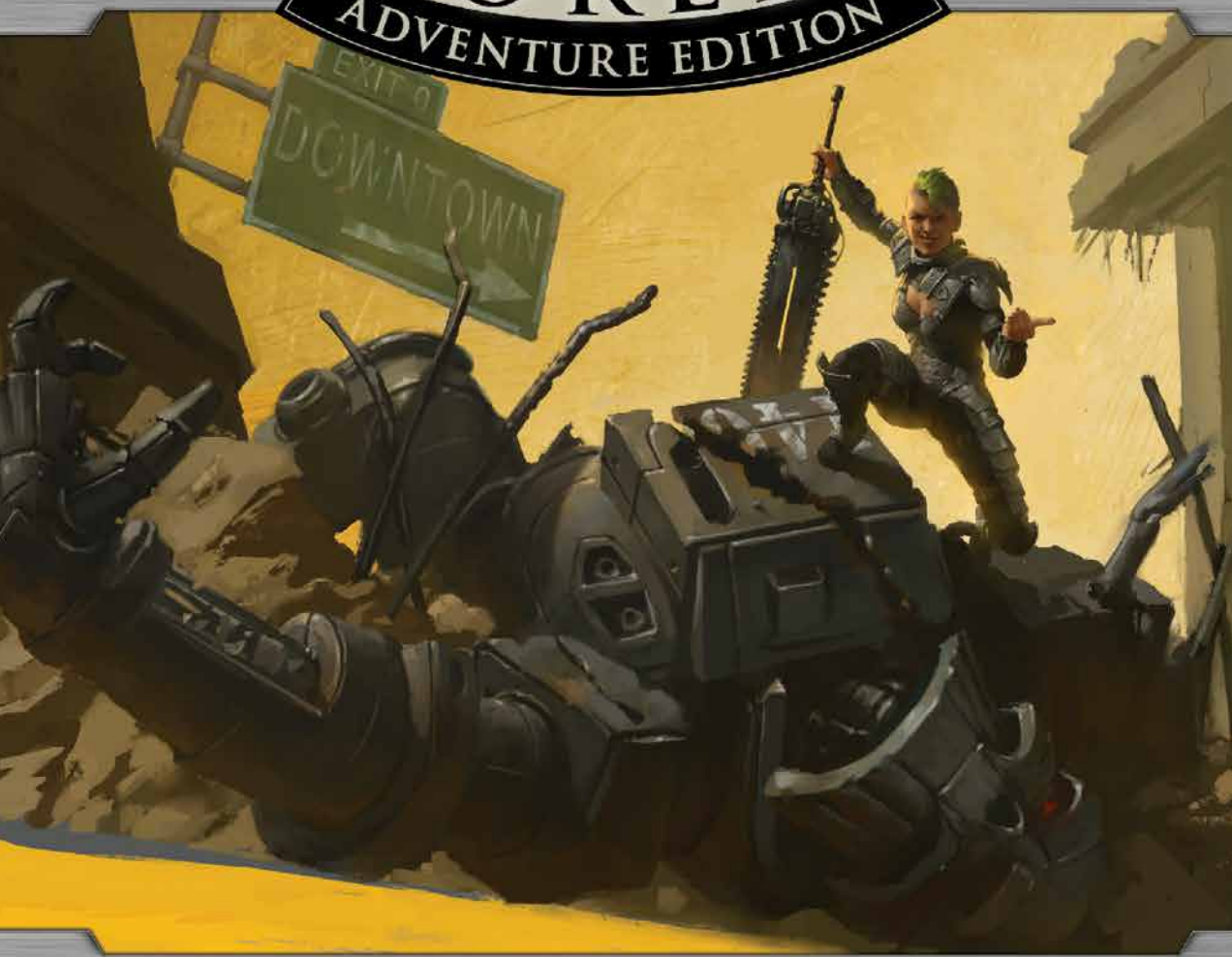
SAVAGE WORLDS

ADVENTURE EDITION



RIFTS®

THE TOMORROW LEGION PLAYER'S GUIDE

Joshua Danish (Order #49370917)

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RIFTS®

THE TOMORROW LEGION PLAYER'S GUIDE

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SAVAGE WORLDS ADVENTURE EDITION

PINNACLE ENTERTAINMENT GROUP

Palladium Books Inc.®

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When I first conceived Rifts®, I wanted to create a fully realized universe that was unique, expansive, and would blow people's minds. A setting that melded the genres of science fiction, fantasy, and horror, wrapped in a blanket of post-apocalyptic Earth and cool alien strangeness. The familiar and the bizarre. High technology and magic. The Megaverse® was born.

Rifts® is Earth almost 300+ years after the Great Cataclysm, the return of magic, and the Coming of the Rifts. An Earth so transformed that we barely recognize it. Invaded by alien beings, demons, and creatures of magic, humankind has teetered on the brink of extinction for centuries. In our timeline, humanity is just starting to regain its footing in a world it can no longer truly call its own.

For me, the Rifts were the key. A mechanism in which tears in space and time opened portals to countless worlds and dimensions. A way to bring aliens and monsters, ancient gods, magic and weird technology into our shattered world in a plausible way. The end result is a rebuilt Earth that incorporates the human and inhuman, and a setting where gamers can play almost anything: Cyber-cowboys and indians, robots and power armor, mages and psychics, dragons and aliens (D-Bees), and so much more.

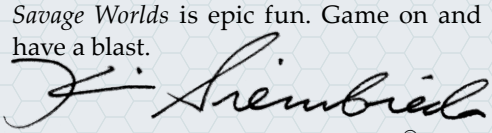
I often joke that I suffer from an overactive imagination. With Rifts® I wanted to create a dynamic, fun game where the imaginations of the players could be inspired to soar free.

As a game designer, sometimes you know exactly what you want and you hammer it out. Other times, especially with big projects, you just pick a place to start and let the ideas carry you away. My philosophy regarding roleplaying game design is to give the end user the tools for endless possibilities and fun. To feel a sense of freedom and epic scope. That is especially true of Rifts®.

I spent three and a half years creating Rifts®. The first two and a half were spent developing concepts and playtesting rules, characters and ideas. The last year was spent on the final writing, getting artwork created, and nailing it all down. I was lucky on the art front, because I had a great artist, Kevin Long, who was able to channel what I envisioned for Rifts® and bring it to visual life. Other artists, including the late, great Keith Parkinson also helped establish the look and feel for Rifts Earth.

It took a long time and a lot of hard work, but we did it. The Rifts® RPG was an instant smash hit. It has been optioned for development as a movie by the Walt Disney Company, has been continually in print, and has spawned scores of expansions. Needless to say, Rifts® is something I'm extremely passionate about and highly invested in as it is an ever-expanding universe. So to see it grow and inspire so many others is part of a dream come true. Having others help take up the mantle to spread the vast Megaverse® of Rifts® in this wonderful market of roleplaying is extremely dear to my heart. So to have Sean, Shane, and Ross, three passionate roleplayers and fellow game developers, approach me to license and make Rifts® part of *Savage Worlds*, is an honor.

With *Rifts® for Savage Worlds*, the Rifts Earth setting and characters are being reinterpreted and brought to life for an entirely different set of rules. Awesome. I always enjoy seeing different styles of game play. To me, the very essence of roleplaying games is absolute freedom and the exploration of new ideas. There is no right or wrong way to roleplay as long as you're having fun. And *Rifts® for Savage Worlds* is epic fun. Game on and have a blast.



– Kevin Siembieda, Creator of *Rifts®*

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INTRODUCTION

Some say centuries. Some say millennia. Most say it simply doesn't matter how long ago the Rifts came, only that glowing blue ley lines and the rips in reality where they cross in the world shattered what was and created what is. Scattered, chaotic, untethered to a single paradigm of civilization, humanity thrives in the aftermath of a global cataclysm lost to time.

Whatever happened, and whenever it took place, the results are clear in the still-devastated lands adventurous travelers dare to cross when going from one bastion of society to another. The eclectic mix of frontier towns, feudal-style fortresses, and towering, sprawling cities—those of technological wonder as well as magical might and mystery—speaks of a kind of patchwork approach to the rebuilding of civilization.

That's only the start of it, though, for humans are far from the dominant sentient presence they may have once been. Doorways to countless realities, once only theorized in quantum physics texts, granted passage to a nearly endless variety of entities both monstrous and sublime. Not only people and creatures but, in many cases, portions of their realms came right along with them, creating an even more complex, disjointed landscape across the world.

While the struggle to merely survive is far from over, enough factions have risen from the ashes of the original apocalypse to begin the battle anew for control of land, of resources, and of the people who live in this terrifying new world. With machines of war and policies of oppression, the dictatorial empire that is the Coalition States claims nearly a third of the population of the continent's humans under its control or influence. Reasonably credited for saving humanity from annihilation in the earliest days after all fell to chaos and death, the Coalition now marches inexorably toward a future that may well be worse than extinction.

Another third of the population of native humans has taken up the practice of magic and mysticism, returned to the world in the wake of the reality-altering Rifts. Various kingdoms, guilds, and other formations of united purpose and effort bring practitioners together with beings from worlds beyond who understand the manipulation of forces mere science cannot contain within theorems and formula. While many such factions are either benign or at least neutral in their dealings with the world, the most powerful organization in what is still known as North America is the True Federation of Magic, led by a most diabolical

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and power-mad ruler of horrifying ambition and capacity.

The remaining third of humanity on the continent lives independent of these two mighty blocs, organizing in the countless ways people do when left to their own devices and needs. Communes, micro-nations, kingdoms, city-states, and other realms dot the landscape all across North America and far beyond. Some are courted by the two powerhouses while others count themselves fortunate to remain outside such notice. They have enough problems dealing with the endless threats presented by enemies from beyond and by criminal warlords of their own kind.

THE RIFTS

While they are the defining characteristic of the world as it is known, the Rifts are also a symptom of what actually brought on Armageddon. The details may forever be lost to time, but enough documentation and other evidence remains to clearly establish that a war of global scale and devastating atomic fury triggered such releases of energy as to nearly scour the planet clean of all life.

The Rifts are quite literally rips in the quantum fabric of space-time, leading to virtually anywhere and allowing almost anything to come through from those *elsewheres* to here. Rifts lie at the junctions of cosmic energy conduits called ley lines. Not every ley line nexus has an active Rift, but all such junctions are capable of spawning one under any number of circumstances. While not as frequent as scholars say once was the case, temporary Rifts still erupt often enough to give scientists something to talk about.

Ley lines have always crisscrossed the world, though most students of the arcane believe the lines were barely detectable by the merest fraction of humanity for much of history until the day the Rifts came. In current times, most ley lines can be seen by the naked eye at night, at least within a few thousand feet. The larger ones, many rising from the ground up to hundreds of feet in the air, can be viewed dozens of miles away, glowing blue-white in the dark



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and even visibly crackling with energy in broad daylight.

Ley lines are inherently magical in nature, representing the flow of eldritch and arcane energies across the world and far beyond. The Magic Zone — defining much of the eastern part of the North American continent, especially around the Mississippi River and the Appalachian Mountains — has a much greater number of the larger lines, and a correspondingly larger number of active and semi-active Rifts. These truths are what keep Coalition State authorities up most nights.

There are many places, in and around Rifts, where expected topography and geography are found on one side of a ley line, while on the other lies a landscape utterly alien in nature, or a city from some fantasy realm or far-future world that stands where none should exist. Most of the latter were abandoned when whatever infrastructure that supported them collapsed from the sudden change, their surviving populations scattered to parts unknown around the strange new world they found themselves in. Some figured out how to make things work and carried on, creating wondrous new places for adventurers to discover.

D-BEES

The very definition of alien is something that is strange: "adverse; hostile; opposed." The countless numbers and varieties of beings, sentient and otherwise, that poured through the Rifts from the very beginning triggered the most negative sense of the term among those humans who managed to survive the near-annihilation of their species.

Early encounters did not go well. Some groups responded in kind; the Coalition States were built on the premise of eradicating non-humans from Earth.

As these entities did not come from outer space (which, for reasons unknown to this day, remains completely off-limits to Earth), the word "alien" was thrown out for something more accurate — Dimensional Beings, more commonly called "D-Bees." From a position of ignorance, the term has a homogeneous, all-encompassing quality, yet nothing could be further from the truth.

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The only unifying traits D-Bees share is that they are not from this Earth, and the vast majority of them are stuck here, whether they like it or not.

Almost *anything* might now live on Rifts Earth, and probably does: any story, any fiction, any idea, any imaginative speculation, populated with beings of fantasy, science-fiction, or horror, is possible. Scholars speculate that ancient times' fictional stories were nothing more than interpretations of realities, tapped by the subconscious minds of highly creative and enlightened people. Others go so far as to purport that the act of creation led to quantum splits in reality, crafting realities based on gestalt intent.

Regardless of such esoteric ideas, there are clans of dwarves, orcs, elves, and all manner of traditional and mythic fantasy races to be found everywhere on the planet, along with every form of classic horror monster, insectoid swarm, dinosaur, bioorganic terror, demon, angel, super-powered being, sentient android…there is no limit to who or what might be encountered while traveling the globe.

It bears noting that a great many humans encountered on Rifts Earth are not *from* Rifts Earth. Travelers through time and space, from alternate histories or the far future, arrive through Rifts all the time—often with no way to return to where they came from.

MAGIC

Scientists and theoreticians coined the term "Potential Psychic Energy" (usually shortened to PPE), in reference to the energy source they identify as fueling the reality-altering capabilities of those who wield magic. The theory maintains that all living beings have some capacity to interact with this ambient energy, its ubiquitous global presence represented by the ley lines that web the planet.

They give it a name, yet they cannot give it any kind of satisfactory definition. Magic is elusive and confounding that way, with its refusal to follow even the most basic laws of physics. Those who can manipulate PPE in any significant manner (though still only a fraction of the total sentient population, there are enough of them to be a powerful force for either good or ill) represent a powerful boon to allies, and a considerable threat to enemies.

Pre-Rifts texts make little to no reference to magic, implying its lack of impact on daily life in that era. Today, such an idea is laughable, especially for those living in the Magic Zone, or other population centers where magic is the mainstay of daily life, and even the very infrastructure of the community. More than a means to project combat power, magic grants the potential for rapid construction, healthy and fast-growing crops, transportation, communication, and every other need or desire a society might have.

Those who wield the greatest levels of magic power often wield the greatest temporal power, as well, at least where magic holds the greatest sway with the people.

TECHNOLOGY

Although the Dark Ages following the Coming of the Rifts represented a time of barbarism and the loss of millennia's worth of technological and scientific advances, a few factions secured and protected repositories of knowledge and development. As communities emerged and evolved into civilization once again, rediscovered databases and working models—combined with the incredibly advanced science and technology of D-Bees from highly-developed worlds—created a boom in applied science never before possible.

Sadly, the greatest advances came in the areas of warfare and security. Though hardly surprising, given the incredibly dangerous world of Rifts Earth, the arms race between those factions competing for dominance creates a significant drain on the resources and the talent pool that might be applied to other long-view needs, such as education, communication, and even trying to regain the stars as a destination once again.

Weapons are powerful and plentiful. Armor is tougher and more capable, and vehicles are designed to withstand the harshest conditions. For the rank-and-file soldier of any army, as well as the many adventurers who travel the strange and dangerous wilderness, these are great developments. Thanks to various efforts

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INTRODUCING OTHER HEROES

Savage Rifts® focuses on the core characters and ideas of the Rifts® setting. But the beauty of Rifts® is that heroes can be from any time or place. This means that if you're determined to bring your favorite *Deadlands* or *The Last Parsec* hero into the world of *Savage Rifts*® they'll fit right in (with a little work). Unless the hero is already of Veteran Rank, use the following MARS (Mercenaries, Adventurers, Rogues, and Scholars) Setting Option to build a new character or update an existing one. This method will allow your hero to have a semblance of balance against the powerful heroes and foes of Rifts Earth:

- Select your favorite *Savage Worlds* setting and choose your Race from there as usual.
- Roll on the **MARS Fortune & Glory Table** two times.
- Roll on the Hero's Journey tables of your choice three times as approved by your Game Master (some tables may make less sense than others).
- Build your character as normal, selecting Hindrances, Edges, etc. from both Rifts® for *Savage Worlds* and your setting of choice (your hero is a MARS Iconic Framework for the purpose of selecting Edges); the Born A Hero Setting Rule applies to Edges from your character's setting of origin.
- Give your character their choice of standard equipment from their native setting, allowing them to take two or more pieces of advanced gear as appropriate (again, subject to GM approval, these items will help set them apart on Rifts Earth).
- Give your character four Advances; she begins play at Seasoned Rank. With GM's approval, Edges gained through Advancement may be taken from both *Rifts® for Savage Worlds* and your character's origin setting
- Good luck and have fun!

to create the perfect soldier, significant advances in medicine are also part of the scientific landscape: nanotech, cybernetics, and bionic prostheses ensure the continued viability of even the most damaged person.

One of the great losses bemoaned by scholars who specialize in technological history is of what was once called the Inter-Nets. Though computers and communications gear permit a fairly extensive network within many cities (highly controlled and censored within the Coalition States), gone is the capacity to share digital data over great distances. Even basic voice communication is fairly limited; the best radios, unless tapped into a hardpoint relay network (usually built between Coalition population centers or facilities), can only reach about 300 to 500 miles. Ley lines and other atmospheric issues prevent signals reaching farther.

THE CONFLICT

The world, for all the effort to build up city-states and functioning industries, remains a crucible of fire and blood in which the battle for survival is fought on a daily basis. Vast tracts of territory across the globe remain wild, untamed, and in many cases still devastated from the multiple disasters that befell the Earth. In North America alone there are realms dominated by dinosaurs, insectoid invaders, demons, and vampires, not to mention bandit warlords building personal kingdoms on the backs of those too weak to stop them.

The defining conflict of the North American continent, however, is that between the Coalition States and the Federation of Magic. The former is a mostly homogeneous, technologically dominant empire where humans are elevated above all, magic is reviled in all its forms, and non-humans are an infestation to be eradicated from the world. The latter is a scattered, internally conflicted, yet fairly vast network of beings of all races and natures, united in the purpose of withstanding (and perhaps eradicating) an implacable foe with fire, brimstone, and world-shattering eldritch forces.

The great tragedy is the utterly polarized view that ensnares each side. They believe

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they are battling for the soul of a world, one that can only be defined by one paradigm—their own. Throughout the rest of the continent, and across the planet, there exist countless examples of magic and machinery functioning in comfortable harmony, where sorcerous Mystics and Ley Line Walkers sit in the same cafes as ultra-tech Juicers and Glitter Boy pilots.

THE TOMORROW LEGION

In the far north of what was once Arkansas, not far from Branson, Missouri, Castle Refuge stands strong as a place of safety, healing, and promise. From the blood of the Juicer Uprising, the terror of the Coalition's Campaign of Unity, the horrors of Lord Dunscon's territorial machinations, and the still-smoldering ashes of Tolkeen…from all of this rises both Castle Refuge and its ever-growing garrison of defenders. At first dedicated to ensuring the security of a few thousand displaced and traumatized beings, these defenders are growing into something more—an army of hope and justice called the Tomorrow Legion for a world in need of saving.

For decades, people like revered scholar, Erin Tarn, and the founder of the Cyber-Knights, Lord Coake, worked tirelessly to uncover the best of Earth's history and preserve it. They struggled to bring what they believed was the height of civilization back to a world embroiled in devastating chaos, even as the Coalition States waged war against education almost as viciously as they did against magic and non-humans. They tried to hold back the tide of the unchecked eldritch forces of the Magic Zone, seeking to secure the foundations of a world never meant for magic.

YOU ARE THE TOMORROW LEGION

In *Rifts® for Savage Worlds*, players take the roles of characters who have joined the Tomorrow Legion and share its cause. The Tomorrow Legion gives your character context for who they are and what they do in the world of Rifts Earth. This is the default setting assumption for the *Rifts® for Savage Worlds* line of books.

No longer. Though history remains her passion, Erin Tarn speaks now of the future and how best to build it. Lord Coake, once draped in the trappings of ancient chivalry, teaches and trains his new Cyber-Knights to fight for a better world yet to be. These great teachers and leaders—and their many colleagues and long-time followers—are planting their feet and their flags upon the ramparts of a fortress that is one-half classical form and one-half modern marvel.

At Castle Refuge, any being willing to work with others for something more—something finer and nobler than mere survival—is welcome. There, those who would be heroes, warriors, explorers, and defenders are recruited into the Tomorrow Legion. They train for battle, gird for war, and make ready to set out against the enemies of a world that may yet be. These are the heroes who fight for a better tomorrow.



NG-V7 HUNTER MOBILE GUN

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With nearly a hundred books published by Palladium Books about the Megaverse® and Rifts® Earth, there is a ton of source material for you to explore at great length. What follows is a succinct summary, with a heavy focus on what's important for those playing as members of the Tomorrow Legion in North America.

THE WORLD AS WE KNOW IT

HISTORY

The Golden Age of Mankind spawned scientific and technological marvels capable of transforming the lives of every living person on Earth. The evolution of humankind across multiple disciplines and ideas sadly did not keep up with the species' biological and cybernetic transhuman developments. According to some legends, this led to one or more terrible wars that cost the lives of billions and brought about the Coming of the Rifts and the Chaos Earth era.

The Coming of the Rifts caused a massive network of ley lines to swell with magic energy, tear open the fabric of reality and unleash an incursion of first millions, then billions of dimensional beings (D-Bees) from untold realities beyond the quantum veil. The chaos of this time caused a seemingly endless cycle of death and destruction that literally fed on itself due to the impact it had on the ley lines and Rifts.

The few remaining civilizations fell during the era now known as the Dark Ages, marked by most scholars with the re-emergence of the lost land of Atlantis and the horrors its inhabitants unleashed upon the world. Monsters and conquerors from realms of sorcery and super-science nearly brought an end to anything that resembled Earth's societies and cultures. Only the dedicated efforts and terrible sacrifices of heroes—Glitter Boys, Cyber-Knights, and anyone willing to take up weapons or spells to fight—prevented total obliteration or enslavement.

