rifts society there are still developments that are on the drawing board, but they still haven't been able to improve on these yet. Due to the treaty of 48 P.A. this Coalition society acquired this awesome technology. Of course, Triax did not give the young developing Chi-Town the update date technological advancements as they had.

These hydraulic systems act like the muscles, that exist in the human body, except they are more efficient and a bit faster than human reactions. All are incorporated into the Robots, Power Armor, Glitter Boys, Borgs, cybernetics, bionics, etc. The body armor is just that body armor with this system installed, the body armor would transform into a power armor.

Most if not all of the major industrialized areas of Rifts Earth have this technology some have improved on it, others, well, haven't. Although the Coalition utilizes this technology and it is in all of their current mecha designs, these systems are just average. The exception was the breakthrough on the new Coalition Glitter Boys. You see the Coalition doesn't believe in the power of the individual, they believe in power obtained by the masses.

Therefore, the Coalition usually doubles the amount of mecha necessary than is needed for routine patrols and such. With all of these systems and technological advancements the Coalition is well on its way to becoming the incredible WAR MACHINE that it is destined to become.

Standard Sensors

[\[Coalition APC's\]](#) [\[Coalition Robots\]](#) [\[Coalition Power Armor\]](#) [\[Coalition Glitter Boys\]](#)

All Coalition APC's have the following:

Note: All of these are standard, unless otherwise specified.

- Fusion Injected System: Average life is 1 to 5 years, depends on the vehicle.
- Radar (standard): APC's have the following: Can identify and track up to 96 targets simultaneously at a range of 60 miles, unless otherwise stated.
- Combat Computer: Calculates, stores, and transmits data onto the APC's screen and/or the pilot's helmet. It is tied to the targeting computer
- Targeting Computer: Assists in the tracking and identification of enemy targets. Range: 60 miles for Tanks and APC's.
- Radio Communication: Long range, directional communication system with an effective range of 500 miles (800 km). As well as a directional, short range radio. Range: 5 miles (8 km). Plus a built-in loudspeaker; 80 decibels.
- External Audio Pick-Up and Loudspeaker: A sound amplification listening system enables the pilot to pick up, amplify and hear a whisper 300 ft (91.0) away. The loudspeaker allows the pilot or crew to communicate directly with people outside the Tank and APC. Range: is roughly 4000 ft (1200 m), depending on ambient noise.
- Distress Homing Beacon: All Tanks and APC's are equipped with a scrambled, radio homing signal used for extraction from combat zones. Signal Range: 5 miles (8 km). There is a 30% chance for the signal to be picked up by the enemy.
- Spotlights/Searchlights: All Tanks and APC's have at least one or two normal small spotlights. They may also have headlights or several smaller identification lights. Typical range is 600 ft (182 m).
- Self-Destruct: A last resort measure to prevent one's APC from being captured by the enemy is the detonation of explosives inside the craft. The explosive damage is fairly self contained, destroying most of the internal systems, all computer and film data, with 6D6 x 10 M.D., plus any missiles etc. and a blast radius of between 20 to 50 ft., depending on how many and what type missiles they are carrying. For those APC's still using Nuclear power there is a 1 - 89% chance of spewing forth deadly levels of radiation.
- Voice Activated Locking System: The Tank and APC's access hatch(s) is sealed by an automatic locking system. A six digit spoken code programmed to a specific voice(s) pattern (six voice memory) is standard operating procedure. A manual key pad is provided in case of failure/override.
- Complete Environmental Pilot and Crew Compartment: The compartment in APC's hold as much as 2 to 24 or more people. In all cases, the pilot compartment is reinforced to protect the people from mega-damage that may penetrate the outer armor. It is airtight, pressurized and suitable for use in all hostile environments, including underwater (Max. ocean depth is 500 to 3000 ft., depending on the size of the APC). The following features are included.
 - Computer controlled life support system.
 - Internal cooling and temperature control.
 - Air purification and circulation systems, gas filtration, humidifier/dehumidifier automatically engages when needed. Can recirculate breathable air for up to 5 days or 6 weeks (depends on size of the APC) before getting to stale to breathe.
 - Computer controlled, independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments, The oxygen supply depends on the size of the APC.