THE RETURN OF ORDER

Finally, out of the darkness came points of light as Earth's inhabitants began rebuilding instead of simply surviving. This era—the current one, as most scholars reckon it—was heralded by a new calendar established by the Coalition States (CS) in North America. Chi-Town rose on the outskirts of what was once Chicago, and with it, calendar year 1 Post-Apocalypse (PA).

For North America, the first century PA was marked by power struggles between the Coalition and those who embraced magic and divergent sentient populations. The Federation of Magic and other magically oriented realms became bitter enemies with Chi-Town and its allies.

Just after the first hundred years of this new calendar, devastating conflict erupted in the middle lands of the rebuilding American continent. Conspiracies and misunderstandings led to the Juicer Uprising in 104 and 105 PA, culminating in the siege and near-destruction of the CS city of Newtown. Not long after, Coalition Emperor Karl Prosek announced his Campaign of Unity, whereby many communities were brought under the Coalition flag. A simultaneous Crusade for Humanity led to massive military operations against enclaves of magic wielders and D-Bees. The CS military underwent a massive overhaul, revealing ever greater technological developments.

The defining moment of this new century so far was the Siege of Tolkeen, a war that spanned nearly five years and ended well over a million lives. Tolkeen, a once-noble and strong realm given to magic, ultimately fell to ruin not only from without, but from within. Its leaders sacrificed honor and ethics to unleash hellish nightmares in the name of victory. Among the many losses suffered with the fall of Tolkeen was the Order of Cyber-Knights, split by a schism over serving alongside Tolkeen or staying out of the war.

Now it is August, 109 PA. The ashes of Tolkeen still smolder, the Coalition struggles to rebuild its forces and expand its influence, and the Federation of Magic's leaders plot and scheme for their own run at domination. Untold numbers of other factions do the

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same, both on the continent and around the globe. Still, millions struggle just to survive and build *something* out of the destruction and anarchy of the world.

GLOBAL OVERVIEW

South America: The "Land of a Thousand Isles," what was once South America, suffered dramatically from the rising waters of the ocean upon the return of Atlantis to the region known as the Bermuda Triangle. Much of the land is lush, primordial rain forest, deep and treacherous swamp, or mountain wilderness. Pockets of civilization are scattered throughout, and as one of the places where Golden Age technology was first rediscovered, some of those pockets are well fortified and defended. Numerous draconic and D-Bee populations dominate much of the region, making it alien for human travelers.

Western Europe: The British Isles are given entirely over to magic, with a faction of Druids seemingly the main power there. While most of mainland Europe is consumed by wilderness and dominated by the Gargoyle Empire (gargoyles, brodkil, and other monsters), the lands of what was Germany, Austria, the Netherlands, and parts of Poland and Scandinavia stand strong as the New German Republic (NGR), bolstered primarily by one of the world's new and powerful mega-corporations, Triax Industries. With some of the most advanced technology and secure, prosperous people on Earth, the NGR is practically a paradise…for humans. Non-human travelers are barely tolerated, and are not welcome to stay long.

Eastern Europe and Asia: The lands of Eastern Europe and Russia are dotted with feudal kingdoms ruled by brutal warlords, served by cyborg legions they use to battle each other and the demonic forces they compete with for land and resources. Farther east, it is said that most of Asia is monster-ravaged wilderness, though China is believed to be firmly connected to the 13 Hell realms of the mythical Yama Kings. Covered in a white mist that indicates where firm reality leaves off for more ethereal lands, most avoid travel there altogether.

Japan: The island of Japan is also cut off to most travel, but reports indicate the majority of the island has returned to its ancient feudal days. There are, however, stories of at least one grand city of technological wonder that remains as it was from the Golden Age.

Australia: Perhaps unsurprisingly, Australia is said to be a true apocalyptic wasteland, with only a couple of cities walled off from the rest of the continent and battling to survive. Much of the islands of the Pacific were lost to the sea as Atlantis reappeared and raised ocean levels everywhere.

Africa: The northern part of the African continent is dominated by the expanding Phoenix Empire (centered on what was Egypt), ruled once again by mythic gods and a dragon lord named Rama-Set. The rest of the land is primarily a mix of near-primordial jungle and desert wastes, with pockets of varying degrees of civilization ranging from primal to high-tech paradise.



BUSHMAN EBA

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NORTH AMERICA

The majority of North America's population resides in the central part of what was once the United States, mostly in the upper and central Midwest. Most humans live within one or more of the member states of the Coalition: Chi-Town (which includes most of Illinois and Iowa), Missouri, Fort El Dorado (the southern part of Arkansas), Lone Star (the Texas Panhandle), Iron Heart (large portions of Canada north of Lake Huron). In northern Michigan, two corporate states—Ishpeming (more commonly known as Northern Gun) and the Manistique Imperium—are firm CS allies and suppliers.

Free Quebec, once a member of the CS, stands as the second strongest political power on the continent. Though also steeped in human supremacy and anti-magic, education is important to Quebec and it has many other differences with the Coalition States. Still, an uneasy alliance exists and they remain trading partners.

The ruins of Toronto are home to Lazlo, the largest magical city-state outside of the Magic Zone. The home of world-famous scholar and archaeologist, Erin Tarn, Lazlo is also where a large number of Tolkeen refugees wound up.

The Magic Zone is a large swath of land covering the middle lands (the Ohio Valley and beyond) east of the Mississippi River all the way to the Appalachians (called the Eastern Wall). The True Federation of Magic, under the despotic rule of Lord Alistair Dunscon, claims the entire region, though there are plenty of factions (Dweomer most notably) that are in no way answerable to him. What was once the south is mostly swamp and jungle, where dinosaurs once again roam.

The Vampire Kingdoms of Mexico are a nightmare region of blood and horror. Much of the southwest that isn't under Lone Star is a loose confederation of various factions called the Pecos Empire, while the Colorado Baronies represent what little civilization exists north of there. There is precious little west of the region, as disasters man-made and natural utterly devastated the west coast.

CASTLE REFUGE

Legend tells of a group of scholars and builders who, during the Golden Age, built a castle among the hills and forests of northern Arkansas, near a magical city of entertainment called Branson. Fortress Ozark was its name, so the stories say, and though it was destroyed during the cataclysms along with everything else, its foundations were strong enough to leave solid ruins.

Upon these ruins wandered travelers from another world, come through a Rift and searching for a new home. They were dwarves, given to matters of building and craft. Employing techniques of master engineers and magic, they built a mighty castle fortress. Even as they completed their great marvel, a man came to them, leading a huge company of refugees from a disastrous war. He asked the dwarves if these poor people might take refuge, and his nobility of bearing and clear sacrifice for the greater good moved the dwarves to readily agree.

The leader of the dwarves, Dhara Hammerheart, chose to name their new home accordingly, and Castle Refuge was thus christened. Refusing the title of Queen, Dhara instead took the mantle of High Defender. She urged everyone to first see to their immediate needs, and to then take up the cause of organizing defenses, supplies, and day-to-day logistics. Soon, she began organizing those with natural leadership qualities—both among her dwarven folk and the mostly-human refugees—and bade them explore matters of "civilian leadership" while she served militarily.

The knightly man who brought the first group of people to Castle Refuge returned two more times with other groups. Each time, he was accompanied by others like him, and still others with skill at arms or magic, whom he assigned to join the fortress' defenders and protectors. Eventually, his name got out among the people; he was none other than the founder of the Cyber-Knights, Lord Coake, and the refugees he brought south (via a Rift near the Mississippi

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river, bypassing treacherous swaths of land between the CS and the Federation) were displaced from the destruction of Tolkeen. Lazlo could take no more, so he'd sought out a new place to bring hope to the hopeless.

After his third visit, Coake disappeared for a few weeks. Some believe he retreated to the deep mountains in the east, where he meditated and grieved over the schism of his Order during the Siege of Tolkeen. Meanwhile, Castle Refuge grew dramatically, with new walls built around homes and businesses as they sprouted in all directions around the original castle. A mayor was elected, councils formed, and a genuine community grew and prospered thanks to excellent and benevolent leadership and coordination. Tucked in between the main Coalition State region of Chi-Town and the still-developing Fort El Dorado, with the True Federation's main forces some distance away, Castle Refuge managed to avoid all but some minor issues with local bandits and wandering monsters.

Recently, Lord Coake returned once more to Refuge, and Erin Tarn and a cadre of powerful and knowledgeable warriors, scholars, scientists, and masters of magic came with him. With Dhara Hammerstone and the leaders of Castle Refuge, they've enacted a new project, one of profound importance and great purpose. Much of the growing garrison of the fortress is undergoing a transformation, training and preparing to venture into the world to help those in need, discover mysteries and lost treasures, and bring hope to those without.

It is 109 PA, only a couple of months since the Fall of Tolkeen. Emperor Prosek is determined to drive all magic and non-humans out of his world, while Lord Dunscon seeks no less than total domination under his mad rule. From the strength and security of Refuge, an army of heroes and adventurers set out to defend against these threats and more, bringing a better world for *all*. This is the mission of the Tomorrow Legion.



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CHARACTER CREATION SUMMARY

RACE
- Choose a Race, apply resulting modifiers.

ICONIC FRAMEWORK
- Choose an Iconic Framework not excluded by your Race, noting Edges, Hindrances, Skills, and other modifiers.

HERO'S JOURNEY
- If playing a MARS character, roll on the **MARS Fortune & Glory Table**, page 44.
- Roll on the Hero's Journey tables as listed for your Iconic Framework.
- Roll for Narrative Hook to determine how your character ties to the story.

HINDRANCES
- Select up to 4 points of Hindrances (Major Hindrances are worth 2, Minor are worth 1).
- For 2 Hindrance points you can raise an attribute one die type or choose an Edge.
- For 1 Hindrance point you can gain another skill point or gain additional Starting Funds equal to twice your Iconic Framework's starting amount.

ATTRIBUTES
- Attributes start at d4. You have 5 points to distribute among them for 1 point each step.
- Attributes may not be raised beyond d12 unless your hero's racial bonus or Iconic Framework states otherwise.
- Increasing attributes reduces the cost of buying linked skills and allows a character to obtain more powerful Edges.

SKILLS
- Athletics, Common Knowledge, Notice, Persuasion, and Stealth are core skills and start at d4 for free—see **Expanded Skill Applications** starting on page 69.
- More Skill Points is a Setting Rule, you have 15 points to put into skills.
- Each die type costs 1 point up to and equal to the linked attribute; then 2 points per step after that.

DERIVED STATISTICS
- **Strain** maximum (see page 69) is the lower of Spirit or Vigor die type.
- **Pace** is 6″ but may be changed by racial abilities, Edges, or Hindrances.
- **Parry** is 2 plus half of Fighting.
- **Toughness** is 2 plus half of Vigor, plus any Armor.

EDGES
- Born a Hero is a Setting Rule; ignore Rank Requirements during character creation.
- Use any leftover Hindrance points to take Edges if you like.
- Each Edge costs 2 Hindrance points. Humans begin with an Edge ignoring Rank.
- If playing a MARS character, take four Advances per the rules in *Savage Worlds*.

GEAR
- Gain the Starting Gear listed for your Iconic Framework and roll for credits, see Standard Starting Gear on page 81.

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CHAPTER ONE

CHARACTERS

The core creation process for this setting is essentially the same as for any *Savage Worlds* character. The two major differences are your choice of Iconic Framework and the rolls you get to make on the Hero's Journey tables.

Here's a list of available Iconic Frameworks with basic information about each:

Burster: Raw, awesome firepower. A super powerful pyrokinetic for a world gone mad.

Combat Cyborg: Heavy combat man-machine, greatly enhanced by cybernetics.

Crazy: Psionically enhanced super-soldier, mentally unstable but able to take great advantage of it.

Cyber-Knight: Part holy warrior, part psionic martial artist with an energy sword, and all kinds of trouble for enemies using tech weapons.

Dragon Hatchling: A newborn dragon seeking its place in the world. Yes, a *dragon*.

Glitter Boy: Owner of the ultimate powered armor and personal ranged weapon, though with drawbacks in terms of mobility and side effects.

Juicer: Born to die, a live-fast, fight-hard super soldier with the ability to burn his life force for truly heroic moments.

Ley Line Walker: Master of magic, he can interface with ley lines effortlessly for nearly unlimited power.

MARS: The mercenaries, adventurers, rogues, and scholars of Rifts who have less raw power but more experience and variety.

Mind Melter: A true master of psionic power, employing unparalleled telepathic and telekinetic abilities.

Mystic: Combines faith-driven magic with psionic power, intertwining two Arcane Backgrounds with a spirituality others do not comprehend.

Techno-Wizard: The ultimate gadgeteer, combining arcane science with an innate talent for tools and machines.

LOTS OF POWER, NOT SO MUCH EXPERIENCE

Rifts® requires placing hefty power in the hands of even beginning characters. However, a hero can begin with the biggest gun, the heaviest armor, or the most incredible magic, yet still need time and training to become skilled with such power.

You may notice you don't quite have the skill levels you might want; Advances are the best way for your character to get better with her amazing abilities.

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ICONIC FRAMEWORKS

Iconic Frameworks are a package of powers, special abilities, Edges, gear, and other character elements that define an iconic role within a setting. In the case of the world of Rifts®, where characters begin with incredible capabilities and devastating machines of war as a matter of course, the Iconic Framework is a necessary tool to help represent these ideas while still working within the core ideas of *Savage Worlds*.

When you select one of the Iconic Frameworks below, add all of the indicated abilities and gifts to your character, as well as any inherent complications. In this way, Iconic Frameworks operate like choosing a race for your character. As with races, there are elements that may affect the overall character build, so please take those into consideration as you go forward.

Note that some of the Iconic Frameworks below provide Arcane Backgrounds, and they reference ISP (Inner Strength Points) or PPE (Potential Psychic Energy). Both of these are Rifts® terms for *Savage Worlds* Power Points; for more details see **Core Arcane Backgrounds** on page 119.

BURSTER

Some just want to watch the world burn. Some can't help but start the fire. Bursters are highly passionate people, given to extreme emotions and expressions, and this dramatically affects the way their powerful psionic energies manifest.

First and foremost, Bursters are pyrokinetics—they telekinetically accelerate molecules to the point of ignition. Their capabilities extend far beyond that foundation, however, in that they can also affect existing combustion, slowing it down or even stopping it entirely. Fire is theirs to create, command, and cancel as they see fit.

As Major Psionics, Bursters also have access to other psionic abilities, making them formidable in more than open combat. Still, there's no denying their primarily combative role in most groups, and when town leaders determine a Burster is among a group, there's at least one conversation to be had about property damage.



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HERO'S JOURNEY (TWO ROLLS)

Bursters gain one choice or roll on the **Experience & Wisdom Table** or the **Psionics Table**.

Bursters gain one additional choice or roll on *any* table except **Cybernetics** or anything to do with magic.

WALKING WITH FIRE

Bursters have a personal, emotional, almost poetic relationship with fire that extends beyond the physical facts of their powers. Scholars speculate this relationship—which sometimes manifests as anthropomorphizing and speaking to flames—is a mechanism of focus, helping the psionic control an otherwise highly volatile process. Intertwining mind and spirit with the flames creates a feedback loop that further enhances the Burster's abilities.

In addition to flinging powerful bolts of fire and manipulating combustible processes over an area, some Bursters are able to read and understand everything there is to know about a particular fire, even when it's no longer active. These Bursters can study the site of a fire, sifting through the ashes and observing the burn patterns, and describe in great detail what started it, how it burned, and what brought it to an end.

Unsurprisingly, Bursters are utterly impervious to heat and fire in any form. Lightning and electricity have limited effects on them as well, since the heat and burning aspects of such energy are of little concern.

AN ENERGETIC MIND

Though pyrokinesis is the mainstay of a Burster, she also has access to a strong array of other psionic powers. Most of them relate to manipulation of psionic energy in a physical way, and thus always have some kind of fiery or heat-related Trapping. Some, however, are more traditional psionics in nature and use, granting the Burster utility and value in situations beyond the battlefield. While such powers also typically stick to Fire/Heat Trappings, they aren't required to do so.

Bursters have access to the following powers (Rank permitting): *arcane protection*, *boost Trait*†, *burst*, *confusion*, *darksight**, *deflection**, *detect/conceal arcana**, *empathy*, *farsight**, *fear*, *fly**, *light/darkness*, *mind link*, *protection**, *relief**, *smite**, *telekinesis*, *warrior's gift**.

Powers marked asterisk (*) have the reduced Power Points cost from the Range (Self) limitation, while those marked dagger (†) have both the Range (Self) and Aspect limitations (see **Trappings** in *Savage Worlds*).

BURSTER ABILITIES AND BONUSES

Bursters are minor burning deities, capable of striding across the battlefields of a Rift-torn Earth with only their powers at hand to take on terrible threats. The wreckage they leave behind can be terrifying, even for those they fight alongside.

- **Arcane Background (Psionics):** A Burster begins with Arcane Background (Psionics); *bolt*, *damage field**, and *protection** plus three additional powers from the list above; the Blaster and Major Psionic Edges; and two die types in Psionics. Bursters begin with 20 ISP (10 ISP base, doubled by the Major Psionic Edge).
- **Everything Burns:** The fires started by the Burster are some of the most intense possible and can set almost any material aflame. When a Burster scores a raise on a damage-causing attack roll using one of their abilities, the target catches fire taking 3d6 Mega Damage until doused (see **Fire** in *Savage Worlds*).
- **Fiery Aura:** As an Innate ability, with one Psionics roll, a Burster can activate both *damage field** and *protection** together with the fire trapping. This ability costs no ISP, but additional modifiers may be used for additional ISP as normal. For the duration, melee attacks deal an extra 1d6 damage of the same type.
- **Fire Mastery:** The Burster has the Innate Ability to create, control, and eliminate minor fire, heat, and smoke effects using *elemental manipulation* for no ISP. As an action, she may activate the Elemental Fury or Exalted Manipulation modifier costing no ISP. Non-arcane environmental protection has no effect against this ability.

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TO SURVIVE AND THRIVE—THE BURSTER

- Your hero is a fiery super-being; less variety of abilities, more raw power over flames and heat. Embrace that and run (or fly) with it.
- Don't forget the Iconic Edges that greatly enhance his power.
- Don't ignore his potential in other areas though, including rescue and investigations (the latter if you take the Read the Flame Edge).

- **Firewalker:** Bursters have Immunity to all sources of fire, heat, and plasma damage; he could take a dive into a river of lava and come out unscathed. He has Environmental Immunity to Heat and Fire environmental Hazards, and gains +4 on rolls to resist heat-based arcane effects. Bursters take −4 damage from lightning or electrical attacks as well as laser, ion, and particle beam weapons.
- **Flame Bolt:** The Burster can hurl forth a flaming *bolt* of 3d6 Mega Damage (4d6 on a raise) for one ISP, or 4d6 Mega Damage (5d6 on a raise) for two ISP. Additional Power Modifiers may be used as normal. Flame Bolt is Range Smarts ×2 and counts as a Mega Power Modifier for the purpose of utilizing the Blaster Edges and their Power Modifiers.

BURSTER COMPLICATIONS

Being a minor god of fire has its drawbacks, though few Bursters ever worry. Dancing with fire is all that really matters to them.

- **Cybernetics:** Cyberware isn't a good option for a Burster as they interfere too much with his powers. If circumstances force a bionic addition, each point of Strain imposes a −1 penalty to the Psionics skill.
- **Enemies:** As with any powerful psychic, the Coalition and True Federation consider Bursters allied with enemy factions a dire threat to life and property. They prioritize attacking them when hostilities break out and hunt them with extreme prejudice.
- **Quirk—Pyromaniac:** Though most are not sociopathic arsonists, Bursters tend to have a thing about starting fires just to watch them burn with loving fascination. This is more aggravating than dangerous (at least most of the time).

BURSTER STARTING GEAR

Begin with standard Starting Gear.

I am the light that casts back the darkness. I am the fire that cleanses the stain of corruption. I am a Burster, and my soul dances in the flames.

– Firedancer, Burster

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COMBAT CYBORG

He could ask for a human-like frame and visage that, while not completely lifelike, is certainly close enough for most folks' comfort. He could wind up with a form which could even walk the streets of most Coalition cities and pass well enough to get by. He could…if he had a bank account the size of many pre-Rifts® small nations.

Instead, he got a massive combat frame with huge metal plates, cables intertwining here and there, and the capacity to knock a tank over. All that remains is a human face, tongue, and throat—or an idealized synthetic duplicate—shielded behind an inhuman faceplate mounted to an armored skull. He has this new body either because that's what his sponsor paid for, or because he actually wanted to be a living tank to begin with. He abandons all pretense of natural life to become something much more powerful.

He does not necessarily abandon his humanity. That's still a matter of choice.

HERO'S JOURNEY (TWO ROLLS)

'Borgs gain one choice or roll on any of the following tables: **Cybernetics**, **Close Combat Weapons**, **Ranged Weapons**, and **Training**.

Combat Cyborgs gain a second choice or roll on *any* table except those dealing with magic, psionics, or **Body Armor**.

MORE MACHINE

Combat Cyborgs are also referred to as full conversion 'Borgs. Their brain and a handful of organs—heart, lungs, possibly some part of the digestive system, not much else—are attached to a synthesis of bionic parts and cybernetic systems. The whole thing is encased in a metallic form capable of wrestling giant robots and dragons to the ground while withstanding direct missile impacts.

The net effect of this process is the 'borg ignores most of the common foibles of being human—including getting sick, dealing with poisons, or suffering a paper cut. Instead of medicine or healing of any kind, he has to get repaired when he's damaged. He still has to eat something to maintain his organic parts, and his brain requires sleep like everyone else's.

The organic parts can get old and wear out, but developments in nanotechnology and other areas mean most cyborgs live at least twice as long as humans, so long as they don't get blasted apart. That's a long time to be alone with one's thoughts,



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which is why most 'borgs go out of their way to explore the part of their being extending past what they might touch with human fingers or smell with human noses.

COMBAT CYBORG ABILITIES AND BONUSES

Combat Cyborgs are exactly what the name implies—metal monstrosities with meat sensibilities, striding across the battlefield with huge guns, chain swords, and serious attitude. They aren't *quite* as tough or devastating as a Glitter Boy, but they have a great deal more mobility and flexibility of action to make up for it.

- **Bionic Augmentation:** Combat Cyborgs begin with Strength d12+2, Agility d10, and Vigor d12. These traits do not have an attribute maximum.
- **Cybernetic Enhancements:** 'Borgs have these cybernetic systems—those asterisked (*) are already factored into starting stats and abilities: Adrenal System*, Armor Plating (3)*, Audio Package, Bionic Strength Augmentation*, Core Electronics Package, Cyber-Wired Reflexes*, Internal Life Support*, Nuclear Power Cell, Optics Package, Reinforced Frame (3)*, Synthetic Organ Replacement* (see page 113).
- **Harder than Steel:** The full conversion 'Borg's construction provides +6 MDC natural Armor and +3 Toughness, which is the maximum level possible for both cybernetic Armor Plating and Reinforced Frame (see Cybernetic Enhancements, above). These Armor and Toughness bonuses do stack at their full value with any Worn Armor providing MDC Armor, but do not stack with non-MDC Armor.
- **High-performance Legs:** Full-conversion 'borgs begin with the Fleet-Footed Edge.
- **More Machine:** 'Borgs add +2 to recover from Shaken and Stunned, ignore one level of Wound modifiers, and possess the Internal Life Support cybernetic enhancement: they have an internal air supply and other systems that make him immune to disease, drowning, as well as poison and grants +4 to resist cold, heat, and radiation; see **Hazards** in *Savage Worlds*. Combat Cyborgs only require a fifth of the nutrition of a fully organic person.
- **Size 1 (Normal):** Combat Cyborgs are big and heavy, gaining +1 Toughness from their Size.
- **Upgradeable:** 'Borgs start with the Upgradeable Edge.
- **Unarmed Combat:** Combat Cyborgs deal Str+d4 Mega Damage in unarmed combat and are considered armed.

COMBAT CYBORG COMPLICATIONS

There is a price to be paid for having most of one's body cast away for parts, while the brain is shoved into a combat machine.

- **All Those Moving Parts:** 'Borgs cannot be healed or treated with medicine when they are hurt. Instead they must be repaired. Fixing a cyborg requires the Repair skill—which is used like the Healing skill, only with no Golden Hour.
- **Full Conversion:** Becoming a Combat Cyborg uses all of a character's personal Strain ever. They start with only the 6 Strain from the Upgradeable Edge and can only gain more from the Beyond the Limit Edge.
- **Gray Matter:** Combat Cyborgs only start with two points (instead of the normal five) for attributes and these may only be spent on Smarts and Spirit. Points from Hindrances and Advances may be used to raise any attribute.
- **Heavy:** Combat Cyborgs are extra-heavy making it difficult to operate Power Armor and vehicles (including Robot Vehicles) not built for them. Unless noted otherwise, Body Armor and Power Armor must be reinforced, doubling purchase and repair costs. Operating a vehicle not refitted for them is done at a –2 to all Trait checks, including firing vehicular weapons.
- **Inhuman Appearance:** 'Borgs can come across as aloof machines, and suffer –1 to Persuasion rolls when dealing with most beings.
- **Loss of Dexterity:** A Combat Cyborg's systems are designed for combat

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excellence, not delicate work or even common use. The diminishment in the sense of touch is one of the most glaring issues facing those undergoing bionic augmentation. A 'borg suffers –1 to all Agility rolls and linked skills not directly related to combat.

- **Malfunctions:** Cyborgs are subject to the same potential problems all tech items and gear face (see **Technical Difficulties** on page 117).
- **Shadow of Themselves:** 'Borgs don't choose a race, but may increase an attribute one die type or take an Edge (meeting all requirements) to reflect their original race.
- **Spiritually Numb:** Combat Cyborgs can't take Arcane Background Gifted, Magic, Miracles, or Psionics.

COMBAT CYBORG STARTING GEAR

Standard Starting Gear substituting a suit of LI-B1 Light Infantry Plate Cyborg Body Armor and an NG-56 Light Ion Pistol, plus a Vibro-Longsword and one Infantry Rail Gun of choice.

TO SURVIVE AND THRIVE— THE COMBAT CYBORG

- 'Borgs have increased Toughness via cybernetics, but taking cover is still a good idea when facing heavy weaponry.
- Improving a 'Borg's cybernetics is key. Even if you can't afford new hardware, take the Upgrade and Beyond the Limit Edges to expand your capabilities.
- Since 'Borgs are recognized and not particularly rare, your character is usually fine to "go into town" with the rest of the team.

Mining drill, precision targeting optics, language translator package, and an embedded tool kit. I'm a walking Swiss army knife. You got a problem? I got a solution.

—Harv, Combat Cyborg

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CRAZY

Crazies are aptly named in every way. Like Juicers, they accept dramatic augmentations to mind and body in exchange for exceptional power and capabilities. Instead of trading away their life, however, Crazies exchange their sanity. Some say it takes an unstable person to go this route to enhancement in the first place. True or not, there's no denying mental instability becomes part of the daily existence for any recipient of the treatment.

According to sketchy historical records, the original technology leading to Mind Over Matter (more commonly referred to as M.O.M.) implants first appeared in South America during the last years before the Coming of the Rifts. Initially intended for the treatment of mental disorders, scientists discovered that nanotechnology could be used to rewire mind and body to perform at superhuman levels. Medical applications were quickly abandoned for more lucrative military purposes.

HERO'S JOURNEY (TWO ROLLS)

Crazies gain two choices or rolls on any of the following tables: **Body Armor**, **Close Combat Weapons**, **Psionics**, **Ranged Weapons**, **Training**, and **Underworld & Black Ops**.

CUCKOO FOR COMPETENCE

The main part of the M.O.M. conversion involves placing a series of small implants in the subject's skull, using nanotechnology to stimulate the brain in complex ways. Effectively, it overclocks the body into superhuman performance levels. Though the actual implants of today's iteration of the tech can be made smaller and more concealable, the vast majority of Crazies insist on the traditional rods and domes that protrude prominently from the head.

M.O.M. implants permanently enhance a Crazy's speed, endurance, strength, and senses, as well as dramatically increasing her healing factors. She gets all this at the low, low price of rational thought, emotional stability, and impulse control. In a world where Hell can literally erupt right around the corner and a large portion of the planet's population wants to kill her, many would consider her choice ironically rational.

LOSING IT

The Crazy always enjoys a certain level of preternatural capabilities, but she also has moments where she can completely unleash her potential by Losing It. Throwing caution to the wind and shoving rational thought to the back of her mind, can make a Smarts roll as an action. Unfortunately the balance between lucidity and sanity is precarious—if she's Shaken or Wounded, she must make a Smarts roll or Lose It whether she wants to or not.

While Losing It, the Crazy gains the following abilities:

- **Intuitive Combat:** Strength, Vigor, Athletics, Fighting, and Shooting increase by 1 die type each. The improved Vigor grants +1 Toughness.
- **Mind Over Matter:** She is Fearless, ignores two points of Wound penalties and all Fatigue penalties (this stacks with any other Abilities that reduce those penalties).
- **Psychotic Break:** If a Crazy rolls a Critical Failure on an attack roll while Losing It, she hits a random target within range of her attack (not the intended target), friend or foe. If there are no applicable targets, she injures herself, suffering Bumps & Bruises.

GETTING IT TOGETHER

A Crazy comes out of Losing It using the standard Smarts roll for Berserk, but she's hampered and overwhelmed by her psychological Hindrances. The game effect is a –1 per Rank to all Trait rolls while Getting It Together. From a roleplaying perspective, this could mean stumbling around with wracking guilt, crippling depression, irrational fear, rampaging delusions, insane ramblings or other effects which fit the character's Hindrances and psychoses.

The duration of the penalty is based on the results of the Smarts roll made to come out of the Losing It state in the first place:

- **Raise:** She only spends 1d6 minutes Getting It Together.
- **Success:** She spends 1d6 × 10 minutes in the Getting It Together state.

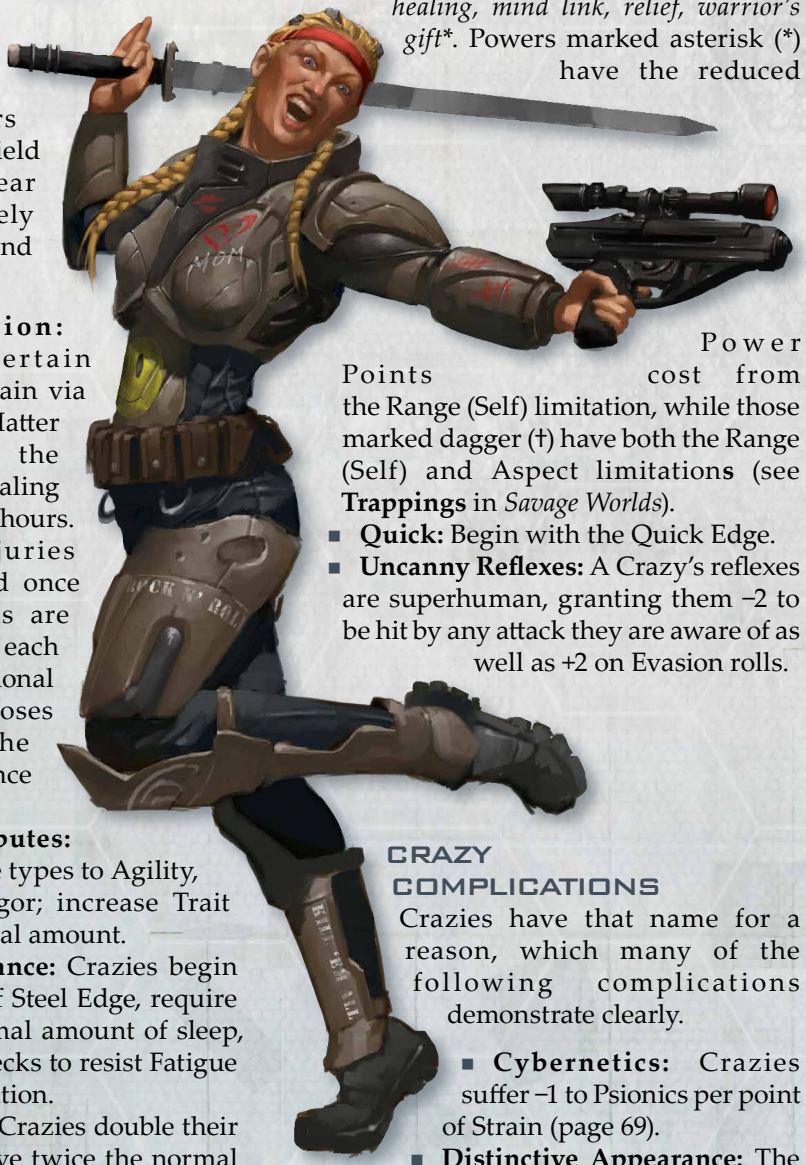
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- **Failure:** She spends 1d6 hours Getting It Together.
- **Critical Failure:** She spends the next 24 hours Getting It Together.

A Crazy may not employ Losing It while in the Getting It Together state.

CRAZY ABILITIES AND BONUSES

Crazies are super commandos, difficult to lead, but fantastically capable in high risk situations. Their steadily degrading mental state makes many of them inevitably nearly impossible to work with, even as they become masters of their combat and physical skills. The Crazy's superhuman prowess combined with psionic powers and the ability to wield Techno-Wizardry gear make them extremely dangerous to foes—and sometimes friends.



- **Bio-Regeneration:** Awakening certain portions of the brain via the Mind Over Matter implants grants the Crazy a natural healing roll once every 24 hours. Permanent injuries may be recovered once all other Wounds are regenerated; treat each injury as an additional Wound for purposes of recovery (the Crazy may try once per week).
- **Enhanced Attributes:** Crazies gain +2 die types to Agility, Strength, and Vigor; increase Trait maximums an equal amount.
- **Enhanced Endurance:** Crazies begin with the Nerves of Steel Edge, require only half the normal amount of sleep, and gain +4 on checks to resist Fatigue from sleep deprivation.
- **Enhanced Speed:** Crazies double their base Pace and move twice the normal distance, horizontally and vertically, when Jumping.
- **Heightened Senses:** Crazies gain +2 to Notice and Survival (tracking) rolls, and ignore two points of Range penalties.
- **Minor Psionic:** Unlocking the brain's potential grants Arcane Background (Psionics), 10 ISP, three powers, and and two die types in Psionics. Crazies have access to the following powers (Rank permitting): *arcane protection*, boost Trait†, confusion, darksight*, detect/conceal arcana*, disguise*, divination, empathy, environmental protection*, farsight*, fear, healing, mind link, relief, warrior's gift**. Powers marked asterisk (*) have the reduced Power Points cost from the Range (Self) limitation, while those marked dagger (†) have both the Range (Self) and Aspect limitations (see **Trappings** in *Savage Worlds*).
- **Quick:** Begin with the Quick Edge.
- **Uncanny Reflexes:** A Crazy's reflexes are superhuman, granting them –2 to be hit by any attack they are aware of as well as +2 on Evasion rolls.

CRAZY COMPLICATIONS

Crazies have that name for a reason, which many of the following complications demonstrate clearly.

- **Cybernetics:** Crazies suffer –1 to Psionics per point of Strain (page 69).
- **Distinctive Appearance:** The protrusions from the skull alone

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PSYCHE DEGRADATION

D10	RESULT (*RE-ROLL REPEATS)
1*	**Bloodthirsty:** "Bathing in the blood of my enemies" has the potential to become a disturbing reality for a Crazy with this Hindrance.
2*	**Clueless:** The Crazy's fantastical perceptions and dissociations from reality affect her ability to tune in to and accurately perceive the real world.
3	**Delusional (Major):** This can be wacky, but psychotic delusions also lead to dire circumstances with tragic results. Crazies may suffer from multiple delusions.
4	**Habit (Major):** The Crazy has a psychosomatic belief something weird fuels her life force—bizarre compulsive associations can range from foods (spinach, ripple wine) to "magic" charms, sunlight (or darkness), gibberish power words, etc.
5	**Mania (Major):** A variety of psychological or emotional issues can emanate from this result. Mania is explained in the New Hindrances section (see page 71).
6*	**Monologuer:** Snappy chatter or constant raving can take over a Crazy's mind. Any time her Action Card is a Club, she checks Smarts at –2 or spends her action rambling on. She may only take free actions during her monologue.
7*	**Overconfident:** These Crazies make even adrenaline junkies look sedate.
8	**Phobia (Major):** Crazies can have multiple things that irrationally terrify them.
9*	**Ruthless (Major):** Psychopaths do whatever it takes to get what they want.
10*	**Suspicious (Major):** The Crazy has crossed over into full-blown paranoia.

mark a Crazy, but most also indulge in tattoos, body piercings, and other means of declaring themselves to the world.

- **Magic:** M.O.M. implants jumble the mind in such a way as to make the use of magic impossible.

TO SURVIVE AND THRIVE—THE CRAZY

- The ability to go Berserk is powerful, even factoring in Getting It Together. Don't ignore the Iconic Edges for Crazies that enhance this gift.
- Hindrances are great roleplay tools, and should have a negative impact. Don't, however, overplay them to the point of ruining fun.
- Don't ignore the power of even Minor Psionics—in and out of combat—or the ability to use TW gear, a favorite of many Crazies.

- **Needs Action:** Crazies live in a constant state of heightened adrenaline and awareness, even depressed Crazies can't escape the feeling. During particular slow periods, the GM may call for a Spirit roll. Failure means she becomes irritable or impatient gaining –1 Persuasion, and suffering a –1 to all Trait rolls in this distracted state until a high alert status or action kicks in.
- **Unstable Psyche:** From the start (and for no added benefit), the character gains Impulsive and a Hindrance rolled on the **Psyche Degradation Table.** Representing the constant degradation of the Crazy's psychological state, she gains a Hindrance from the table each time she achieves a new Rank. Simultaneously, her abilities chaotically expand—each new Rank also roll once on the **Psionics** Hero's Journey table.

CRAZY STARTING GEAR

Standard Starting Gear substituting a Wilk's 237 Backup Laser Pistol, plus a TW Fireburst Rifle and Vibro-Longsword.

Joshua Danish (Order #49370917)

CYBER-KNIGHT

In an age of high-tech horrors and supernatural monstrosities, a world beset by constant disaster might be utterly lost without the hope given it by those who stand in its defense. None epitomize this idea more openly and spectacularly than the psi-sword-wielding Cyber-Knights.

Take any noble warrior tradition — steeped in matters of honor, justice, and mercy — and it is a valid model upon which a Cyber-Knight may base his life. Though most tend to walk a path founded on the romantic ideals of Western Europe (especially as imagined for the heroic knights of legend), there are Cyber-Knights representative of almost any culture known on Earth, as well as more than a few from places far, far away.

The foundations are simple yet inviolate for those who gain the gifts of the calling. Sadly, in the wake of the Fall of Tolkeen (a terrible event that split the Order of the Cyber-Knights nearly in half (see page 10), there are plenty of those fallen from the path, yet no less dangerous for it.

HERO'S JOURNEY (TWO ROLLS)

Cyber-Knights gain one choice or roll on any of the following tables: **Education**, **Experience & Wisdom**, **Psionics**, and **Training**.

Cyber-Knights gain one choice or roll on *any* table except **Cybernetics** and **Magic & Mysticism**.

A HISTORY OF HONOR AND GLORY

No one is sure how or when the Cyber-Knights first appeared, though it's almost certain they arrived during the Dark Ages after the Rifts. Most legends maintain a human knight from another world, Lord Coake, took up the cause of defending innocents against the horrors of this ravaged world and trained others to follow his ways.

Although he respected individual beliefs and ways of life, he insisted on some core principles to which all Cyber-Knights must adhere. These include fairness, nobility, valor, honor, courtesy, and loyalty. Each Cyber-Knight interprets these to varying degrees, but at the core of their behavior, each must abide by the overall principles to remain a member of the Order.

Because of this, Cyber-Knights are honored, respected, and cherished throughout the world, even by many who have cause to call them enemies.

> *For example, the Coalition States officially consider Cyber-Knights enemies of the state, but the average CS trooper is unlikely to raise a hand against one except under duress. Similarly, only the most evil and corrupt citizens of the Federation of Magic would openly attack a Cyber-Knight.*

WHAT'S THE "CYBER" ABOUT?

One of the great mysteries for the average person is just why the Cyber-Knights are called such. They have no obvious cybernetics; in fact they eschew them to maintain a certain physical perfection. Even their prized cyber-armor is something of a misnomer as it actually manifests from the same nanotech which provides their cyberkinetic power.

When a squire ascends to knighthood, he undergoes a combination ritual and medical process that embeds a specialized form of semi-organic nanotech into his body. Many scholars believe this may have come from Lord Coake's homeworld, though time has erased all evidence and only the innermost circle of the Order knows the truth.

In addition to creating an organic metal shell, the nanotech gives the warrior exceptional gifts to combat foes wielding technology. An experienced Cyber-Knight can take on an entire platoon of well-armed CS troops and handily defeat them as their devices glitch and fail, thanks to his passive and active powers.

AN INNER LIGHT

Another part of the Cyber-Knight's training centers on unlocking not only psionic potential, but also spiritual strength. These two qualities combine to give him a distinct advantage, especially against supernaturally evil foes. The most obvious and potent symbol of this training is the Psi-Sword, a blade of the knight's own personal configuration, made purely from the force of his spirit and will. He can also manifest

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other aspects similar to this power with more experience and training.

Cyber-Knights are also Minor Psionics, with a specific list of powers they train to use. Due to the spiritual focus of their psionic training, Cyber-Knights start with the Champion Edge, and they may take the Holy Warrior Edge using Arcane Background (Psionics) in place of Arcane Background (Miracles) to qualify (with the Psionics skill replacing Faith). A Cyber-Knight relies on his inner righteousness and honor to combat the supernatural forces of evil rather than calling upon outside forces (though many also revere a spiritual or divine path).



CYBER-KNIGHT ABILITIES AND BONUSES

Combining intense training, psionic power, spiritual strength, and a special cocktail of nanotech designed to counter enemy technology, the Cyber-Knight is a paladin for a post-Rifts world.

- **Cyber-Armor:** As a free action, Cyber-Knights can summon an organic metal shell granting +2 Toughness and allowing them to ignore Gritty Damage (see **Blood & Gore,** page 116).
- **Cyberkinetic Combat:** Any electronic technology-based attacks such as lasers, rail guns, and vibro-blades suffer a –2 to hit a Cyber-Knight. This ability stacks with the *deflection* power.
- **First Into Battle:** Cyber-Knights begin with +2 Pace and a d10 running die; stacks with the Fleet-Footed Edge.
- **Inner Light:** Cyber-Knights begin with the Champion Edge (see *Savage Worlds*).
- **Intense Combat Training:** A Cyber-Knight begins play with one die type in Athletics, two die types in Fighting, and two Combat Edges (meeting all requirements except Rank).
- **Minor Psionic:** Cyber-Knights have Arcane Background (Psionics), 10 ISP, three powers, and two die types in Psionics. They have access to the following powers (Rank permitting): *arcane protection, boost Trait†, darksight*, deflection*, detect/conceal arcana*, empathy, environmental protection*, healing*, object reading, protection*, relief, smite*, speak language, speed†, warrior's gift**. Powers marked with an asterisk (*) or dagger (†), if taken, are activated as Innate Abilities (see page 68) usable only on the Cyber-Knight. Those marked asterisk (*) have the reduced Power Points cost from the Range (Self) limitation, while those marked dagger (†) have both the

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Range (Self) and Aspect limitations (see **Trappings** in *Savage Worlds*). All other aspects of Arcane Background (Psionics) remain the same.

- **Psi-Sword:** As a free action, Cyber-Knights can summon a blade of spirit and will. It may have any appearance but it does not change the effects. The Psi-Sword does Strength + Spirit × 2 damage with AP equal to Psionics (no Strength minimum).

  For example, a Cyber-Knight with Strength d8, Spirit d10, and Psionics d6 does 1d8+2d10 melee damage, AP 6, with his Psi-Sword.