- Insulated, high temperature resistant shielding for up to 400 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
 - Radiation shielded.
 - Polarized and light sensitive/adjusting tinted observation windows (when applicable).
-

All Coalition Robot Vehicles have the following:

Note: All of these are standard, unless otherwise specified. In the model types the dates are included on starting date of production of that particular Robot type.

- Fusion Injected System: The time and use varies with the size of the Robot. For Robots between 20 and 30 ft. tall, this microwave size device has an average life span of 2 to 3 years, half that for constant use. For Robots between 31 and 40 ft. tall, this oven size device has an average life span of 4 to 6 years, half that for constant use. For Robots above 41 ft. tall, this refrigerator size device has an average life span of 8 to 12 years, half that for constant use. Note: If the Robot was made before 85 P.A. it has a nuclear power source. Average life 15 to 20 years, half that for constant use.
- Radar (standard): This depends on the size of the Robot. This is tied into the Combat computer and targeting computer. For Robots between 20 to 30 ft. tall, Range: 50 miles and can track and identify up to 56 targets simultaneously. For Robots between 31 to 40 ft. tall, Range: 75 miles and can track and identify up to 68 targets simultaneously. For Robots 41 ft. and taller, Range: 100 miles and can track and identify up to 96 targets simultaneously. Note: All Robots made before 85 P.A. have a radar range of 30 miles and can track up to 48 target simultaneously.
- Combat Computer: Calculates, stores, and transmits data onto the head up display (HUD) to a computer screen and/or too the pilot's helmet. It is tied to the targeting computer.
- Targeting Computer: Assists in the tracking and identification of enemy targets. Range: 30 to 100 miles, depending on the Robot size.
- Laser Targeting System: Assists in the selection and focusing of specific targets and adds a bonus of +1 to strike when using long range weapons. Does not apply to hand to hand combat.
- Radio Communication: Long range, directional communication system with an effective range of 500 miles (800 km). As well as a directional, short range radio. Range: 50 miles. Plus a built-in loudspeaker; 80 decibels.
- Thermo-Imaging Optics: A special optical heat sensor that allows the infrared radiation of warm objects to be converted into a visible image. Enables the pilot to see in the dark, in shadows, and through smoke. Range: 2000 ft (610 m).
- External Audio Pick-Up and Loudspeaker: A sound amplification listening system enables the pilot to pick up, amplify and hear a whisper 300 ft (91.0) away. The loudspeaker allows the pilot or crew to communicate directly with people outside the Robot vehicle.
- Distress Homing Beacon: All Robot vehicles are equipped with a scrambled, radio homing signal used for extraction from combat zones. Signal Range: 5 miles (8 km). There is a 30% chance for the signal to be picked up by the enemy.
- Spotlights/Searchlights: Most Robot vehicles have at least one or two normal small spotlights. They may also have headlights or several smaller identification lights. Typical range is 600 ft (182