  A Cyber-Knight may split his Psi-Sword into two blades, one for each hand, each blade deals the same damage but only gains half AP. For 1 ISP the blade inflicts Mega Damage for as long as it is manifested.
- **Revered Protectors:** The hero is a member of the Cyber-Knight Order faction, and has Connections with the group and its allies. She gains +1 to social checks with most folks and Reactions start one level higher than normal. The faction's Enemies—including powerful monsters, supernatural evil, and villains—will plot the hero's downfall.

CYBER-KNIGHT COMPLICATIONS

Life as a guardian and protector in such a hostile world is never easy.

- **Code of Honor:** A Cyber-Knight must adhere to the codes and philosophies of the Order or he loses some or all of his powers, depending on the degree of transgression. The Game Master must determine the extent of a Cyber-Knight's transgressions and assess a penalty accordingly. For instance *"Never use a Psi-Sword on an opponent not equal to the attack"* is one commonly abused, please see *Savage Foes of North America* for the **Cyber-Knight Code of Chivalry**.

  Minor Transgression: –1 to all Psionics rolls until he performs a noble or heroic deed to atone.

  Major Transgression: –2 to all Psionics rolls, and all abilities under Cyberkinetic Combat and Inner Light cease to function until he undertakes some kind of personal (or perhaps spiritually guided) quest to atone. His Psi-Sword is also reduced to doing only his Str+Spirit in damage, and all AP values are halved.

  Mortal Transgression: The Cyber-Knight commits an action completely opposed to the code. All Cyber-Knight abilities are lost. The character may regain his abilities by fulfilling a significant quest (determined by the Game Master). Should the character commit another Mortal Transgression before regaining his Cyber-Knight status, his spirit is corrupted. The character regains use of his abilities but becomes a Fallen Cyber-Knight (see *Savage Foes of North America*) under the GM's control.
- **Cybernetics:** Cyber-Knights suffer –1 to Psionics per point of Strain (page 69).

TO SURVIVE AND THRIVE—THE CYBER-KNIGHT

- Starting out, focus on the powers your character can use as a free action; these are lifesavers and give her a serious advantage in combat.
- Big guns can't be used at melee Range, and melee is where the Cyber-Knight shines brightest.
- The inherent reverence many have for Cyber-Knights means your character may want to also focus on being a good "face" for the group, leading investigations and social interactions.

CYBER-KNIGHT STARTING GEAR

Standard Starting Gear substituting Cyber-Knight Medium Armor, plus an NG-L5 Laser Rifle.

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DRAGON HATCHLING

Creatures of unbridled magic and psionic potential, monstrous and mighty in their natural forms, dragons fascinated humanity for millennia as terrifying villains and inscrutable sources of knowledge. Their existence was considered entirely within the realm of fiction…until the Coming of the Rifts.

It's likely one or two may have made their way to Earth in ancient times (long before the Golden Age of Man), when it's believed by many that magic was strong in the world. This would easily explain the images and stories. Dragons feed on magic, thriving where it flows freely. As the ley lines awakened and ripped holes in space and time, the billions of beings drawn to Earth included a huge number dragons. By nature, most dragons don't share territory—or anything else—well with others of their kind, so they scattered across the globe and staked out their territories.

Of course, they also began to breed.

HERO'S JOURNEY (ONE ROLL)

Due to their very young starting age, as well as their enormous raw power, Dragon Hatchlings only gain one choice or roll on the Hero's Journey Tables. They are restricted to **Education**, **Psionics**, and **Training**—representing something imprinted on the dragon's psyche from a parent at birth.

HAPPY BIRTHDAY!

Playing a dragon in *Savage Rifts®* means starting out as a Dragon Hatchling. At most, the character is a few months old, and he may be only weeks, or even mere days from his hatching. He was born alone, left to incubate for years in an egg after his parents mated, then parted ways. Through an early psionic bond, he received an enormous amount of information and understanding (primarily from his mother), which enabled him to know a great many basic, important things as soon as he hatched. Within minutes of cleaning the last eggshell from his form, a Dragon Hatchling knows how to fly, use his breath as a weapon, and communicate effectively in Dragonese/Elven (and even grasps basic math principles).

What a Dragon Hatchling does *not* know is anything about morals, ethics, or how to get along in the world. A newly hatched dragon seeks out other sentient, sapient beings to interact with, learn from, and firmly imprint upon. If he encounters those of truly selfish or evil intent, he becomes a force for great darkness in the world. If, however, he encounters those of nobler miens and kindly demeanor, he grows into a being of good and benevolence—something the world desperately needs.

UNLIMITED GROWTH POTENTIAL

Dragon Hatchlings start life with an incredible array of natural gifts and powers, making them dangerous foes and tremendous allies. Their potential is even greater as they grow both in size and arcane capability—they begin with an enormous pool of natural PPE, which only increases when they inevitably take up a magical path of study.

DRAGON HATCHLING ABILITIES AND BONUSES

Though various species of dragons have their own range of powers, most special abilities are shared in common among all dragons and can be used whether in dragon form or human form. Abilities marked with an asterisk (*) are usable only in dragon form, while those marked with a dagger (†) vary between different species of dragons—the ability presented here is only for the Flame Wind Dragon Hatchling. Dragons have additional abilities available to them as Iconic Edges, some are available to all dragons and some are restricted to their specific type.

- **Armored Hide*:** The Hatchling has +14 MDC Armor and +4 Toughness in dragon form (plus the Size bonus).
- **Bite/Claws*:** Dragons can naturally attack with massive teeth and talons dealing Str+2d4 Mega Damage, AP equal to Size, see **Natural Weapons** in *Savage Worlds*. In addition, their bite has Reach equal to the additional Wounds granted by Size (one at Size Large).

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- **Expanded Awareness:** Dragons have the *detect arcana* psionic power as an Innate Ability (see page 68) with the reduced Power Points cost from the Aspect, Range, and Personal limitations (see **Trappings** in *Savage Worlds*). They may also sense supernatural beings within line of sight with a Notice check.
- **Fear*:** Hatchlings are terrifying creatures and cause Fear checks to all who see them.
- **Fire Breath*†:** As an action using its Athletics skill, a Hatchling in its natural form can breathe a bolt of flame at Range 12/24/48 dealing 4d6 Mega Damage with the same AP as its Claws. On a raise this increases to 5d6 and targets catch fire dealing 3d6 Mega Damage until doused (see **Fire** in *Savage Worlds*). Alternately, the Hatchling's fire breath can manifest as a Cone Template emanating from its mouth. This may be Evaded, but such is the intensity of the dragon's breath that a successful Evasion reduces the damage one die (from 5d6 to 4d6, for example), or two dice with a raise.
- **Flight*:** The Hatchling has a Flying Pace of 12″ and may "run" for extra movement as usual. Flight is usable in another form if it has wings.
- **Impervious to Fire†:** Fire and heat (including plasma weapons) do not affect a Flame Wind Dragon at all.
- **Infravision:** Dragons halve penalties for bad lighting when attacking targets that radiate warmth.
- **Inherently Magical:** Hatchlings know no magic spells, but they have a natural pool of 10 PPE and can use Techno-Wizard gear. A dragon who takes an Arcane Background adds this starting PPE to any gained from the Edge. Additionally, whenever he takes the Power Points Edge, he gains +10 PPE instead of +5.
- **Limited Metamorphosis:** A dragon begins life able to adopt a single human or humanoid form for a limited amount of time each day. Transforming is an



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Innate Ability. He can maintain this form for a number of hours equal to his Spirit die before needing at least six hours of rest. The dragon gains no special properties of what he mimics, only the size and appearance, but he retains all of his own abilities except those only usable in dragon form (marked with an *). Weapons and other personal effects (up to Body Armor) are assumed into the dragon's form and reappear when returning to humanoid form. Any other objects are dropped. The process does not work in reverse; all gear carried by the dragon is dropped when transforming into humanoid form.

- **Mighty†:** Even Hatchlings are incredibly strong and resilient, Flame Wind Dragons begin with a Strength of d12+4 and a Vigor of d8. Neither attribute has a maximum limit.
- **Minor Psionic:** Dragons begin with Arcane Background (Psionics), 10 ISP, one die type in Psionics, *detect arcana**, *speak language**, and two other powers chosen from the standard psionic power list on page 120.
- **Nigh-Immortality:** Dragons are supernatural creatures thought to be as old as the cosmos itself. Hatchlings mature around 600 years of age and, unless killed, can live up to 12,000 years. They are sustained by passively and effortlessly absorbing ambient magic energy, eating and drinking simply for pleasure. Dragons are immune to the Hazards of cold, heat, hunger, thirst, disease, poison, drowning, electricity, and radiation; see **Hazards** in *Savage Worlds*.
- **Size 6 (Large)*:** In their natural forms, Dragon Hatchlings are usually 15–20 feet from snout to tail-tip and weigh up to 7 tons. This means Hatchlings gain a fourth Wound level and, when not using their Metamorphosis abilities, +6 Toughness (in addition to the Armored Hide bonus), and +1 Reach.
- **Slow Regeneration:** Dragons make a natural healing roll once per day. Permanent injuries may be recovered once all Wounds are regenerated; treat each injury as an additional Wound for purposes of recovery.
- **Tail Lash*:** A Hatchling in dragon form can attack all opponents adjacent to its rear or side as an action. The Hatchling uses its Athletics skill and ignores Scale penalties for this particular attack, which may be Evaded. Those who fail suffer Str+d8 Mega Damage.

DRAGON HATCHLING COMPLICATIONS

For all their power, Dragon Hatchlings begin life with a number of limitations and difficulties.

- **Cybernetics:** Dragons cannot take cybernetics at any point. Their bodies reject such foreign implants.
- **Enemies:** Dragons are reviled by the Coalition, and hunted with extreme prejudice by CS forces when possible. In addition, many arcane factions seek to control dragons or use their body for the creation of powerful items.

You see, I captured you because you and your Coalition were trying to kill us. Well, mostly trying to kill ME. Now, stay still and let me check with my Cyber-Knight friend. I'm still a bit unclear on what is and is not food when we're out in the wilderness.

–Uther, Flame Wind Dragon Hatchling

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- **Form Limits:** If a dragon transforms into a humanoid race with a restriction based on its body type (such as **Non-Standard Build,** see page 55), it suffers the same penalties as that race. The GM makes the final call on what counts as a body type restriction. In their natural form, dragons cannot wear any armor and can only use vehicular weapons specially adapted for their use at four times the normal cost. Most other gear can only be used in humanoid form (again, GM's call).
- **Hatched:** Dragons are born not made. They do not choose a race.
- **Outsider (Major):** Dragon Hatchlings understand so little of the world, they inevitably cause socially awkward situations wherever they go, even in humanoid form. All Dragon Hatchlings have the Outsider (Major) Hindrance.
- **Territorial:** Dragons tend to dislike their own, at least initially. Dragons are hierarchical and generally treat newcomers as invading their territory unless great care is taken in interactions.
- **Untested:** Being so young and without any life experiences, Dragon Hatchlings have not had time to develop moral codes, physical limitations, or foibles. When creating a Dragon Hatchling character, the player selects no Hindrances to start (and, thus, doesn't get the extra points to spend on character creation). Instead, he selects one Hindrance at the end of each session until he has four points worth of Hindrances. Only when all Hindrances are selected may the player spend the points on his character, working out what is appropriate with the Game Master. This represents imprinting and a "growth spurt" for the Dragon Hatchling.
- **Very Young:** Dragon Hatchlings start out very young. They begin play speaking and reading only one language, Dragonese/Elven, and start with only 3 points to adjust their attributes and only 10 skill points. Unlike the Young Hindrance (which they cannot take), this complication does not grant extra Bennies each session.

DRAGON HATCHLING STARTING GEAR

None. In human form they can use any weapons and armor, but Dragon Hatchlings set out into the world with only their natural gifts.

TO SURVIVE AND THRIVE— THE DRAGON HATCHLING

- You're playing a Dragon! This is pretty awesome, and it means you have a lot of natural power to throw around. It also means you're Target Number One for a lot of heavily armed opponents, which is important to remember.
- Dragon Hatchlings are very, *very* young. While inherently intelligent, they're ignorant and naive. This can make for great roleplaying, but can also be annoying to others if you overdo it. Be careful about which side of the line you fall on.
- The tendency to bond with and imprint on those you first travel with is a powerful storytelling tool, and should also greatly inform your early character development. This includes your Hindrances and further Advances.

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GLITTER BOY

Born of war, an icon of salvation, and the most powerful weapon system wielded by any single being. This is the legacy every Glitter Boy pilot lives under. Most try to live up to it, some fail, and a rare few never even try, using the power of the suit to become tyrants and thieves.

ONE-POINT-TWO TONS OF GLITTERING METAL

However she came by it, the Glitter Boy pilot knows she's in a class all her own. Sure, she's a Power Armor Jock, able to handle any energized suit found today, but she'd only stoop so low if her Glitter Boy were down for the count.



Those who uphold the heroic tradition come from a long line of Glitter Boy pilots, earning the iconic power armor suit from a previous owner (a parent, mentor, or friend). They grow up hearing the stories of how the Glitter Boys, created and blessed by the superheroic Neemans, strode forth into the fiery storms to save what they could of humanity. As the dragons and demons and machines of terror poured forth from the Rifts to destroy or enslave what remained of the human species, the Glitter Boys stood alone for long years to hold back the tide of total apocalypse.

Eventually, allies stood beside them, including the Cyber-Knights and others with the power to make a difference. The collective consciousness of humanity, however, never forgets their current existence is thanks to those 10-foot-tall, glittering suits of godlike armor.

HERO'S JOURNEY (TWO ROLLS)

Glitter Boys gain one choice or roll on any of the following tables: **Cybernetics**, **Close Combat Weapons**, **Ranged Weapons**, and **Training**.

Glitter Boys gain one additional choice or roll on *any* table, although those dealing with magic or psionics may be of limited utility for a character focused on piloting Power Armor.

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An increasingly popular rumor says Free Quebec somehow reverse-engineered the technology behind the Glitter Boy, with hundreds or even thousands of new models standing at the heart of their army. If true, it explains why the Coalition called off their invasion of the rebel state, because the Glitter Boy power armor is quite simply the most durable, damage-resistant personal defense technology ever to walk the Earth.

It's 10 feet tall, shining with a chrome-like surface that constantly gives off a full-spectrum gleam of colors whenever light hits it. This is one of the key features of the armor; even vehicle-grade lasers tend to bounce off it. Virtually all firearms are repelled since the Glitter Boy has the highest MDC rating of any known power armor, tougher even than many robot vehicles many times its size. It also has enormous strength-enhancement technology, excellent mobility and speed, and even an aquatic performance mode.

The wearer enjoys full life support conditions, including feeding tubes, water supply, and waste processing, providing acceptable living conditions for up to four weeks if needed. This is far from comfortable, and a pilot remaining in a suit longer than 72 hours risks serious muscle atrophy and other issues. After three days in the suit, the pilot must make a Vigor check each day to avoid gaining a Fatigue level (he does not, however, risk Exhaustion or worse). A full day out of the suit restores this Fatigue. Regardless of this challenge, if the choice is death or stay in the suit, a month's survival time is good to have available.

The USA-G10 Glitter Boy armor has all standard power armor systems. See page 93 for details.

GLITTER BOY ARMOR

USA-G10: Size 3 (Normal), +25 MDC Armor, +10 Toughness, Pace 14 + Run d8 (60 MPH), Swim Pace 6

Notes: Strength d12+5, laser resistant (halve damage and AP from lasers), built-in language translator and depth gauge. Jet Boosters (Jump +6" horizontal, +3" vertical).

Weapons:

- Boom Gun (Range 250/500/1000, 5d10+5 Mega Damage, AP 25, RoF 1, Shots 100; +1 Shooting, considered a Shotgun for Innocent Bystanders)
- Melee (Str+d4 Mega Damage, considered armed)

ONE BIG DAMN GUN

The primary design of the Glitter Boy armor is, of course, to provide protection for the wearer in combat conditions. Of nearly equal importance in the design is the capacity to carry and operate the RG-14 Rapid Acceleration Electromagnetic Rail Gun. Unlike the rail guns of modern design and function, this "antiquated" weapon sacrifices extended rate of fire for sheer, unadulterated obliteration of a target area with a hail of metal nearly impossible to imagine in scope and speed.

Called the Boom Gun for very good reason, the RG-14 may be the single loudest man-portable weapon in the world. It emits a sonic boom of such intensity, no one nearby is safe without good ear protection and sealed armor. The Glitter Boy suit employs a pair of laser-tipped pylons which drill down 4.5 feet from the heel of each leg, combined with toe-hooks and metal prongs extending from the ends of the drills. At the same time, a jet engine system activates on the upper back of the suit, working with the pylons to ensure stability while firing the scariest gun on Earth.

GLITTER BOY ABILITIES AND BONUSES

The Glitter Boy is truly king of the battlefield. The challenge for the pilot is finding ways to remain viably involved in matters when the power of the suit is not the best solution to a problem.

- **Fully Trained:** Glitter Boy pilots begin with two die types in Electronics and Piloting skills and the Power Armor Jock Edge.

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- **Glitter Boy Armor:** Power Armor of the highest caliber (see sidebar).
- **Heroic Legacy:** The pilot is a member of the Glitter Boy Brotherhood faction, and has Connections with the group and its allies. She gains +1 to social checks with most folks and Reactions start one level higher than normal. The faction's Enemies—including powerful monsters and villains—will plot her downfall. If a USA-G10 is stolen, word passes quickly and the thief is hunted by the faction across North America.
- **Many Have Fallen:** Numerous Glitter Boys fell to defend the world, leaving plentiful salvageable parts. Serious repairs cost 250,000 credits and Severe ones 500,000 (see page 117).

GLITTER BOY COMPLICATIONS

Owning and operating a Glitter Boy suit is not all sunshine and rainbows.

- **Big and Shiny:** Glitter Boys suffer −8 to Stealth rolls due to their reflective coating. At 10 feet 5 inches tall and weighing in at 1.2 tons, Glitter Boys are Size 3 (Normal). This causes issues in many urban and wilderness settings.
- **Closed Off:** Wearing the hulking Glitter Boy suit makes using PPE—Magic and Miracles—impossible due to the inability to perform gestures or connect with energies outside the suit. Those not utilizing PPE—Psionics and Gifted—may activate powers at −4, or −2 if the G10's faceplate is opened.
- **Digging In:** Activating/deactivating the stabilization system is an action, otherwise firing the Boom Gun knocks the Glitter Boy 2d6" back and prone, Stunning the pilot. While dug in, the Glitter Boy cannot move, can only fire to the front and sides (180 degrees), and attackers gain +2 to attack rolls against the power suit (stacks with Vulnerable).
- **Enemies:** The CS and True Federation consider Glitter Boys enemies of the state. Many evil beings hate them, too.
- **Highly Technical Machinery:** G10s are subject to the **Technical Difficulties** Setting Rule (see page 117).
- **Sonic Boom:** Firing the RG-14 causes a sonic boom affecting everyone (except the pilot) within a Large Blast Template, who must check Vigor at −2. On a failure, the victim is Shaken and Hard of Hearing (Major) for 3d6 minutes (this may not cause a Wound). On a Critical Failure the victim is Stunned. Those with Hard of Hearing (Minor) or hearing protection ignore the penalty; Hard of Hearing (Major) are immune.
- **Stand By to Fire:** USA-G10s can't move and fire the Boom Gun in the same round. Many carry alternative weapons for when they need to move and fight.

TO SURVIVE AND THRIVE—THE GLITTER BOY

- The biggest gun and toughest armor make you the main target. Coordinate with teammates against enemy attacks and avoid friendly fire (or knocking them out with the sonic boom).
- Your armor won't protect you from enemy arcanists, tricky foes, or scary monsters. Take Advances that help resist such opponents; a mentally tough Glitter Boy pilot is a truly stalwart hero.
- Get out of the armor once in a while! Your pilot can be an important member of the team outside of battle…have some useful non-combat skills.

GLITTER BOY STARTING GEAR

Standard Starting Gear substituting a Wilk's 227 Laser Pulse Pistol and Mark II Battlefield Light EBA, plus a Vibro-Knife.

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JUICER

Life is not cheap. But many of those going under the knife for the bio-comp and other implants to convert them into the most potent super-soldiers in the world might think it is. They often spout nihilistic phrases like, "Live fast, die young, and leave a great-looking corpse!" Most of them might even mean it at the time.

Inevitably, they come to understand differently as their short years pass by in a haze of bullets and blood, and their lives burn away faster and faster.

A Juicer sells his most precious commodity—his very existence on the planet—for the gifts of chemical enhancement through nanotech augmentation, all managed and moderated by an internal bio-comp system. Speed, strength, and endurance 10 times that of a top athlete make a Juicer a powerful combat machine. He trades his natural lifespan to become a killing machine, rented to the highest bidder or committed to an ideal that matters more than his own life.



In many cases, he does it just to see that his family gets a decent, safe place to live and three square meals a day.

Whatever the reason, the Juicer is a powerful and dangerous being for a few short years at best, and then he's either dead or (in very, *very* rare cases) a shattered husk of a person yearning for glory forever lost.

HERO'S JOURNEY (TWO ROLLS)

Juicers gain one choice or roll on any of the following tables: **Body Armor**, **Close Combat Weapons**, **Ranged Weapons**, **Training**, and **Underworld & Black Ops**.

Juicers gain one additional choice or roll on any table except for those dealing with magic or psionics.

THE BURN

Living life to its fullest takes on a special meaning for the Juicer. There's an unreliable timer ticking away in his system, and when it goes off, the very chemicals and hormone overdrive nano-systems that make him a demigod burst his heart or send his brain into a fatal stroke. Until that time, however, the Juicer can often do more impossible things before breakfast than others accomplish in a lifetime.

Burn Rating: Juicers have a special Burn Rating statistic. Burn Rating measures both the short lifespan of a Juicer and his capacity for superhuman feats. In a standard campaign, a Juicer's Burn Rating begins at eight (for very short campaigns or one-shots it might start at six or four, respectively). As Burn Rating decreases over time—there is no method known to replenish it—the Juicer senses his days growing closer to being truly numbered. At the same time, he can call upon this same quality, Burning Bright, to perform astounding, nigh-impossible exploits.

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BURN OUT OR FADE AWAY

If a Juicer seeks detox, he has to find a surgeon willing to try and who has the facilities to pull it off. Castle Refuge has such facilities, as do most high-tech cities with Juicer technology. After removing the bio-comp and the Juicer bonus to Vigor, the hero makes a Vigor check at −2 if he has 5+ Burn remaining, or −4 with 4 or less Burn remaining. If he fails, he dies. On a success, it takes a full month before he's physically able to function; with a raise, he only needs a week.

After the operation, he must make a Spirit check at the same penalty. A Critical Failure means he is far too despondent and crushed to carry on meaningfully. From this point forward he's incapable of adventuring as a player character. With failure, he can carry on, but gains the Habit (Major) Hindrance and retains the Death Wish Hindrance. With success, the character has broken his physical addiction but retains the Death Wish Hindrance. With a raise, he's found his way past both the cravings and psychological loss and is ready to start afresh.

Losing the bio-comp and the chemicals means the Juicer loses all Iconic Framework abilities and complications (with the possible exception of Death Wish), and is considered a MARS character from now on (but gets no extra chart rolls, abilities, skills, etc.). Juicer Iconic Edges no longer function; each session afterwards, switch one Juicer Edge to another Edge (taken normally) until none remain.

Detox is an excruciating, often deadly, ordeal. This is why the vast majority of Juicers choose to go out in a **Blaze of Glory**.

BURNING BRIGHT

Burn Dice: At any time, a Juicer may add a single Burn Die to the result of any single physical Trait roll (one based on Agility, Strength, or Vigor) or Strength-based damage roll. The Burn Die is a d6 that cannot Ace, which may be rolled after a Trait roll. The Juicer adds his Burn Die to the roll, but if the Burn Die rolls the highest number possible he reduces his Burn Rating by a point.

The roll of the Burn Die is unaffected by the use of Bennies and cannot be rerolled. Rerolling the Trait roll does not affect the result of the Burn Die. A Critical Failure still automatically fails, regardless of the Burn Die.

Last Call: Obviously, spending Burn means being able to make a huge impact in combat, but it also means hastening the process of completely burning out—with the Juicer inevitably entering Last Call as his body finally succumbs to the stresses placed on it by the bio-comp system.

The lower a Juicer's Burn Rating the closer he is to death, and paradoxically the more dangerous he becomes. When a Juicer reaches a Burn Rating of three his Burn Die becomes a d8, at Burn Rating of two it's a d10, and at a Burn Rating of one it's a d12. Since a maximum value on the Burn Die is required to lower his Burn Rating, a Juicer in Last Call has a chance to perform superhuman feats…and eventually bring his story arc to a fittingly triumphant close.

Burning Out: The minor tremors, the hot skin, the strange glow just at the edge of vision…the last days are upon this Juicer. A Juicer reduced to a Burn Rating of zero dies by the end of the current adventure, and will probably want to go out in a Blaze of Glory (see **Setting Rules** on page 115). A Juicer using Blaze of Glory has a Burn Die of d12, even if his Burn Rating is nonzero.

JUICER ABILITIES AND BONUSES

For the sacrifice of a long, normal life (or at least as close to one achievable in a Rift-ravaged world), the Juicer gains some amazing powers and gifts.

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- **Internal Repair System:** The bio-comp system managing the drugs and chemicals within the Juicer's body also works overtime to ensure his continued health and good repair. The Juicer gains Slow Regeneration (a natural healing roll once per day).
- **Super Endurance:** Juicers begin with +2 Vigor die types; increase the Vigor Trait maximum an equal amount. They require only half the normal amount of sleep and gain +2 on all Fatigue checks.
- **Super Reflexes:** Juicers begin with +2 Agility die types; increase the Agility Trait maximum an equal amount. They also begin with the Quick Edge.
- **Super Speed:** Juicers cover enormous ground quickly, they double their base Pace and move twice the normal distance, horizontally and vertically, when Jumping. Juicers also have the Fleet-Footed Edge (meaning they have Pace of 14 with a d8 running die).
- **Super Strength:** Juicers begin with +2 Strength die types, with no Trait maximum. They also begin with the Brawny Edge.
- **Uncanny Reflexes:** Juicer reflexes are superhuman, granting them –2 to be hit by any attack they are aware of and +2 on Evasion rolls.

JUICER COMPLICATIONS

In addition to their abnormally short lifespan, Juicers have to deal with the following challenges.

- **Cybernetics:** Although it is possible to add cybernetics (but not Bio Enhancements and Replacements) to the Juicer's already hacked biology, there is a severe drawback: each point of Strain removes a point of Burn!
- **Death Wish:** The Juicer knows he's going to die, and he wants to go out magnificently, having done something folks remember and are inspired by. He has the Death Wish (Minor) Hindrance.
- **Drug-induced Euphoria/Tranquility:** A Juicer's bio-comp constantly supplies a combination of psychotropic drugs and chemical inhibitors to keep him happy and calm. Juicers live in a state somewhere between mildly ecstatic and stoned, which causes –1 to all Smarts or Smarts-linked skill rolls (excluding Notice) in non-combat or low stress situations. On the first round of an unexpected combat, the Juicer doesn't gain the benefits of Uncanny Reflexes or Quick. A Juicer on guard or standing watch counts as "expecting combat" unless successfully Surprised.
- **Psionics and Magic:** The chemical cocktail inside the Juicer makes it impossible for him to use magic or psionics in any way.

TO SURVIVE AND THRIVE—THE JUICER

- The Juicer is a super soldier in every way, but she's not invulnerable. Taking cover and closing with those who have big guns are two important tactics.
- There are a ton of amazing things Juicers can do with Burn, especially when you select the right Iconic Edges.
- Yours is a story that is doomed to be short. Make it a good one, and pick your moments of glory!

JUICER STARTING GEAR

Standard Starting Gear substituting Juicer Assassin Plate Medium Armor and an NG-56 Light Ion Pistol, plus a JA-9 Variable Laser Rifle, Vibro-Shortsword, and an IRMSS (page 86).

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LEY LINE WALKER

With magic alive again in the world, there are practitioners of every style and sort found everywhere. Few command the respect or possess quite the power of the Ley Line Walker. Tied directly to the earth-shattering weave of ley lines, nexuses, and Rifts covering the planet, Walkers are masters of the unleashed arcane powers that indisputably redefined existence.

The Walker's study of ley lines doesn't just represent raw magical might, though they have plenty of that. Ley Line Walkers are highly sought after by scholars, leaders, and explorers because of their unrivaled knowledge and understanding of the lines of power that tore the world asunder and opened the way to countless other realms.

HERO'S JOURNEY (TWO ROLLS)

Walkers gain one choice or roll on any of the following tables: **Enchanted Items & Mystic Gadgets**, **Education**, **Experience & Wisdom**, and **Magic & Mysticism**.

They also get one choice or roll on *any* table of their choice, except for **Psionics**.

WALK THE LINE

Ley Line Walkers spend the majority of their lives in and around ley lines. Not only does this lead to vast knowledge of these phenomena, such a life bestows considerable gifts of unique power upon the Walker. Walkers can interact with ley lines in a way few others ever manage. They draw far more power from them than other arcane practitioners, can levitate and float along them, sense and read the lines thoroughly, communicate up and down the lines, and even heal more quickly when along one.

Though a Walker is a capable spellcaster almost anywhere she is found, she always tries to orient conflicts on or near a ley line where her power is at its greatest. In fact, those traveling with a Ley Line Walker often find themselves treating the lines like highways from place to place, regardless of how difficult the intervening terrain actually is.

MASTER OF MAGIC

Ley Line Walkers are the definitive wielders of magic in the world and have access to the following powers: *arcane protection, banish, barrier, blast, blind, bolt, boost/lower Trait, burrow, burst, detect/conceal arcana, confusion, damage field, darksight, deflection, detect/conceal arcana, disguise, dispel, drain Power Points, elemental manipulation, entangle, environmental protection, farsight, fear, fly, growth/shrink, havoc, healing, illusion, intangibility, invisibility, light/darkness, protection, puppet, sloth/speed, slumber, smite, sound/silence, speak language, stun, summon ally, telekinesis, teleport, wall walker,* and *warrior's gift.*



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As Masters of Magic, Ley Line Walkers have the Mega Power Modifier options for their spells, and may choose any Trappings for their powers except Necromantic.

LEY LINE WALKER ABILITIES AND BONUSES

A Ley Line Walker's total grasp of ley lines and their energies grants him enormous power and flexibility. Naturally, many of the elite magic user's powers revolve around his ability to sense and connect to this extraordinary network of energy.

- **Arcane Academic:** Ley Line Walkers double the PPE gained by taking the Power Points Edge. When choosing the New Powers Edge they may either gain three powers of up to one Rank higher than their current Rank would normally allow or they may choose one power of any Rank not normally allowed by their power list—with the GM's permission and when plot-appropriate (access to an arcane library, tome or scroll of ancient knowledge, secrets man was not meant to know, etc.).
- **Arcane Background (Magic):** Ley Line Walkers begin with Arcane Background (Magic), choosing five powers from the list above, the Master of Magic, Power Points, and Rapid Recharge Edges, as well as two die types in Spellcasting. Ley Line Walkers begin with 20 PPE (10 PPE base, plus 10 PPE from the Power Points Edge modified by Arcane Academic).
- **Expanded Awareness:** Ley Line Walkers have the *detect arcana* power as an Innate Ability (see page 68) with the reduced Power Points cost from both the Range (Self) and Aspect limitations (see **Trappings** in *Savage Worlds*). They may sense supernatural beings within line of sight with a Notice check.
- **Ley Line Magic Mastery:** Like all magic users, Ley Line Walkers can draw extra PPE for their rituals from ley lines, but they do so with greater advantage—they add two dice to their pool when rolling for available PPE, see **Ley Lines** on page 122.
- **Ley Line Rejuvenation:** While on a ley line, a Walker gains a natural healing roll once per day.
- **Ley Line Sense:** By checking Spirit as an action, a Ley Line Walker can sense a ley line within 10 miles, and he can automatically tell how powerful it is, in what directions it flows, where it meets other ley lines at nexus points, and other aspects as might apply (such as if a huge amount of its energy is being siphoned for some other purpose).

Magic is a tool, like any other. It can be used for the betterment of all, or it can be the instrument of tyranny. A spell should never be cast upon another without consent, save for the defense of oneself or others. To do otherwise is to believe that magic and one's own will are paramount, and all others inferior.

—Brandyn, Ley Line Walker

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TO SURVIVE AND THRIVE— THE LEY LINE WALKER

- Your character is a rock star near a ley line, and you should try to plan encounters around them as much as possible. You aren't, however, helpless away from one; you just have to marshal your resources more carefully.
- Like most powers-dependent characters, your Ley Line Walker may need a round or two of preparatory casting before charging into the fray. Don't forget to spend extra PPE on making your *protection* spell MDC quality!
- Your hero is an expert in the occult and magic; be sure to keep your knowledge up in those areas.

He can also sense any nearby Rifts within 10 miles, as well as the arcane tremors created by the eruption of new or recurring Rifts within 50 miles.

- **Ley Line Transmission:** Walkers are able to send and receive spoken messages along ley lines at any distance. This can be a wide broadcast that anyone along the line can hear, or it can be directed to a single recipient (who needs to be on the line and expecting the message).
- **Ley Line Walking:** A Ley Line Walker can, as his name implies, walk the line as though walking across level ground. He can *fly* along them at twice his Pace, at an altitude as high as 1,000 feet.

LEY LINE WALKER COMPLICATIONS

Years of studying the ley lines and Rifts, immersed in all that lies beyond normal understanding, causes Walkers to become distanced from regular humanity. Their power makes them greatly feared and hated by the Coalition and others who shun magic.

- **Cybernetics:** Such technology creates havoc for the flow of energy a Walker relies upon, imposing –1 to the Spellcasting skill for each point of Strain.
- **Disconnected:** Ley Line Walkers constantly deal with the strange, alien, and inhuman. This makes them more than a bit difficult to deal with for the average person. The Walker has a –1 Persuasion penalty in most social situations involving those not immersed in the occult.
- **Enemies:** As with all magic wielders, Ley Line Walkers are usually designated "shoot-on-sight" targets for the Coalition and those who violently reject all forms of the supernatural. Walkers who swear fealty to a power opposing Lord Dunscon may find the True Federation to be hostile territory as well.
- **Power Activators:** Like all other magic users, Ley Line Walkers must have their hands free to perform gestures and have the power of speech to cast spells (see **Power Activators** on page 119. Entangled, Bound, silenced or otherwise muted Ley Line Walkers cannot activate new magic powers until they are free.

LEY LINE WALKER STARTING GEAR

Begin with standard Starting Gear substituting Ley Line Walker Light Armor.

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MARS

Mercenaries, Adventurers, Rogues, and Scholars—these are people with skills, gear, and guts, facing the untold dangers and horrors of a mad world. They may not have the most powerful armor or biggest guns, nor mighty eldritch or psionic abilities, but experience, talent, and luck put them on equal footing with the lords of war, psionic powerhouses, and masters of magic they journey with.

Instead of an Iconic Framework's specific set of abilities, bonuses, and complications, MARS frameworks give characters an open-ended package of benefits to craft their own hero. In this way you can either recreate classic concepts from the original Rifts® setting—like City Rats, Operators, and Rogue Scholars—or draft an Iconic Framework for your character from scratch, based on your own ideas.

Follow these steps for MARS characters:

1. Select a MARS Package from the list below.
2. Choose or roll on the MARS **Fortune & Glory Table** (page 44) two times, possibly modified by package.
3. MARS heroes begin with three choices rolls on any Hero's Journey tables you like (though some make more sense than others).
4. Build your character as normal, and when finished, give her four Advances. This means she begins play as a Seasoned Rank character.

TO SURVIVE AND THRIVE—MARS CHARACTERS

- Letting the more heavily armored, damage-resistant characters gain the attention of the enemy is a key survival tactic for your hero in high-powered firefights. Move, shoot, take cover.
- Your MARS hero can have all kinds of useful gear and abilities, and he's highly skilled compared to many other characters. Use this to good advantage, in and out of combat.
- Speaking of out-of-combat, this is where your MARS hero shines the most, so be sure to step forward at those moments and use your Advances to enhance your character's proficiencies.

MARS PACKAGES

Select the package that best suits your concept. Most of them are based on Rifts® Occupational Character Classes (OCCs), much like the Iconic Frameworks.

BODY-FIXER/CYBER-DOC

A medical professional and life saver, a Body-Fixer/Cyber-Doc is welcome anywhere she goes.

- Add one die type to Smarts.
- Begin with three die types in Electronics and Healing and two die types in Repair and Science.
- Begin with the Healer Edge and choose either the Body Fixer *or* Cyber-Doc special ability:
  - **Body Fixer:** Gain a free reroll on all Healing and Science (biology) checks.
  - **Cyber-Doc:** Gain a free reroll on all checks to install or repair cybernetics.
- Begin with standard Starting Gear plus a Bio-Analysis Kit, Dosimeter, Tool Kit, and Trauma Kit.

CITY RAT

Masters of the urban sprawls that represent civilization, City Rats take pride in whatever cybernetics they manage to get installed.

- Select 3 total Strain in cybernetic systems.
- Begin with the Scrounger, Streetwise, and Thief Edges.
- Begin with one die type in Electronics, Hacking, Intimidation, and Thievery.
- **Born on the Streets:** Gain a free reroll whenever using the Streetwise Edge.
- Begin with standard Starting Gear plus a set of leather clothing in trending fashion or gang colors, Vibro-Knife, and one Modern Firearm (see *Savage Worlds*).

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HEADHUNTER TECHNO-WARRIOR

Headhunter is the term for the common mercenaries focused on improving their combat value via cybernetic enhancement. Many are partial reconstruction cyborgs—vets maimed in war—who wear the badge of "Headhunter" with honor and revel in the trade of blood and steel for credits.

- Begin with the Iron Jaw, Soldier, and Upgradeable Edges.
- Select 7 total Strain in cybernetic systems.
- Begin with standard Starting Gear substituting a set of Bushman EBA, plus a Vibro-Shortsword and NG-LG6 Laser Rifle & Launcher.

MERC SOLDIER

Though they like to be paid, it's not always about the money. This package also applies to anyone with a professional military or security background.

- Begin with +3 skill points.
- Begin with Soldier and any four other Combat or Leadership Edges.
- Select any two weapons of choice from Close Combat and/or Ranged Weapons—Personal. If one of the choices is grenades, take an assortment of eight of any type.
- Begin with standard Starting Gear plus any one Body Armor and an extra 5d6 × 1000 credits in gear or valuables.

OPERATOR

The mechanical and electrical geniuses who keep civilization running on technology no longer widely understood, Operators are a welcome sight in every community.

- Begin with two die types in Electronics, three die types in Repair, and the McGyver Edge.
- Begin with one die type in Boating, Driving, and Piloting, plus the Ace Edge.
- **Gearhead:** Gain a free reroll on all Electronics and Repair checks.
- Begin with standard Starting Gear plus a Wilk's Laser Torch and a Field Repair Kit.
- Select one non-robot vehicle of choice (with the GM's approval).

PERSONAL CONCEPT OPTION

Use this framework to create traditional Rifts® characters not listed elsewhere, or a hero of your own design.

- Begin with +6 skill points.
- Begin with three Edges of your choice, ignoring Rank requirements.
- Gain an additional Hero's Journey choice or roll.
- Begin with standard Starting Gear plus any one Body Armor and an extra 6d6 × 1000 credits in gear or valuables.

POWER ARMOR ACE

This power armor jock is highly skilled and ready for action.

- Begin with two die types in Electronics and Piloting, plus the Combat Ace and Power Armor Jock Edges.
- **Evasive Maneuvers:** While piloting power armor the ace gains the Nimble ability, or Uncanny Reflexes if the armor is already Nimble.
- Select any one suit of Power Armor, excepting the USA-G10 Glitter Boy.

Wired for speed and ready to rock! There are days I miss the 'Burbs, but not many. Screaming into a firefight at 200 miles an hour on my Magnum-Turbo, blasting demons and Dead Boys—there's nothing like it! Then there are those times when they need my particular brand of "alternate acquisition" skills to get things done, and that's when I really get to shine. I love this job!

—Halima Cortez, City Rat

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- Begin with standard Starting Gear, a tool kit, and one weapon of choice from Close Combat Weapons or Personal Ranged Weapons.

PSI-OPERATOR

A variation on the Operator concept, these technicians focus on psionic abilities.

- Begin with two die types in Psionics, Major Psionic, Arcane Background (Psionics), *mind link* and two other powers, see page 120.
- Begin with three die types in Electronics and Repair, plus the Telemechanics Edge.
- Begin with the Gadgeteer Edge—use the Psionics skill and the Psi-Operator's ISP to create devices.
- Begin with standard Starting Gear plus a Field Repair Kit.

ROBOT VEHICLE ACE

This robot vehicle jock is a veritable titan on the battlefield.

- Begin with two dice in Electronics and Piloting, plus the Ace and Robot Vehcle Jock Edges.
- **Killing Machine:** While piloting a robot vehicle the ace gains the use, bonuses, and effects of all personal Combat Edges and associated maneuvers.
- Select one available Robot Vehicle (per GM's review).
- Begin with standard Starting Gear and a tool kit.

ROGUE SCHOLAR

Dedicated to uncovering the mysteries and truths of the past, Rogue Scholars risk worse than censure at the hands of the Coalition and others who refuse to see things beyond their view. For Rogue Scientist concepts, simply select the appropriate skills.

- Begin with +6 skill points.
- Begin with the Scholar Edge taken twice, and two Smarts-based skills paired with three die types in Scholar.
- Begin with two die types in Research and the Investigator Edge.
- Begin with standard Starting Gear and an extra 4d10 × 1000 credits in gear or valuables.

VAGABOND

The ultimate wanderer, explorer, and Renaissance person, the Vagabond is also a true survivor.

- Begin with +4 skill points.
- **Gifted Learner:** Vagabonds make all unskilled checks at d4 (instead of d4–2).
- Begin with Elan, Luck, Hard to Kill, and one more Edge of choice.
- Begin with one additional roll on the **Experience & Wisdom** Hero's Journey Table.
- Begin with standard Starting Gear.

WILDERNESS SCOUT

A post-apocalyptic ranger/scout who is an expert in traveling and living in the places between the civilizations of Rifts® Earth.

- Add one die type to Vigor.
- Begin with one die type in Athletics, Common Knowledge, and Stealth; two die types in Notice; and three die types in Survival.
- Begin with the Fleet-Footed and Woodsman Edges.
- **Bushcraft:** Gain a free reroll on Survival checks.
- Begin with standard Starting Gear plus a Vibro-Shortsword and a TX-11 Laser Sniper Rifle or L-20 Pulse Laser Rifle.



SPEEDSTER HOVERCYCLE

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MARS FORTUNE & GLORY TABLE

Once you've selected one of the packages, roll a d20 on the following table. After you have generated results, you may find one doesn't make sense for your hero. The player and GM should try to work it in. If the GM feels it still doesn't work, she may allow the player a reroll.