- m).
- Ejector Seat: In case of emergency, the pilot and crew can be instantly ejected (about 1000 ft) and parachute to safety. Ejection is typically done only when Robot vehicles are in imminent danger of being destroyed and the self- destruct mechanism has been activated.
- Self-Destruct: A last resort measure to prevent one's Robot vehicle from being captured by the enemy is the detonation of explosives inside the craft. The explosive damage is fairly self contained, destroying most of the internal systems, all computer and film data, with 4D6 x 10 M.D, plus any missiles etc. and a blast radius of between 20 to 50 ft., depending on how many and what type missiles they are carrying. For those mecha still using Nuclear power there is a 1 - 89% chance of spewing forth deadly levels of radiation.
- Voice Activated Locking System: The Robot vehicle access hatch(s) is sealed by an automatic locking system. A six digit spoken code programmed to a specific voice(s) pattern (six voice memory) is standard operating procedure. A manual key pad is provided in case of failure/override.
- Complete Environmental Pilot and Crew Compartment: The compartment in Robot, hold one to two pilots or more people. In all cases, the pilot compartment is reinforced to protect the people from mega-damage that may penetrate the outer armor. It is airtight, pressurized and suitable for use in all hostile environments, including water (Max. ocean depth is 2500 ft. before the mecha buckles under the pressure). The following features are included.
 - Computer controlled life support system.
 - Internal cooling and temperature control.
 - Air purification and circulation systems, gas filtration, humidifier/dehumidifier automatically engages when needed. Can recirculate breathable air for up to 5 days or 6 weeks (depends on size of the mecha) before getting to stale to breathe.
 - Computer controlled, independent oxygen supply and purge system that automatically engages in low oxygen or contaminated air environments, The oxygen supply depends on the size of the robot. 20 to 25 ft. tall has a 5 day supply of air. 26 to 30 ft. tall has a 8 day supply of air. 31 to 35 ft. tall has a 10 day supply of air. 36 to 40 ft. tall has a 2 week (14 days) supply of air. 41 ft. or taller has a 3 week (21 days) or more supply of air.
 - Insulated, high temperature resistant shielding for up to 400 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
 - Radiation shielded.
 - Polarized and light sensitive/adjusting tinted observation windows (when applicable).

Coalition UAR-1 Enforcer Robot

Production (Start of): some time around 12 P.A. to the present.

Model Types:

- UAR-1.1-23-12
- UAR-1.8-13-40
- UAR-1.1-12-60

- UAR-1.11-8-70
- UAR-1.12-10-78

The differences between these are the year it was produced. Usually, as the technology advanced, the Robots got smaller and smaller, plus even more powerful. Even the weapon systems and piloting controls evolved with them. The main thing that didn't change was the actual design - it still looks like a larger version of the "Dead Boy" armor, see RIFTS RPG page 195. The only changes that were made between the last two types were the power systems and sensors. All models are still currently available.

Power System: Nuclear, average life is 20 years for the model types before the UAR-1.12-10-78. Although these older models can be upgraded to the Fusion Injection System, very easily. Fusion Injection System, average life of 2 to 3 years. Installed in the UAR-1.12-10-78 and all the model types that come after this one.

Sensors and Features of Note:

- The UAR-1 Enforcer has some special optical features other that differ from the norm. infrared beam enables the pilot to see in the dark and see other infrared beam. The ultraviolet spectrum of light is mostly used to detect the light beams of ultraviolet detection systems. Note: The infrared light beam can be seen by anybody who also has infrared optics, and beam can be traced back to it's source. Smoke impairs the infrared beam making it impossible to see. Range: 2000 feet (610 m).
- Infrared Searchlights: Built into the head of the enforcer are a pair of red eyes. These are usually a pair of infrared searchlights. The lights can be used to scan an area at night using the invisible light to avoid detection. Only somebody who can also infrared light will see the beams. Range: 500 feet (152 m) Sensor Bonuses: Applicable to long range weapon combat only, not hand to hand. +1 to strike. See UAR-1 Enforcer Mecha Combat (Basic through Elite) in the Robot Combat section for other bonuses.

Coalition Spider-Skull Walker

Production (Start of): some time around 20 P.A. to the present.

Model Types:

- CR-001.12-18-20
- CR-002.8-3-53
- CR-003.2 - 15 70
- CR-004.12-10-78

The differences between these are the year it was produced. Usually, as the technology advanced, the Robots got smaller and smaller, plus even more powerful. Even the weapon systems and piloting controls evolved with them. The main thing that didn't change was the actual design - it still looks like a Skull on top of the "Spider Legs", see RIFTS RPG page 197. The only changes that were made between the last two types were the power systems and sensors. All models are still currently available.

Power System: Nuclear, average life is 20 years for the model types before the CR-004.12-10-78.

Although these older models can be upgraded to the Fusion Injection System, very easily. Fusion Injection System, average life of 2 to 3 years. Installed in the CR-004.12-10-78 and all the model types that come after this one.