D20	RESULT
1	**Up Close and Personal:** Add two die types to Fighting. Your hero gains a personal Close Combat weapon of choice *or* Trademark Weapon for a starting melee weapon.
2	**Reach Out and Touch Someone:** Add two die types to Shooting. Gain a Personal Ranged weapon of choice *or* Trademark Weapon for a starting ranged weapon.
3	**A Strong Suit of Armor:** Your hero may choose any one suit of Body Armor and one of the modifiers listed on the Body Armor table in the Hero's Journey section.
4	**A Way to Get Around:** Add two die types to either the Boating, Driving, Piloting, or Riding skill and start with one vehicle or mount of choice (no robot combat vehicles).
5	**Agile and Dexterous:** Your hero adds one die type to Agility and begins with either the Ambidextrous or Quick Edge.
6	**Smart and Learned:** Your hero adds one die type to Smarts and two die types to any three Smarts-linked skills.
7	**Spiritual and Determined:** Add one die to Spirit and begin with Strong Willed.
8	**Strong and Powerful:** Add one die to Strength and begin with the Brawny Edge.
9	**Vigorous and Tough:** Add one die to Vigor and begin with the Nerves of Steel Edge.
10	**Wealthy and Connected:** Begins with the Rich and Connections Edges.
11	**Gregarious and Resourceful:** Begin with the Charismatic and I Know a Guy Edges.
12	**Fortune Favors the Bold:** Your hero begins with the Brave Edge (or Elan if he already has Brave). He also begins each session with one additional Benny.
13	**Live, Die, Live Again:** Your hero is a survivor. Begin with the Fast Healer Edge, gain a free reroll on the Death & Defeat Table, and halve all recovery times from the table.
14	**Shiny and Chrome:** Your hero is harder, better, faster, and stronger. Choose up to 2 Strain of Cybernetic Systems, and add two points to maximum Strain.
15	**Animal Magnetism:** Gain the Beast Master Edge twice (applied to the same animal) and increase the default Size of companion animals to 3.
16	**My Young Apprentice:** Gain the Sidekick Edge. The sidekick is a Wild Card character with his or her own Iconic Framework. Additionally, roll once on the Experience & Wisdom, Training, or Underworld & Black Ops table; your hero and sidekick both gain the result, reflecting a notable shared experience.
17	**A Bard's Tale:** Add two die types to Performance, begin with the Fame Edge, and gain a free reroll when using Performance. Begin with a set of performance gear.
18	**A Merry Band:** Your hero has proven himself as a leader of the downtrodden, earning the Command and Followers Edges. Your followers roll for Allied Personalities and use the Experienced Soldier profile, see Allies in *Savage Worlds*.
19	**Charmingly Fluent:** Begin with the Linguist Edge. Gain +1 Persuasion with native speakers of a language foreign to your hero, and Reactions begin two steps higher.
20	**Choose Your Fate:** Select any other result on this table, or gain *two* rolls on the Hero's Journey tables of your choice.

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MIND MELTER

The name itself fairly describes the general population's feelings about the most powerful psi-masters in the world. They certainly didn't give it to themselves, but most Mind Melters wear the name like a badge of honor, reveling in the respect and (far more often) fear their very presence generates. Even the ones with a more noble or gentle intent fully grasp just how terrifying their powerful minds are.

Mind Melters are masters of psionic energies and their uses. There is no practical limit to what they are capable of with enough experience and training. To them, the energies of every mind create a tapestry depicting the past and the future, as well as all possible present moments, and they can grab any thread they like, tug it out of order, and re-thread it as they will.

Some use this power for benevolent purposes, trying to defend the weak and make the world a better place. Others seek only personal power and aggrandizement. All must use their strange abilities, however, for the constant thrum of power in their very soul cannot be denied.



HERO'S JOURNEY (TWO ROLLS)

Mind Melters get one choice or roll on any of the following tables: **Enchanted Items & Mystic Gadgets**, **Experience & Wisdom**, or **Psionics**.

They also get one additional choice or roll on *any* table except **Cybernetics** or **Magic & Mysticism**.

A MIND IS A TERRIBLE THING TO MELT

Mind Melters are the epitome of the Master Psionic, beginning with extraordinary power and developing ever more of it over time. They possess the core powers of the Arcane Background (Psionics), and can take Master Psionic Powers as well. While they might not possess the Burster's capacity for raw devastation, they have an extraordinarily wide array of capabilities they can bring to bear in almost any situation.

Mind Melters are highly resistant to psionic abilities, making them excellent partners to have along when dealing with inherently psionic beings and monsters. Like Bursters, Mind Melters tend to be confident in their own powers, rarely depending on mundane armor and weapons. They do tend to favor Techno-Wizard devices when they can acquire them. Like any psionic, they can power such items with their ISP instead of the usual PPE required.

Mind Melters have the definitive list of psionic powers, with access to the following (Rank permitting): *arcane protection, barrier,*

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TO SURVIVE AND THRIVE— THE MIND MELTER

- Your hero is the epitome of psionic power, with vast potential and flexibility. Early on, however, it's best to focus on one or two disciplines and become skilled with those.
- Mind Melters may not always be able to wade into combat; one or two enacted defensive powers may be required beforehand.
- Don't forget the Major Psionic abilities; using ISP to enhance success rolls is a powerful and exclusive way psionics can gain the upper hand.

blind, bolt, boost/lower Trait, confusion, damage field*, darksight*, deflection*, detect/conceal arcana, disguise, divination, elemental manipulation, empathy, entangle, environmental protection*, farsight*, fear, fly*, havoc, healing, illusion, intangibility*, invisibility*, mind reading, mind link, mind wipe, object reading, protection*, puppet, relief, sloth/speed, slumber, smite*, sound/silence, speak language*, stun, telekinesis, warrior's gift*.*

All powers (or Aspects) marked with an asterisk (*) have the Range (self) limitation; ISP costs are reduced accordingly.

MIND MELTER ABILITIES AND BONUSES

Mind Melters have incredible abilities.

- **Alter Aura:** Mind Melters have *conceal arcana* as an Innate Ability with the reduced Power Points cost from the Range (Self) limitation; can use Power Modifiers as usual. In addition to other effects, Alter Aura allows the Mind Melter to mimic the supernatural "signature" of *any* being desired—from a child to a greater demon, an elderly Shifter, a canine, a minor psionic, etc.
- **Arcane Background (Psionics):** A Mind Melter begins with Arcane Background (Psionics) choosing five powers from the list above, the Power Points, Major Psionic, and Master Psionic Edges as well as a d6 Psionics skill. Mind Melters begin with 30 ISP (10 ISP base plus 5 ISP from the Power Points Edge, both of which are doubled by Major Psionic).
- **Expanded Awareness:** Mind Melters have the *detect arcana* power as an Innate Ability with the reduced Power Points cost from the Range (Self) limitation. They may sense supernatural beings within line of sight with a Notice check.
- **Master of Psionics:** Mind Melters get a free reroll on all Trait rolls when using psychic abilities and their Psionics skill; this does not allow Critical Failures to be rerolled.
- **Mental Resistance:** Psionic effects targeting the Mind Melter suffer a −4 penalty (at the Melter's option), he gains a +4 on rolls to resist psionic effects, and psionic damage is reduced by 4 points as well. These effects stack with Arcane Resistance, arcane protection, and similar bonuses.

MIND MELTER COMPLICATIONS

Though most Mind Melters revel in their idiosyncrasies, their power comes at a price.

- **A Little Odd:** Mind Melters tend to be a little *different* due to the nature of their powers—gain the Quirk Hindrance.
- **Cybernetics:** Mind Melters suffer −1 to the Psionics skill for each point of Strain.
- **Enemies:** The Coalition and True Federation consider Mind Melters allied with enemy factions to be a dire threat, treating them with caution bordering on paranoia. They prioritize attacking them and hunt them with extreme prejudice.
- **Feared:** Though it's possible to hide his true nature, if the general populace discovers the presence of a Mind Melter, they tend to be very nervous—and possibly outright terrified. Mind Melters suffer a −2 Persuasion when dealing with those who fear them.

MIND MELTER STARTING GEAR

Begin with standard Starting Gear.

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MYSTIC

Possessing a unique combination of mystical awareness, cosmological understanding, and psionic power, Mystics are enlightened spell weavers in tune with the greater cosmic forces of the universe. Some might choose a particular religion, pantheon, or spiritual path to follow, using that belief to focus the instinctive powers they possess. Most Mystics, however, take a far more universal approach to their faith.

Faith, however, drives the powers and gifts of a Mystic. The strength of their belief in what lies beyond the physical world serves as the conduit through which they channel extraordinary miracles of life and light. Mystics are in tune with the benevolent forces of the world beyond, serving as defenders and healers and as a beacon of hope for a land in desperate need.

HERO'S JOURNEY (TWO ROLLS)

Mystics gain one choice or roll on any of these tables: **Enchanted Items & Mystic Gadgets**, **Experience & Wisdom**, **Magic & Mysticism**.

They gain one additional choice or roll on *any* table except **Cybernetics**.

ANGELS AMONG US

Regardless of their path of faith or philosophy, Mystics are inherently connected to the universe on a very positive level. They are aware of and attuned to the constant presence of spirits and mystical entities, as well as the general flow of magic and energy all around. They can reach out to the spiritual world to seek answers, and they can pinpoint supernaturally evil beings.

In addition to their inherent gifts, Mystics may take the Champion and Holy Warrior Edges, provided they meet the normal requirements.

GOTTA HAVE FAITH

As channelers of spiritual energy, Mystics have Arcane Background (Miracles), and the following powers (Rank permitting): *arcane protection, banish, barrier, beast friend, blind, bolt, boost/lower Trait, burrow, burst, detect/conceal arcana, confusion, darksight, deflection, dispel, divination, entangle, elemental manipulation, environmental protection, farsight, fear, fly, havoc, healing, intangibility, invisibility, light/darkness, protection, relief, resurrection*, shape change, slumber, smite, sound/silence, speak language, sloth/speed, stun, summon ally, wall walker,* and *warrior's gift.*



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Resurrection, marked asterisk (*), cannot be taken until Heroic Rank and ignores the Born a Hero setting rule. In addition, the power must be performed as a Ritual requiring a Challenging Dramatic Task for no added benefit, see **Rituals and Meditations** on page 122.

Mystics can choose any Trappings for their powers except Necromantic, and gain access to a few special Trappings and Power Modifiers listed here:

MYSTIC POWER MODIFIERS

- **CELESTIAL SILVER (+1):** For +1 Power Point, any offensive power replaces its normal Trapping with the Celestial Silver Trapping, which counts as both holy and silver for purposes of Weaknesses.

  For example, smite can be cast with Celestial Silver on a weapon and it is a blessed silver weapon for the Duration—extremely effective against vampires and demons.

- **GIFT OF LIFE (+1):** For one Power Point the Mystic's *healing* restores Wounds up to 24 hours old, but she gains a Fatigue level which can only be restored with an hour of rest (*relief* cannot restore). May be combined with Mass Healing.
- **SOUL BLAST (+1 to +3):** A direct damage power (such as *bolt*, *blast*, or *burst*) may be more effective against targets with natural, body, or power armor. Each Power Point spent grants the power AP 8, to a maximum of AP 24. The AP provided by Soul Blast does not affect vehicles, constructs, or targets inside vehicles (including robot vehicles). This modifier is considered an upgrade of the Armor Piercing Power Modifier (which cannot be used in combination with Soul Blast), and stacks with abilities like the Blaster Edges.

A BEAUTIFUL MIND

Opening up the spirit seems to open up the mind for Mystics, who are also psionics with access to the following very particular power list (Rank permitting): *empathy, healing, illusion, mind link, mind reading, object reading, puppet, relief, speak language,* and *telekinesis.*

MYSTIC ABILITIES AND BONUSES

Combining spiritual awareness and commitment to a higher purpose, a Mystic's gifts are generally welcome wherever they go.

- **Arcane Background (Miracles):** Mystics begin with Arcane Background (Miracles) choosing three powers from the list above, the Master of Magic and Power Points (PPE) Edges, as well as a d6 Faith skill. Mystics begin with 15 PPE (10 PPE base, plus 5 from Power Points).
- **Arcane Background (Psionics):** Mystics are psionics and begin with Arcane Background (Psionics) and Major Psionic, choosing three powers from the list above, as well as a d6 Psionics skill and 20 ISP (10 ISP base, doubled by Major Psionic).
- **Cosmic Confluence:** Mystics enjoy the unique ability to exchange their ISP and PPE as needed as a free action. Power Points shifted like this must be used when they are exchanged; they cannot be shifted and then simply stored.

  For example, if a Mystic shifts 2 PPE to gain 2 ISP, she must immediately use those points of ISP to enact a psionic power.

- **Mystic Senses:** Extrasensory perception and attunement grant Mystics the Alertness (applies to Spiritual Awareness) and Danger Sense Edges.
- **Spiritual Awareness:** Mystics attune to the spiritual world, gaining *detect/conceal arcana* as an Innate Ability (see page 68) with the reduced Power Points cost from the Range (Self) and Aspect limitations. They can sense supernatural, evil, ethereal, and energy beings, and any beings using *invisibility* within line of sight with Notice.
- **Spiritual Channel:** Constantly in contact with spirits, and possibly divine messengers of her faith, a Mystic has the *divination* miracle and can use it without spending ISP or PPE. Each time she uses it, she must make a Vigor roll to resist gaining a level of Fatigue. Each

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subsequent use of the power imposes a cumulative –1 penalty on the Vigor check until she gets a full night's rest (eight hours). It is possible for a Mystic to Incapacitate herself with this ability. Fatigue levels gained from Spiritual Channel can only be recovered with eight hours of rest (*relief* cannot restore).

MYSTIC COMPLICATIONS

Mystics must maintain strong ethics and behavior in a dangerous, violent world.

- **Arcane Duality:** Mystics get the Arcane Background Edge twice for two different types of powers, but whenever they take a Power Edge, they must choose whether it applies to magic or psionics. Mystics can take the Power Points Edge twice per Rank but only to gain PPE with one use and ISP with the other.
- **Cybernetics:** Mystics suffer the same penalties from cybernetics as any other arcane character (page 113). Except for them the disruption affects two skills (–1 to both Faith and Psionics skills per point of Strain).
- **Enemies:** Mystics are equally hated and reviled in the Coalition and the True Federation of Magic.
- **Higher Standard:** For no added benefit, a Mystic must take a Hindrance representing her spiritual path and cosmological belief system such as Code of Honor, Major Pacifist, or Major Vow (the Vow must be "good" per GM's approval). If the Mystic violates her chosen Hindrance in a minor way, give the character a –2 to her Faith rolls for one week. A Major abrogation of her Hindrance robs her of all miracle powers for one week. Egregious violations or repeated minor violations cause the character's Faith-based abilities to be forsaken until the penitent hero completes a great quest or task of atonement.
- **Power Activators:** Like all other casters, Mystics must have their hands free to perform gestures and have the power of speech to cast miracles (see **Power Activators** on page 119). Entangled, Bound, silenced or otherwise muted Mystics cannot activate new miracle powers until they are free.

TO SURVIVE AND THRIVE—THE MYSTIC

- Most spellcasters and power users forget to use Trappings; be sure your Mystic isn't one of them, especially where your unique Trappings are concerned.
- The combination of magic and psionics is exceptional, but it takes planning to make the most of the capability. The combat potential can be devastating if played smartly.
- Your character has knowledge and spiritual connections unlike anyone else, so be certain to make the most of this in your roleplaying.

MYSTIC STARTING GEAR

Mystics begin with standard Starting Gear, but substituting Adventure Survival Light Armor.

Ever since I was young, I could sense that the world was full of life, wonder. . .and danger. This expanded awareness made me long to serve a cause larger than myself.

–Tomiko, Mystic

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TECHNO-WIZARD

Arcane runes and copper wires conducting eldritch energy to gems at enchanted junctions, and classic vehicles soaring the skies as much by will as by wire—these are the defining joys of the Techno-Wizard. He loves machines, but he loves the magic potential of machines even more, and he's dedicated his life to fulfilling that potential wherever he can.

Techno-Wizards see the quest for renewable energy sources as long over. The solution flows all around them in naturally occurring power conduits crisscrossing the planet, surging through nexuses and Rifts like giant transformers and junction boxes. Magic is the ultimate in broadcast power, and the great ancient wizard, Tesla, would be very proud of what they've done with it so far.



HERO'S JOURNEY (TWO ROLLS)

Techno-Wizards gain one choice or roll on the following tables: **Education**, **Enchanted Items & Mystic Gadgets**, and **Magic & Mysticism**.

They gain another choice or roll on *any* table except **Psionics**.

I CAN HEAR MACHINERY

Technology sings to the eldritch engineers. They can hear the complex melodies of a machine in perfect working order as well as the discordant sour notes of equipment in dire need of tuning or repair. This is doubly true when dealing with tech converted to arcane processes infinitely more efficient and masterful in design.

For some Techno-Wizards, this special relationship with technology manifests as the ability to see the inherent arcane symbols and runes on all devices (as well as power flows and digital signals) as unearthly webs of energy interconnecting all things. Others speak of tiny digital sprites and clockwork fairies that represent the spirits of every machine, with whom they can negotiate greater performance and miraculous feats.

FANTASY AND MICROCHIPS

Techno-Wizards are the Weird Science maestros of Rifts Earth. Their Arcane Background grants them access to the following powers (Rank permitting): *arcane protection, barrier, blast, blind, bolt, boost/lower Trait, burrow, burst, confusion, damage field, darksight, deflection, detect/conceal arcana, dispel, drain Power Points, entangle, environmental protection, farsight, fly, havoc, healing,*

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intangibility, invisibility, light/darkness, protection, relief, slumber, smite, sound/silence, speak language, sloth/speed, stun, telekinesis, teleport, wall walker, and *warrior's gift*.

They can choose any Trappings for their powers except Necromantic.

Techno-Wizards use their personal PPE to power their devices, and can take the Master of Magic Edge. The skill they use for their art is called Techno-Wizardry, which is Smarts-based and counts as Weird Science when qualifying for Edges. Techno-Wizards cannot take the normal Gadgeteer Edge, but start with a variant (see below).

TECHNO-WIZARD ABILITIES AND BONUSES

Techno-Wizards have a flexibility few wielders of arcane power ever experience. In a world dominated by rapid technological advancement across the globe and from beyond the Rifts, a Techno-Wizard is a powerful and vital ally.

- **Arcane Background (Techno-Wizardry):** Techno-Wizards begin with Artificer and a variant of the Arcane Background (Weird Science) Edge, which functions very differently through the creation of Gizmos. Techno-Wizards begin with three powers from the list above, 15 PPE, a Techno-Wizardry skill of d6 (their Arcane Skill), and each of their powers built into separate Gizmos of their own design. Their PPE pool is used to activate their Gizmos—as well as other Techno-Wizard (TW) gear—and in the creation or modification of TW gear or arcane items. Gizmos are unique items which cease to function after 2d6 days without their creator's attention; anyone who can use TW gear (see page 82) can also use the Techno-Wizard's Gizmo by expending Power Points as usual.
- **Arcane Machinist:** Techno-Wizards begin with a variant of the Gadgeteer Edge which functions quite differently through the creation of arcane Gadgets. As often as half his Smarts die per session, he produces a TW Gadget replicating any power on the Techno-Wizard power list of his Rank or lower (and Power Modifiers available to him). This takes an action and a Techno-Wizardry skill check at –2. Each Gadget has its own PPE pool equal to half the creator's normal maximum PPE pool (round down); with a raise the device gains +5 PPE to its pool. The Gadget can only be activated using its own PPE pool — once used up (or at the end of the session) it ceases to function.
- **Machine Maestro:** A Techno-Wizard can interface with machines by touch—including vehicles, weapons, computers, electronic devices, and robots. Machine Maestro grants a +1 to Common Knowledge, Electronics, Hacking, Research, Repair, and Thievery rolls related to the target machine; this includes attempts to dig through data files or bypass security systems and electronic locks. When interfacing with preexisting arcane items and TW gear, the bonus increases to +2. Machine Maestro does not allow the Techno-Wizard to control intelligent machines, cybernetic/bionic systems, vehicles, or weapons.
- **Required Knowledge:** A combination of intense study, practical experience, and intuitive understanding makes the Techno-Wizard an expert in a number of fields. They begin with two die types in Electronics, Occult, Repair, and Science.

TECHNO-WIZARD COMPLICATIONS

The unique nature of the Techno-Wizard's abilities and practices provides her with some special challenges.

- **Cybernetics:** Despite their love of technology, even Techno-Wizards suffer penalties to their magic from implanted cybernetics (page 69).
- **Device Dependent:** A Techno-Wizard must have gear and tools, her Gizmos to use her powers, and parts to create her Gadgets. Without these items she cannot make her magic work.

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- **Enemies:** Like all practitioners of arcane arts, Techno-Wizards are outlaws in the Coalition States. Those allied with a faction opposing Lord Dunscon's authority and the True Federation of Magic—including those serving in the Tomorrow Legion—are also deemed enemies of the state there.
- **Gearhead Geek:** The Techno-Wizard relationship with technology and machinery results in odd behaviors. Some talk, hum, or sing to their gear, while others paint sigils, runes, and arcane diagrams all over their machines. However it manifests, every Techno-Wizard has a Quirk Hindrance of this kind.

TECHNO-WIZARD STARTING GEAR

Begin with standard Starting Gear, substituting Adventure Survival Light Armor and a TK Revolver, plus a Tool Kit and one TW converted personal item of choice (30k credits or less) with 2 Minor and 2 Major Upgrades.

TO SURVIVE AND THRIVE—THE TECHNO-WIZARD

- While not a power user of magic or psionics like others, your Techno-Wizard can bring potent weaponry to bear. Remember he has the ability to convert items to work on PPE/ISP and upgrade TW gear.
- Arcane Machinist means you can come up with just about anything on the fly, even in combat. Its even better to prepare *before* battle.
- For many groups, your Techno-Wizard is the only hope they have of dealing with technological or scientific problems, including repair needs.
- A group that wants custom TW gear needs a Techno-Wizard. If the GM wants to disregard this and make such things available for purchase, prices will be 5× the creation cost at a minimum and finding a crafter takes a –4 Scarcity modifier or worse!

TW CONVERSIONS AND UPGRADES

TECHNO-WIZARD GEAR CONVERSION

Techno-Wizards have the capacity to convert almost any technological gear into Techno-Wizardry (TW) gear. This has the advantage of powering such gear via ISP/PPE instead of a normal energy source or even ammunition—note that once a piece of gear undergoes TW conversion, it no longer draws energy from normal sources.

For example, a converted Wilk's 320 Laser Pistol operates purely on Power Points, and can no longer operate using E-clips.

TW Conversion Cost and Time: The Techno-Wizard needs parts costing one-fifth of the item's list price, with a –1 on Gear Availability rolls to find and purchase the parts per 10,000 credits of cost (see **Gear Availability** on page 84). The procedure takes 3d12 hours for personal gear, or 2d6 days for vehicles and related equipment (including robot vehicles, power armor, and vehicular mods).

TW Build Rolls: The Techno-Wizard makes a roll using the lower of Occult, Repair, or Techno-Wizardry; this is the standard roll for TW creations and is called a Build Roll. With a failure, the time and parts are wasted, and with a Critical Failure the gear being converted or upgraded is destroyed. With a success the conversion is complete, and with a raise the Techno-Wizard may add one Upgrade to the gear (up to the maximum, see below).