Sensors and Features of Note: The Spider Skull Walker the same sensors and the same special features as the UAR-1 Enforcer. Sensor Bonuses: Applicable to long range weapon combat only, not hand to hand. +1 to strike.

Coalition IAR-2 Abolisher Robot

Production (Start of): some time around 24 P.A. to the present.

Model Types:

- IAR-2.6-8-24
- IAR-2.8-6-50
- IAR-2.5-9-70
- IAR-2.1-8-80

The differences between these are the year it was produced. Usually, as the technology advanced, the Robots got smaller and smaller, plus even more powerful. Even the weapon systems and piloting controls evolved with them. The main thing that didn't change was the actual design - it still looks like a Skull on top of a pair of legs, see RIFTS Sourcebook page 36. The only changes that were made between the last two types were the power systems and sensors. All models are still currently available.

Power System: Nuclear, average life is 20 years for the model types before the IAR-2.1-8-80. Although these older models can be upgraded to the Fusion Injection System, very easily. Fusion Injection System, average life of 2 to 3 years. Installed in the IAR-2.1-8-80 and all the model types that come after this one.

Sensors and Features of Note: The Abolisher the same sensors and the same special features as the UAR-1 Enforcer. Sensor Bonuses: Applicable to long range weapon combat only, not hand to hand. +1 to strike.

Triax X-500 Forger Robot

Production (Start of): some time around 8 P.A. to the present.

Model Types:

- X-500.1-1-8
- X-500.12-10-78

The differences between these are the year it was produced. Usually, as the technology advanced, the Robots got smaller and smaller, plus even more powerful. Even the weapon systems and piloting controls evolved with them. The main thing that didn't change was the actual design - it still looks like it does in, RIFTS Source boob page 44. The only changes that were made between the last two types were the power systems and sensors. The X-500.12- 10-78 is the Coalition

updated model with the fusion injection system.

Power System: Nuclear, average life is 20 years for the model types before the X-500.12-10-78. Although these older models can be upgraded to the Fusion Injection System, very easily if used in the Coalition States. Fusion Injection System, average life of 2 to 3 years. Installed in the CR-004.12-10-78 and all the model types that come after this one. If used in the Coalition States.

Sensors and Features of Note: The Forger the same sensors and the same special features as the UAR-1 Enforcer.

NG-V7 Hunter Mobile Gun

Production (Start of): some time around 78 P.A. to the present.

Model Types: NG-V7.12-10-78

The differences between these are the year it was produced. Usually, as the technology advanced, the Robots got smaller and smaller, plus even more powerful. Even the weapon systems and piloting controls evolved with them. The main thing that didn't change was the actual design - it still looks like it does in, RIFTS Sourcebook page 48. The only changes that were made between the last two types were the power systems and sensors.

Power System: Nuclear, average life is 20 years for the model types before the CR-004.12-10-78. Although these older models can be upgraded to the Fusion Injection System, very easily if used in the Coalition States. Fusion Injection System, average life of 2 to 3 years. Installed in the CR-004.12-10-78 and all the model types that come after this one. If used in the Coalition States.

Sensors and Features of Note: The NG-V7 the same sensors and the same special features as the UAR-1 Enforcer.

Sensor Bonuses: Applicable to long range weapon combat only, not hand to hand. +1 to strike.

NG-M56 Multi-Bot

Production (Start of): some time around 20 P.A. to the present.

Model Types:

The differences between these are the year it was produced. Usually, as the technology advanced, the Robots got smaller and smaller, plus even more powerful. Even the weapon systems and piloting controls evolved with them. The main thing that didn't change was the actual design - it still looks like it does in, RIFTS Sourcebook page 49. The only changes that were made between the last two types were the power systems and sensors.

Power System: Nuclear, average life is 20 years, or the Fusion Injection System, if used in the Coalition States. Fusion Injection System, average life of 2 to 3 years. If used in the Coalition States.

Sensors and Features of Note: The NG-M56 the same sensors and the same special features as the UAR-1 Enforcer

All Coalition Power Armor have the following:

Note: All of these are standard, unless otherwise specified. In the model types the dates are included on starting date of production of that particular Power Armor type.

- Fusion Injected System: Average life is 1 to 3 years, half that for constant use. Note: If the Robot was made before 85 P.A. it has a nuclear power source. Average life 15 to 20 years, half that for constant use.
- Radar (standard): Power Armor (all) have the following: Can identify and track up to 48 targets simultaneously at a Range of 30 miles (16 km). This is tied into the combat and targeting computers.
- Combat Computer: Calculates, stores, and transmits data onto the heads-up display (HUD) of the pilots helmet. It is tied to the targeting computer
- Targeting Computer: Assists in the tracking and identification of enemy targets. Range: 30 miles (16 km).
- Laser Targeting System: Assists in the selection and focusing of specific targets and adds a bonus of +1 to strike when using long range weapons. Does not apply to hand to hand combat or SAMAS/SAMLS.
- Radio Communication: Long range, directional communication system with an effective range of 250 miles (400 km). As well as a directional, short range radio. Range: 5 miles (8 km). Plus a built-in loudspeaker; 80 decibels.
- External Audio Pick-Up and Loudspeaker: A sound amplification listening system enables the pilot to pick up, amplify and hear a whisper 300 ft (91.0) away. The loudspeaker allows the pilot or crew to communicate directly with people outside the Power Armor. Range: is roughly 2000 ft (610 m), depending on ambient noise.
- Distress Homing Beacon: Power Armor are equipped with a scrambled, radio homing signal used for extraction from combat zones. Signal Range: 5 miles (8 km). There is a 30% chance for the signal to be picked up by the enemy.
- Spotlights/Searchlights: All Power Armor, and have at least one or two normal small spotlights. They may also have headlights or several smaller identification lights. Typical range is 300 ft (91 m).
- Self-Destruct: A last resort measure to prevent one's Robot vehicle from being captured by the enemy is the detonation of explosives inside the craft. The explosive damage is fairly self contained, destroying most of the internal systems, all computer and film data, with 4D6 x 10 M.D, plus any missiles etc. and a blast radius of between 20 to 50 ft., depending on how many and what type missiles they are carrying. For those mecha still using Nuclear power there is a 1 - 89% chance of spewing forth deadly levels of radiation.
- Complete Environmental Battle Armor: Suitable for use in all hostile environments, including underwater (Max. ocean depth is 2500 ft. before the mecha buckles under the pressure). The following features are included.
 - Computer controlled life support system.
 - Internal cooling and temperature control.

- Air purification and circulation systems, gas filtration,
- humidifier/dehumidifier automatically engages when needed.
- Computer controlled, independent oxygen supply and purge system that
- automatically engages in low oxygen or contaminated air environments, Eight hour oxygen supply.
- Insulated, high temperature resistant shielding for up to 400 degrees centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.
- Radiation shielded.

Coalition SAMAS

Production (start of): Unknown really first date starts around 2080 AD

Model Types:

- PA-01.2080-AD
- PA-02.2160-AD
- PA-03.2210-AD
- PA-04.2390-AD
- PA-05.3-6-10
- PA-06.10-15-25
- PA-06A.5-1-50
- PA-60B.12-10-78

There were no really big changes until the Coalition got hold of it. The PA-05.3-6-10 was the production model that had the now infamous "Dead Boy" motif. These are very practical mecha and are currently an integrated unit in the Coalition Military. There are almost exactly the same as the original PA-01.2080-AD model, except they have become more streamline, faster, more powerful weapons, etc., see in RIFTS RPG page 194. The main points of interest that have changed was the power source and sensors. All models are still currently available today.

Power System: Nuclear, average life is 20 years for the model types before the PA-60B.12-10-78. Although these older models can be upgraded to the Fusion Injection System, very easily if used in the Coalition States. Fusion Injection System, average life of 2 to 3 years. Installed in the PA-60B.12-10-78 and all the model types that come after this one. If used in the Coalition States.