Arcane Trappings: An arcane Trapping available to the gear's creator must be chosen when TW gear is converted or upgraded; charged TW weapons count as magical against creatures vulnerable to such—see **Trappings** in *Savage Worlds*.

TECHNO-WIZARD GEAR UPGRADES

Techno-Wizards can upgrade gear with powerful abilities, but they are only available while an item is charged with arcane energy. Most Techno-Wizards can install up to two

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Minor Upgrades and two Major Upgrades per piece of TW gear. When a Techno-Wizard reaches Veteran Rank, he may add up to three Minor and three Major Upgrades to a piece of TW gear; at Legendary Rank this increases to four of each. GMs decide what upgrades are appropriate to all items. Already magical items cannot be TW converted or upgraded. Techno-Wizards cannot further upgrade devices they did not create themselves.

MINOR UPGRADES

Each piece of TW gear can only have the same upgrade twice.

Build Roll: Made at –1 penalty, a raise adds another Minor Upgrade (if possible)—see TW Build Rolls above.

Cost and Time: 5,000 credits and 2d6 hours.

- +1 to a specific Trait roll appropriate to the item.
- +1 damage or +2 AP to a weapon.
- +2 Armor to armor, shield, or clothing.
- +1 Parry to a shield or weapon.
- 5 stored PPE usable to charge the device and activate embedded powers†
- Halve the weight of the item (quarter if taken twice).
- Other Minor Upgrades as allowed by the GM.

MAJOR UPGRADES

Each piece of TW gear can only have the same upgrade twice.

Build Roll: Made at –2 penalty, a raise adds another Major Upgrade (if possible)—see TW Build Rolls above.

Cost and Time: 1d6 days + 1d6 per 10,000 credit cost of the Major Upgrade.

- Any Minor Upgrade as allowed by the GM (Cost: 5,000 credits); may still only have the same upgrade twice in total.
- Add a power to the device* (Cost: 20,000 credits and –1 availability per Rank of the power).
- Add an Edge to a device. The creator must have either the Edge, *warrior's gift*, or a power thematically related to non-Combat Edges (Cost: 25,000 credits and –1 availability per Rank of the Edge).
- Add a power modifier available to the creator to a device power. Increase the activate cost accordingly* (Cost: 20,000 credits).
- +1 die type to an item appropriate Trait, stacks with Minor Upgrades (Cost: 10,000 credits).
- +10 stored PPE usable to charge the device and activate embedded powers† (cost 30,000 credits, –1 availability).
- Ley line powered, the gear or vehicle is always charged on a ley line (Cost: 10,000 credits and –1 availability per Size of the item).
- +25% MPH and Handling +1 on ley line for vehicles (Cost: 10,000 credits and –1 availability per vehicle Size).
- Other Major Upgrades as allowed by the GM (Cost: Varies).

* A Techno-Wizard can only install powers of his Rank or less and the powers or modifiers must be from the Techno-Wizard's power list (though he doesn't have to actually know them); only those with Master of Magic can include Mega Power Modifiers. For triple the credits and +1 to Power Point activation costs, the power activates as part of another action (an attack roll for a weapon, roll to activate another power, etc.) using the Trait result of the primary action. Power Points are spent before rolling, and with a failure on the primary action the power fails as well.

† A device that stores PPE may be recharged with Power Points by any character with the ability to use TW gear, or may be recharged on a ley line at 5 PPE per hour.

Techno-Wizardry is the science of magic. Crystals and wires route arcane energy to the runes and matrices that empower my creations. If you can dream it, I can make it.

—Ulysses Chance, Techno-Wizard

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D-Bees and Mutants

The Coming of the Rifts heralded many changes for the Earth, not the least of which was an influx of countless beings from throughout the Megaverse®. Dimensional beings — more commonly called D-Bees — of every configuration can be found across the world. The vast majority of D-Bees conform to the basics of bipedal structure and are often mammalian in biology.

Choosing a D-Bee (or in the case of the Dog Boy and the Psi-Stalker, a mutant) is the same as choosing a race in *Savage Worlds*. You simply apply the bonuses and penalties listed, and these abilities take the place of gaining a free starting Novice Edge as a human. Unless otherwise specified, any D-Bee can take any Iconic Framework.

Note, all D-Bees and mutants count as "races" in *Savage Worlds*, which is how they are referred to in the following rules. If a racial power isn't tied to a specific Arcane Background, treat it as Gifted for the purpose of Dispel and similar abilities.

A Mutant, a D-Bee, and a Wizard Walk into a Bar

When socializing as a party, take the group's composition into account for Persuasion checks and Reactions. A good rule of thumb is that the negotiator will start at the worst Reaction level for any member of his party, and receive the highest Persuasion penalty held by any member of his group, with increased effects for those who are Wanted or Enemies with his target audience, etc. This penalty could change if the offending characters make up more or less of the group's number.

Example: *A Tomorrow Legion team (a Cyber-Knight accompanied by a Dog Boy and an inhuman D-Bee) is passing through a rural area just outside Coalition territory, and want to book a night at the local bar and inn. Though the Cyber-Knight gains +1 Persuasion with the human hotel owner for being a Revered Protector, the GM may rule that the "feral" Dog Boy's Wanted status (worth at least –1 Persuasion) combined with –1 for the non-humans making up the majority of the party bring a total –1 penalty to the Persuasion check, and the host's Reaction starts out Unfriendly. He may refuse them service!*

Good thing the Ley Line Walker is meeting them at their destination — things could have gotten violent.

Custom Races

The infinity of the Megaverse® means just about anything is possible for a player to portray in the setting. While this section contains a number of well-known D-Bees and mutants on Rifts Earth, GMs and players have the following tools with which to craft their own creations, or recreate other popular Rifts® ideas.

When creating your own original races, simply follow the rules for Making Races in *Savage Worlds*, with the addition of the following **Negative Racial Abilities** listed on the following page.

If you want to create a new Racial Ability, simply assign it a value based on the examples of those that already exist

With the GM's approval, players may create custom races. However, players should not be allowed to gain points for Negative Racial Abilities that have no reasonable expectation of adversely affecting their character. For instance, taking Cyber Resistant and Restricted Path (no ISP/Psionics) for a Ley Line Walker character should not be allowed.

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NEW NEGATIVE RACIAL ABILITIES

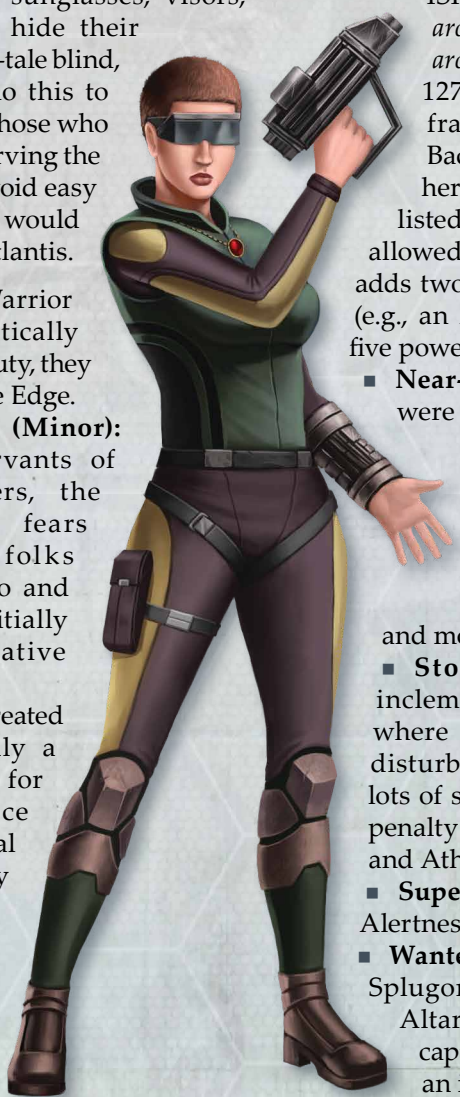
TRAIT	MOD
Bad Reputation (1): The society or species is known for its terrible deeds, brutality, thievery, or other reprehensible behavior. If a nonplayer character knows the reputation or is scared by it, and doesn't know the hero's better nature, his Reaction starts at Unfriendly (see **Reactions** in *Savage Worlds*). For –2 points, such Reactions start at Hostile. Concerned locals might alert the authorities, taunt to provoke the hero, or even attack out of fear and ignorance. If the character's initial Reaction is already penalized (as with D-Bees or Mutants, below) it starts one or two steps lower, respectively. If already Hostile, an immediate social skill check is required to avoid violence.	–1/–2
Cyber Resistant (1): Cyberware doesn't work for this race. They can't take Iconic Frameworks which include cybernetics as an inherent ability (including the Juicer bio-comp system and Crazy M.O.M. implants) nor may they roll on the Cybernetics Benefits Table (see page 135).	–1
D-Bee (1): D-Bees and are often mistrusted by everyone but their own people and immediate friend circles — at least until their words and deeds prove positive. For 1 point, the species is near-human in appearance, and is occasionally shunned or provoked (socially or physically) by the ignorant. Reactions typically start at Uncooperative, or Unfriendly for human supremacists, and those with an Unfriendly or lower Reaction will refuse to sell their wares or provide services such as healing, repairs, etc. For 2 points, the D-Bees are quite inhuman. They are treated with hostility by human supremacists, distrusted by commoners, spurned everywhere, and have no rights except in the most cosmopolitan areas. They should expect frequent trouble and violence, depending on the crowd and situation, and Reactions of others typically starts at Unfriendly, or Hostile for human supremacists. Failed social checks with Hostile parties often result in violence.	–1/–2
Mutant (1): Similar to D-Bee above, mutants are spurned by many humans but the reaction is more often disgust than hostility. Even when accepted as members of human society they are often not welcome in the highest social circles and may have difficulty fully pursuing romantic and professional relationships. Many human communities that accept D-Bees still find human mutants off-putting, in these cases their Reaction starts at Uncooperative.	–1
Non-Standard Build (1): The species has proportions which make common equipment problematic. For 1 point, armor and clothing must be custom-tailored at double normal cost. Glitter Boy armor (and the Framework) and most human power armor is not an option. For 2 points, the race is –2 on Trait rolls to use equipment designed for humans (including weapons or vehicles). Custom armor, clothing, and equipment costs triple the listed price. All Starting Gear is assumed to be customized for a hero's use. This entry subsumes the penalties from Big, see **Negative Racial Abilities** in *Savage Worlds*.	–1/–2
Inhuman Physiology (1): The species has unique physiology, causing problems for those unfamiliar with their biology, and medical supplies or cybernetics designed for human use. For 1 point the race has Near-Human Physiology giving a –1 penalty to Healing skill rolls and cybernetics checks involving installation, repair, and modification. For 2 points the race has Alien Physiology giving a –2 penalty to Healing and cybernetics checks. Juicer and Crazy augmentations don't work for this race. Compatible medical supplies/services and cybernetics cost double the listed price. For 3 points the race has Bizarre Physiology increasing the penalties to a –4. Juicer and Crazy augmentations don't work for this race. Compatible medical supplies/services and cybernetics cost quadruple the listed price.	–1 to –3
Restricted Path (2): For reasons of biology the race either cannot access PPE, ISP, or both if taken twice. They can't take an Arcane Background which uses that type of Power Points or an Iconic Framework including such an Arcane Background.	–1

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ALTARA

The Blind Warrior Women of Altara (commonly called Warrior Women) are infamous clones bred to serve Atlantis. An Altarain has the ability to induce herself into asexual reproduction and produce a clone. Such clones rapidly mature to adults with the memories and capabilities of the spawning Altara. Most are brainwashed, abjectly loyal servants of the Splugorth, yet some break their conditioning and rebel, seeking a life outside of service to Atlantis. Though blind, Altara have extraordinary sensory abilities and are genetically engineered to be superior physical specimens.

Genetically and magically designed for combat, Altara rarely speak and have a decidedly warrior-first view of everything. Rogues usually wear sunglasses, visors, goggles, or hoods to hide their Atlantean roots and tell-tale blind, sightless eyes. They do this to avoid the prejudice of those who assume they are still serving the Slavers, as well as to avoid easy detection by those who would hunt them down for Atlantis.



- **Attractive:** The Warrior Women are genetically engineered for beauty, they have the Attractive Edge.
- **Bad Reputation (Minor):** Infamous as servants of Splugorth Slavers, the average person fears Altara—most folks who discover who and what they are initially have Uncooperative Reactions.
- **Blind:** Although created blind, this is only a minor drawback for the Altara since they have a natural radar-like ability extending 1,200 feet (200″) which compensates for most of the penalties. They cannot read, however, see colors, or otherwise detect purely visual information.
- **Genetic Engineering:** Crafted through bio-wizardry to be perfect warriors, Altara begin with a starting Agility, Strength, and Vigor of d6—increase Trait maximums accordingly.
- **Instilled Ignorance:** Taught only what they need to serve their masters, extreme brainwashing is used to dampen Altarain intellectual acumen, leaving them naive about the world. Altara suffer a −2 to all Common Knowledge rolls (a total untrained penalty of d4−4) and do not start with the standard d4 in this core skill.
- **Minor Psionic:** Altarains begin with Arcane Background (Psionics), 10 ISP and these three powers: *arcane protection**, *detect/conceal arcana**, and *empathy*, see page 127. If an Altara chooses a framework providing Arcane Background (Psionics), three of her starting powers are the ones listed above (even if not normally allowed to that Framework) and she adds two powers to her starting total (e.g., an Altarain Burster starts with five powers).
- **Near-Human Physiology:** Altara were modified through Splugorth bio-wizardry, giving those unfamiliar with their biology a −1 penalty to Healing skill rolls and to any cybernetics checks involving installation, repair, and modification.
- **Storm-Fouled Senses:** In inclement weather or conditions where the environment is greatly disturbed (sand storms, fires with lots of smoke), the Altara suffer a −2 penalty to Notice, Fighting, Shooting, and Athletics (throwing).
- **Superior Senses:** Begin with the Alertness Edge.
- **Wanted (Minor):** Any Minion of Splugorth, including most other Altara Warrior Women, attack to capture or kill a rogue Altara in an instant.

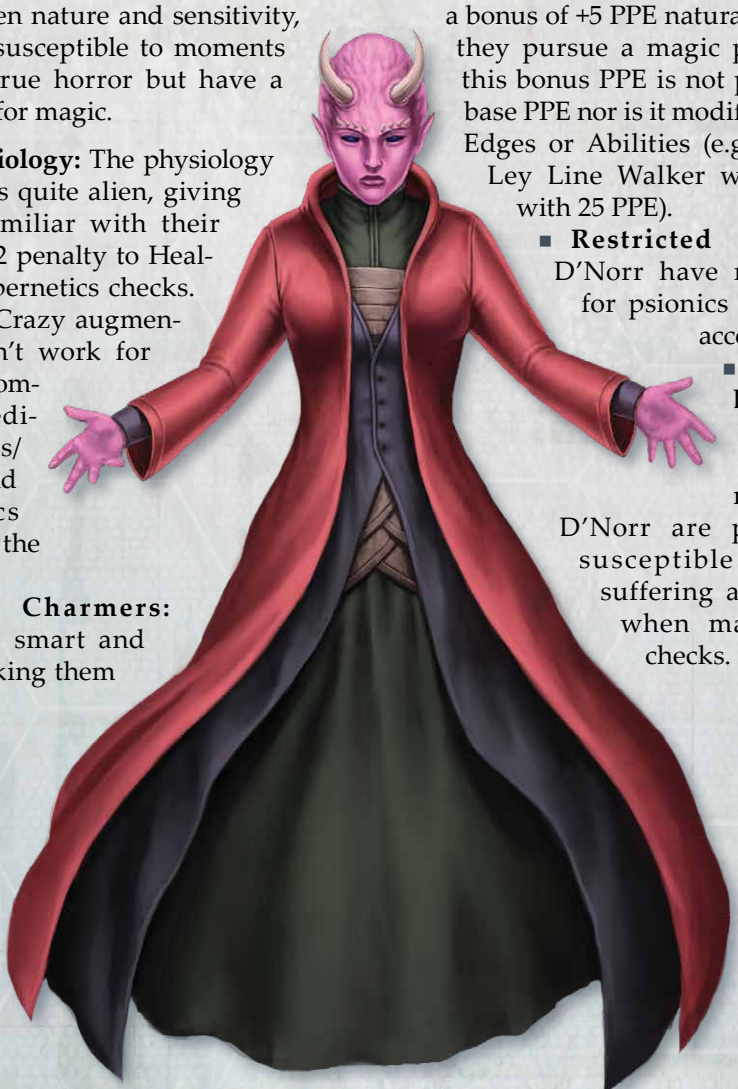
Joshua Danish (Order #49370917)

D'NORR

Though not supernaturally connected to evil in any way, the D'Norr are more colloquially referred to as "Devilmen" due to their distinctive heads and faces. They have an elongated cranium dotted with tiny spines extending up and back from the forehead (dark red for males, purple for females), and two small horns above the brow. Their overall skin tone is tan-red, and the males have a series of tiny spines on their chins. All have dark blue eyes and pointed ears.

D'Norr are known, by those willing to know them, as intelligent, compassionate, and drawn to nonviolent pursuits and social interaction. Many seek a pacifist's path, at least as much as possible in such a dangerous world. Most seek out new experiences, new people, and new ideas. Due to their open nature and sensitivity, they are more susceptible to moments and sights of true horror but have a natural affinity for magic.

- **Alien Physiology:** The physiology of D'Norr is quite alien, giving those unfamiliar with their biology a –2 penalty to Healing and cybernetics checks. Juicer and Crazy augmentations don't work for this race. Compatible medical supplies/services and cybernetics cost double the listed price.
- **Devilish Charmers:** D'Norr are smart and affable, making them naturally quite charming. They begin with the Charismatic Edge.
- **D-Bee (Major):** The initial reactions to D'Norr typically start at Unfriendly, or Hostile for human supremacists. Those with an Unfriendly or lower Reaction will refuse to sell wares or provide services such as healing, repairs, etc. Failed social checks with Hostile parties often result in violence.
- **Horns:** D'Norr have horns that cause Str+d4 damage, see **Natural Weapons** in *Savage Worlds*.
- **Intelligent and Spiritual:** D'Norr are highly intelligent and spiritual, beginning with a d6 Smarts and Spirit. This makes their natural maximums for those Traits d12+1.
- **Natural Arcane Affinity:** D'Norr have a bonus of +5 PPE naturally, whether they pursue a magic path or not; this bonus PPE is not part of their base PPE nor is it modified by other Edges or Abilities (e.g., a D'Norr Ley Line Walker would begin with 25 PPE).
- **Restricted Path:** The D'Norr have no capacity for psionics and cannot access ISP.
- **Sensitive:** Due to their inherently sensitive nature, D'Norr are particularly susceptible to Fear, suffering a –2 penalty when making such checks.



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DOG BOY

The Dog Boys' existence is a testament to the ancient bond between canine and human. Exploiting that bond resulted in a soldier created to serve the Coalition in its war against the supernatural. The misuse of this relationship galls many, but they needn't bother explaining to the typical Dog Boy; he won't care, he's just happy to serve!

Most Dog Boys—officially known as Psi-Hounds—serve the Coalition States in the military or security forces. They don't enjoy the same rights as humans, yet are generally treated well by those who command them. Most Coalition Grunts have only love and respect for the Dog Boys, who throw themselves fearlessly into any fray, prepared to die to protect their humans.

Dog Boys encountered outside Coalition service are considered "feral" by the CS, to be put down on sight. They represent the isolated instances where constant abuse or an awakened conscience drove the being to reject the Coalition. More and more common are the "free born," Dog Boys born in the wild away from CS societal controls.

Despite the name, not all Dog Boys are male. Factors such as size, coloration, and features depend heavily upon which breed of canine the Dog Boy is adapted from. The variety of Dog Boys is impressive, as the scientists responsible for creating them experimented extensively (and still do) to create specialized breeds for particular tasks and operational demands.

- **Bite:** Dog Boys bite for Strength+d6 damage and may bite grappled prey, see **Natural Weapons** in *Savage Worlds*.
- **Breed Advantage:** A Dog Boy begins with the Breed Advantage Edge (see sidebar). The player decides what breed (or breeds) the character is influenced by.
- **Keen Sense of Smell:** Dog Boys have an excellent sense of smell—gain a +2 to smell-based Notice checks and +2 on all Survival (tracking) rolls.
- **Keen Sense of Hearing:** Psi-Hounds have exceptional canine hearing, +2 to sound-based Notice checks.
- **Low Light Vision:** Dog Boys ignore Dim and Dark Illumination penalties.
- **Mutant:** Dog Boys are awkward around non-human populations, and many are frightened by their association with the Coalition. Initial Reactions to them typically start at Uncooperative.
- **Near-Human Physiology:** Engineered from Rifts Earth genetic stock, those unfamiliar with Psi-Hound physiology suffer a −1 penalty to Healing and cybernetics checks.
- **Oddly Built:** The Psi-Hound project produces mutant canines with peculiar physical builds. Long snouts, digitigrade legs, tails, and other oddities mean most standard armor and clothing must be custom-made at double normal cost. Glitter Boy armor (and the Iconic Framework) and most human power armor is not an option.
- **Psychic Sense:** Dog Boys have the inherent ability to *detect arcana*, interpreting it as a scent. This sense is always active. They use the Notice skill

MUTANT ANIMALS

Near the end of what historians refer to as the Golden Age, in the days before a terrible war brought about the Coming of the Rifts, one of the more dramatic advances in genetics and biological sciences was the advent of forcibly evolved animals. Enhancements to intelligence brought sapience to the minds of creatures like cats, apes, and especially dogs.

One of the key facilities, located in the former state of Texas, was discovered and reconstructed by the Coalition States. Now the Lone Star Complex continues the work of experimenting upon and "upgrading" animals to serve the Coalition. More than a few such creatures, however, break away from servitude and find their own ways in the world. There seem to be other sources of mutant animals, both elsewhere on Rifts Earth and beyond.