Sensors and Features of Note: The SAMAS has full all other features common to all power armor. Sensor Bonuses: Applicable to long range weapon combat only, not hand to hand. +2 to strike and +1 to dodge. See Power Armor Combat Training (Basic through Elite) in the Robot Combat section for other bonuses.

Triax X-10 Predator

Production (start of): 8 P.A.

Model Types:

- PA-X-10.1-1-8
- PA-X-10.12-10-78

These mecha have not changed at all except sensors and power systems, you can get a good look of one in Rifts Sourcebook page 40.

Power System: Nuclear, average life is 11 years for the model types before the PA-X-10.12-10-78. Although these older models can be upgraded to the Fusion Injection System, very easily if used in the Coalition States. Fusion Injection System, average life of 2 to 3 years. Installed in the PA-X-10.12-10-78 and all the model types that come after this one. If used in the Coalition States.

Sensors and Features of Note: The X-10 has full optical systems, including laser targeting, telescopic, passive nightvision (light amplification), thermo-imaging, infrared, ultraviolet, and polarization. Plus all other features common to all power armor.

Sensor Bonuses: Applicable to long range weapon combat only, not hand to hand. +2 to strike. See Power Armor Combat Training (Basic through Elite) in the Robot Combat section for other bonuses.

Ulti-Max Triax X-1000 Power Armor

Production (start of): 78 P.A.

Model Type: X-1000.12-10-78

These mecha have not changed at all except sensors and power systems, you can get a good look of one in Rifts Sourcebook page 42.

Power System: Nuclear, average life is 20 years, or can have the Fusion Injection System, if used in the Coalition States. Fusion Injection System, average life of 2 to 3 years. If used in the Coalition States. **Sensors and Features of Note:** The X-1000 has full optical systems, including laser targeting, telescopic, passive nightvision (light amplification), thermo-imaging, infrared, ultraviolet, and polarization. Plus all other features common to all power armor.

Sensor Bonuses: Applicable to long range weapon combat only, not hand to hand. +2 to strike, +1 to dodge. See Power Armor Combat Training (Basic through Elite) in the Robot Combat section for other bonuses.

All Coalition Glitter Boy have the following:

Note: All of these are standard, unless otherwise specified. In the model types the dates are included on starting date of production of that particular Glitter Boy type.

- Fusion Injected System: Average life is 1 to 3 years, half that for constant use. Note: If the Robot was made before 85 P.A. it has a nuclear power source. Average life 15 to 20 years, half that for constant use.
- Radar (standard): Glitter Boys have the following: Can identify and track up to 48 targets simultaneously at a range of 10 miles (16 km). This is tied into the targeting and combat computers.
- Combat Computer: Calculates, stores, and transmits data onto the heads-up display (HUD) of the pilots helmet. It is tied to the targeting computer
- Targeting Computer: Assists in the tracking and identification of enemy targets. Range: 10 miles (16 km).
- Laser Targeting System: Assists in the selection and focusing of specific targets and adds a bonus of +1 to strike when using long range weapons. Does not apply to hand to hand combat.
- Thermo-Imaging : Optics systems that can see heat images. Range: 2000 ft (610 m).
- Radio Communication: Long range, directional communication system with an effective range of 250 miles (400 km). As well as a directional, short range radio. Range: 5 miles (8 km). Plus a built-in loudspeaker; 80 decibels. This has a small retractable antenna, for when the radio is not in use.
- External Audio Pick-Up and Loudspeaker: A sound amplification listening system enables the pilot to pick up, amplify and hear a whisper 300 ft (91.0) away. The loudspeaker allows the pilot or crew to communicate directly with people outside the Glitter Boy. Range: is roughly 2000 ft (610 m), depending on ambient noise.
- Distress Homing Beacon: Glitter Boy are equipped with a scrambled, radio homing signal used for extraction from combat zones. Signal Range: 5 miles (8 km). There is a 30% chance for the signal to be picked up by the enemy.
- Self-Destruct: A last resort measure to prevent one's Glitter Boy from being captured by the enemy is the detonation of explosives inside the craft. The explosive damage is fairly self contained, destroying most of the internal systems, all computer and film data, with 3D6 x 10 M.D, plus any missiles etc. and a blast radius of between 20 to 50 ft., depending on how many and what type missiles they are carrying. For those mecha still using Nuclear power there is a 1 - 89% chance of spewing forth deadly levels of radiation.
- Complete Environmental Battle Armor: Suitable for use in all hostile environments, including underwater (Max. ocean depth is 2500 ft. before the mecha buckles under the pressure). The following features are included. Computer controlled life support system.
- Internal cooling and temperature control.
- Air purification and circulation systems, gas filtration,
- humidifier/dehumidifier automatically engages when needed.
- Computer controlled, independent oxygen supply and purge system that
- automatically engages in low oxygen or contaminated air environments, This is
- done by the body armor.
- Insulated, high temperature resistant shielding for up to 400 degrees
- centigrade. Normal fires do no damage. Nuclear, plasma, and magic fires do full damage.

- **Special: Laser Reflective Armor (called "Mirror Armor")**
Heat and Radiation shielded.
-

Technical Skills -- Languages

American	(English, the universal language of the American continents)
Awarak	
Ancient Egyptian	
Brodkil	
Caribbean	
Chinese	
Classical Greek	
Creole	(a universal trade language in S. America)
Demongogian	
Dragonese	(elven from the Palladium Fantasy RPG)
Dwarven	
Elven	<ul style="list-style-type: none">● Common Elven is known as Alyenya and is the only widely used elven language. Each race of elf (with the exception of half-elves) has their own secret language.● The Sylvendi (Common Elves) speak Sylnya, a language tied closely to their beloved forest. So much so in fact that anyone who can speak Sylnya may try to communicate with a creature of the forest at half their Sylnya language proficiency (except Sylvendi elves who, of course, use full proficiency).● The Ilyendi (High Elves) speak Ilyenya. A language of nobility and power. Any one speaking Ilyenya gains a +5% to trust/intimidate, or charm/impress while speaking the language (Except Ilyendi elves who gain +10%).● The Ubelendi (Drow) language of Ubelnya inspires fear and horror in all who hear it. While speaking Ubelnya a character has an innate horror factor of 6, or a bonus of +1 if their own innate horror factor is higher than 6 (Ubelendi speaking Ubelnya gain a +2 bonus to horror factor). Ubelnya is only taught to Ubelendi and their servants, any outsider displaying an understanding of the language is usually killed. A character may only possess this language if taught it by an Ubelendi or one of their servants.
Euro	(a blend of Russian, German, and Polish)
Faerie Speak	
French	
Gargoyle	
Ge	
Giantese	
Gobblely	
Human: Eastern	(used on Palladium earth)
Human: Southern Dialect	(used on Palladium earth)
Human: Northern	(used on Palladium earth)

Human: Western	(used on Palladium earth)
Japanese	
Orcish	(surprisingly the various tribes of Orcs all utilize a similar language, a few of the smarter tribes have developed a written language)
Portuguese	
Shaydorian	
Spanish	(the second major tongue of the Americas)
Techno-can	(Basic but modified America/English; a universal computer/techno language used in high-tech computer communications and systems. Not used as an everyday spoken language but as a specialized tech-language developed for technical journals and as a universal computer language)
Trade One	(believed to be the language of the First Race)
Trade Two	(favored by telepathic races because it uses telepathy in addition to the spoken word)
Trade Three	(The wolfen language)
Trade Four	(English/American)
Trade Five	(Uses hisses, whistles and clicks for most words)
Trade Six	
Troll	(In all my readings I have found only one instance of Trolls smart enough to have a written language. The Rock Trolls of Shannara (by Terry Brooks). So, in general, it can be assumed that Trolls do not have a written language.)
Tupian	
Wolfen	(Difficult to learn (-10%) to all but a few races (Elves have no problem, for example, in fact Sylvendi elves gain a +5% bonus to learn to speak Wolfen), and it's written language is also difficult (-5% to all but Diabolists and those with cryptography skill).

[Technical Skills](#)