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(+2 from Keen Sense of Smell) to detect the presence and location of anything psychic, magic, or supernatural. They can also use Survival (also +2 from Keen Sense of Smell) to track a specific entity or item fitting the above criteria. Psychic Sense doesn't work inside sealed armor or vehicles. Every point of cybernetic Strain imposes a −1 penalty to Psychic Sense.

- **Restricted Paths:** Dog Boys cannot take any Arcane Background using PPE, nor any Iconic Framework that includes it.
- **Wanted Hindrance (Minor):** There is a standing Coalition bounty for bringing in "feral" Dog Boys.
- **Weakness (Ley Line Hypersensitivity):** Dog Boys lose their Psychic Sense on or close (within 2" or 4 yards) to a ley line. Ley line storms cause a level of Fatigue from severe headaches and distress as for a psychic (which does not stack if they have the Arcane Background).



RACIAL EDGE

BREED ADVANTAGE

Requirements: Novice, Dog Boy

The various breeds of canine provide distinct genetic advantages for individual Dog Boys. Some are fast, others strong, still others astoundingly good trackers.

This Edge may be taken more than once to represent a breed more fully expressing itself over time, but only once per Rank. The GM has final approval over each choice to ensure it makes sense. Each time the Edge is taken, choose one of the following advantages:

- **Attribute Bonus (Agile Breed, Strong Breed, or Rugged Breed):** The Dog Boy's Agility, Strength, or Vigor increases by one die type, and the Trait maximum is increased by a like amount. This stacks with the regularly allowed once-per-Rank attribute increase available for Advances (for example, allowing Strength to be increased two die types over the course of Novice Rank).
- **Fast Breed:** The Dog Boy's Pace is increased by +2 and his Running die goes up a die type. This may only be taken once.
- **Tough Breed:** The Dog Boy's natural Toughness is increased by +2. This may only be taken once.
- **Tracking Breed:** The Dog Boy gains an additional +2 on all Survival (tracking) rolls. This may only be taken once.
- **Water Breed:** The character gains a +2 bonus to Athletics (swimming) checks and swims at his usual Pace. This may only be taken once.

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FENNODI

Called the "Quiet Walkers" by the Shoshone Indians, the Fennodi are another race of generally peaceful D-Bees who prefer tending to herds of livestock on the prairies or similar outdoor pursuits. Pale gray and tan, with tiny black dots for eyes on the sides of their heads (embedded in small, mobile flaps that confuse others into thinking they're ears), the Fennodi have an effective 280-degree range of vision. Whisker-like fins on the sides of their jaws act as noses, giving them a wholly alien appearance to most humans. They're very slender and tall, averaging seven feet in height. Fennodi are naturally psionic, with a set of powers indicative of their primarily peaceful nature (though they can certainly learn other powers). Most are encountered carrying the crescent Nymbu staff (a sacred traditional item representing travel and peace). Many Fennodi are practitioners of the Art of Nodox, a martial art focusing on avoidance and defense. Players of this D-Bee wanting to know the martial art should take Edges benefiting defense such as Martial Artist, Block, and Dodge.



- **Alien Physiology:** Fennodi are quite alien, giving those unfamiliar with their biology a –2 penalty to Healing and cybernetics checks. Juicer and Crazy augmentations don't work for this race. Compatible medical supplies/services and cybernetics cost quadruple the listed price.
- **D-Bee (Major):** The initial Reactions to Fennodi typically start at Unfriendly, or Hostile for human supremacists. Those with an Unfriendly or lower Reaction will refuse to sell wares or provide services such as healing, repairs, etc. Failed social checks with Hostile parties often result in violence.
- **Infravision:** Fennodi halve Illumination penalties for targets radiating warmth.
- **Issues With Cold:** The Fennodi prefer the New West's prairies and deserts for a reason, suffering –4 to resist Cold Hazards, and +4 damage from cold-based attacks.
- **Natural Psionics:** Fennodi begin with Arcane Background (Psionics) and the following three powers: *intangibility**, *protection**, and *mind link*. If a Fennodi chooses a framework providing Arcane Background (Psionics) he follows all the normal rules except three of his starting powers are the ones listed above (even if not normally allowed to that Framework). The Fennodi gains two additional power to his starting total (e.g., a Fennodi Burster starts with five powers, a Mind Melter with seven).
- **Spiritual:** Fennodi begin with d6 Spirit and increase their Trait maximum accordingly.
- **Visual Acuity:** The Fennodi's wider range of vision provides +2 to sight-based Notice checks.

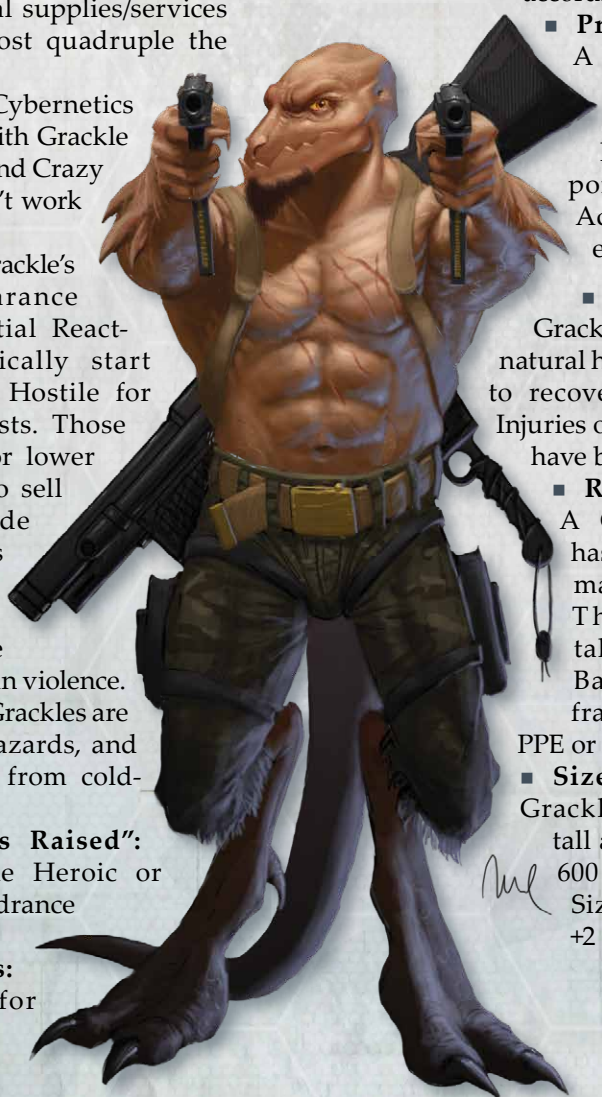
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GRACKLE TOOTH

As monstrous as they appear, "The Mighty Grackles" tend to be some of the most easygoing D-Bees. Huge and beefy, a Grackle Tooth has rawhide-like skin, ranging from tan to orange-rust in color, a saurian head full of teeth, tough spines on the shoulders and forearms, and powerful digitigrade legs. They have four fingers and a thumb, but their legs end with two giant, clawed toes. Grackles also have surprisingly flexible prehensile tails.

Grackles have no idea where their species got their name nor where they came from. Most don't care and are happy leading the life of a warrior, though many enjoy other pursuits including mechanics.

- **Bizarre Physiology:** Grackle physiology gives a −4 penalty to Healing checks. Compatible medical supplies/services and cybernetics cost quadruple the listed price.
- **Cyber Resistant:** Cybernetics are incompatible with Grackle physiology. Juicer and Crazy augmentations don't work for this race.
- **D-Bee (Major):** A Grackle's imposing appearance leads to poor initial Reactions, which typically start at Unfriendly, or Hostile for human supremacists. Those with Unfriendly or lower Reactions refuse to sell wares or provide services such as healing, repairs, etc. Failed social checks with Hostile parties often result in violence.
- **Issues With Cold:** Grackles are −4 to resist Cold Hazards, and suffer +4 damage from cold-based attacks.
- **"Just How I Was Raised":** Grackles have the Heroic or Overconfident Hindrance for no extra benefit.
- **Natural Weapons:** Grackles bite for Str+d4 and claw for Str+d6, see **Natural Weapons** in *Savage Worlds*.
- **Non-Standard Build:** Grackles have unique proportions which make commonly available equipment problematic. Subtract 2 from Trait rolls when using equipment not designed for Grackles (including weapons and vehicles). They can't wear commonly available armor or clothing, it must be custom-designed and fitted—tripling associated costs. Glitter Boy armor (and the Iconic Framework) is not an option, neither is most power armor. Equipment and food cost double the listed price. Starting Gear is assumed to be custom-built for the character.
- **Powerful:** Grackles start with Strength d8 and Vigor d6, raise Trait maximums accordingly.
- **Prehensile Tail:** A Grackle's tail can hold most weapons, he ignores 2 points of Multi-Action penalties each round.
- **Regeneration:** Grackles may make a natural healing roll daily to recover Wounds, or Injuries once all Wounds have been healed.
- **Restricted Paths:** A Grackle Tooth has no capacity for magic or psionics. They cannot take any Arcane Background or framework using PPE or ISP.
- **Size 2 (Normal):** Grackles run 8'–10' tall and weigh from 600–800 lbs. Their Size grants them +2 Toughness.



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LYN-SRIAL

The Lyn-Srial are a serene people of artists, philosophers, and healers who would rather build communities than engage in combat, but who cannot abide evil. They are known as the "Golden Ones" for their shining appearance or "Sky-Knights" due to their drive to help those in need. Lyn-Srial find spiritual magic appealing, typically becoming Cloudweavers—their culture's ancient order of revered mystics.

- **Alien Physiology:** Lyn-Srial are quite alien, giving those unfamiliar with their biology a –2 penalty to Healing and cybernetics checks. Compatible medical supplies/services and cybernetics cost double the listed price.
- **Cyber Resistant:** Lyn-Srial can't take cybernetics of any kind.
- **D-Bee (Major):** The initial Reactions to Lyn-Srial typically start at Unfriendly, or Hostile for human supremacists. Those with an Unfriendly or lower Reaction will refuse to sell wares or provide services such as healing, repairs, etc. Failed social checks with Hostile parties often result in violence.
- **Flight:** Fly at Pace 12 and "run" for extra movement as usual; use Athletics when maneuvering.
- **Four Arms:** Lyn-Srial ignore 2 points of Multi-Action penalties each turn.
- **Wanted (Major):** Lyn-Srial are hunted by the Coalition for rescuing and harboring refugees of the Tolkeen war.
- **Inherent Nature:** All Lyn-Srial have the Heroic Hindrance and count as supernaturally good.
- **Low Light Vision:** Lyn-Srial ignore Dim and Dark Illumination penalties.
- **Non-Standard Build:** Lyn-Srial have unique proportions, causing a –2 on Trait rolls to use equipment designed for humans (including weapons or vehicles). Their custom armor, clothing, and equipment costs triple the listed price. All Starting Gear is assumed to be customized for a hero's use.
- **Regeneration:** Lyn-Srial make natural healing rolls once a day and may regenerate lost limbs.
- **Strong:** Lyn-Srial start with d6 Strength, adjust Trait maximum accordingly.



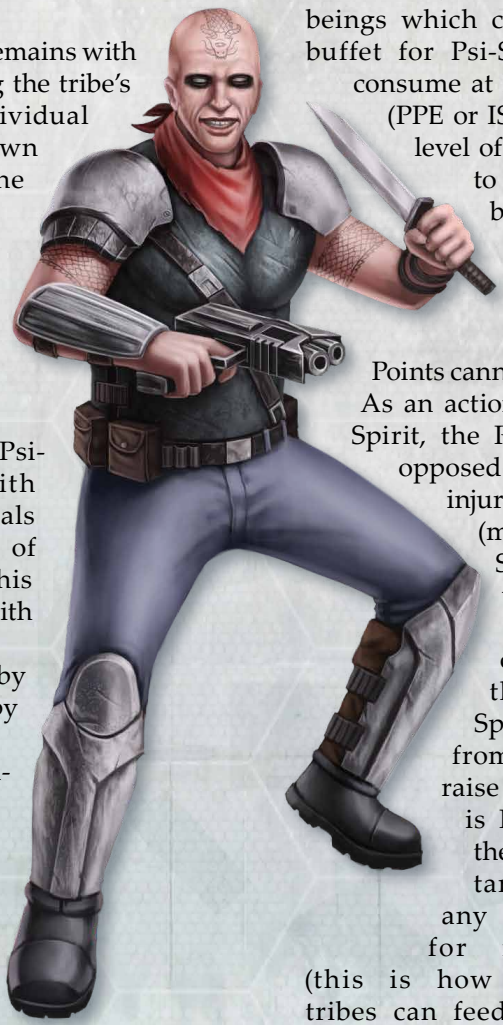
Joshua Danish (Order #49370917)

PSI-STALKER

Psi-Stalkers are tribal mutant humans who inhabit much of the wilds of North America, stalking magical and psionic beings for sustenance — and the thrill of the hunt. They appear human except are a bit taller, have no body hair, and powder-white skin.

While they enjoy a little meat and water each week to keep their bodies at peak ability, a Psi-Stalker's nourishment comes from draining arcane and psionic energy from other entities. The average person usually has too little, so the preferred source is either the supernatural (such as Xiticix or demons) or those with an Arcane Background. Most Psi-Stalkers prefer to kill the source, but are smart enough to know it's not always a good idea. Some scientists and scholars believe Psi-Stalkers represent the world's ecosystem creating a natural predator for the vast number of supernatural threats roaming the planet.

The typical Psi-Stalker remains with her tribe for life, pursuing the tribe's enemies and prey. Individual Psi-Stalkers chart their own course. Many serve the Coalition, which values their outdoor skills and talents for detecting and hunting the supernatural.



- **Ambidexterity:** Psi-Stalkers start with the Ambidextrous Edge.
- **Animal Empathy:** Psi-Stalkers start with Riding d6 and animals treat them as one of their own, though this can be problematic with territorial predators.
- **Fast:** Increase Pace by +2 and Running die by a die type.
- **Mutant (Minor):** Psi-Stalkers can be creepy and off-putting, especially to magic users and psionics. Not fully accepted in Coalition high society and despised by the Federation of Magic, initial Reactions often start off Uncooperative.
- **Psychic Sense:** Psi-Stalkers have the inherent ability to *detect arcana*, this is an extra sense which is always active. They use the Notice skill to detect the presence and location of anything psychic, magic, or supernatural including invisible or astral beings, and arcane items. They can track specific beings and items using the Survival skill. Psychic Sense doesn't work inside sealed armor or vehicles. Every point of cybernetic Strain imposes a –1 penalty.
- **Psychic Vampire:** Though Psi-Stalkers can absorb PPE from ley lines, the energy is distasteful. Even when not stalking targets with an Arcane Background, the wilds of Rifts Earth teem with supernatural critters, demons, faerie folk, entities, and elemental beings which constitute a veritable buffet for Psi-Stalkers. They must consume at least 25 Power Points (PPE or ISP) a week or suffer a level of Fatigue — they starve to death after a week of being Incapacitated by lack of "food." Each 5 PPE/ISP consumed restores a level of Fatigue — these Power Points cannot fuel psionic powers. As an action at a range equal to Spirit, the Psi-Stalker makes an opposed Spirit roll against an injured supernatural target (must be successfully Shaken or Wounded with an attack, fully Soaked attacks don't count). On a success they consume their Spirit in Power Points from the target. With a raise — or when the target is Incapacitated/killed — they consume *all* of their target's Power Points; any excess is available for nearby comrades (this is how entire Psi-Stalker tribes can feed on one large kill).

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Example: *A Psi-Stalker wounds a Necromancer (PPE: 30), but fails the opposed roll to drain his Power Points. Next round she kills the Necromancer and gorges on a feast of 30 Power Points.*

- **Racial Enemy:** Psi-Stalker and Simvan tribes (see page 66) have been at war for generations. Meetings start argumentative and get worse. Psi-Stalkers suffer –2 Persuasion with Simvan.
- **Restricted Paths:** Psi-Stalkers cannot take an Arcane Background or Iconic Framework using PPE.

RACIAL EDGES

CONTROLLED HUNGER

Requirements: Novice, Psi-Stalker, Spirit d6+, Vigor d8+

Psi-Stalkers, especially those who leave their tribe, can learn to master their hunger. They need to feed less often, and need far less to feel satisfied.

A Psi-Stalker with this Edge needs to consume only 30 Power Points every two weeks to avoid Fatigue levels, and can drain friendly beings without violence.

HUNTER

Requirements: Seasoned, Dog Boy or Psi-Stalker, Spirit d8+, Fighting d8+

Some Dog Boys and Psi-Stalkers focus on hunting specific prey. Some choose magic-users (characters with a PPE-based Arcane Background). Others choose supernatural creatures (demons, dragons, vampires, etc.).

Hunters gain a +2 on Notice and Survival rolls against their preferred targets, and deal d8 (instead of d6) bonus damage when rolling a raise on an attack. This Edge can only be taken once.

PSYCHIC BLOODHOUND

Requirements: Veteran, Dog Boy or Psi-Stalker, Spirit d10+, Notice d10+

A few Psi-Stalkers and Dog Boys become quite refined in their senses. Their Psychic Sense gains the effect of the Exalted Detect Arcana power modifier.

PSYCHIC SENSE

Dog Boys and Psi-Stalkers have the innate ability to sense and track the supernatural. Like any sense, certain environmental conditions or situations can impair or even block its use. Ley lines in particular are so powerful anyone within one cannot be detected at all with Psychic Sense, and those nearby are harder to sense as well. Other sources of supernatural energy, including large numbers of living beings, can confuse the Psychic Sense too. A ley line storm completely negates the ability to track anyone whose trail passed through the area it affected.

Psychic Sense Modifiers

–4	Target within 10" (20 yards) of a ley line or source of supernatural energy.
–2	Target within 25" (50 yards) of ley line or source of supernatural energy.
–2	Target within a large group of living beings (a bustling city street or herd of animals).
–2	Target or sensing character near a powerful supernatural entity (a dragon or greater demon).
–2	Tracking target 24–48 hours since in area.
–4	More than two days since target was in area (targets cannot be tracked after a week).

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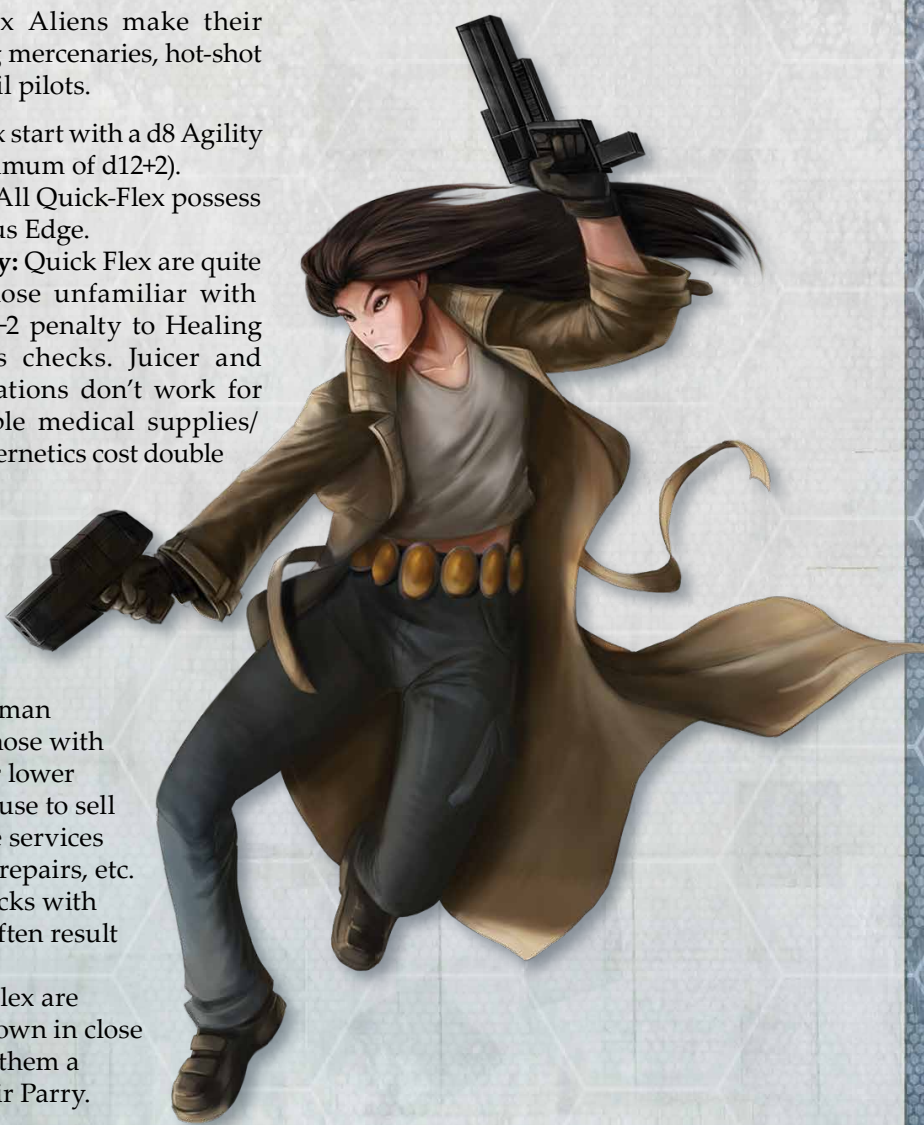
Quick Flex

Casual observers would assume a Quick-Flex is human, as they have the same body, hair, skin color, and general appearance. Those who look closer notice their larger eyes, bare slits for a nose, and slightly longer faces. They also tend to be a few inches shorter, on average, than humans.

Some Quick-Flex have heard they were originally known as the Quindorra, a name apparently handed down through their bloodlines, but most are unsure and don't care; Earth is their home now.

As the colloquial name implies, these beings are incredibly agile and fast. They have a natural affinity for athletics, acrobatics, and physical activities where grace, dexterity, and nimbleness are needed. Plenty of Quick-Flex Aliens make their living as gunslinging mercenaries, hot-shot drivers, and daredevil pilots.

- **Agile:** Quick-Flex start with a d8 Agility (and a Trait maximum of d12+2).
- **Ambidexterity:** All Quick-Flex possess the Ambidextrous Edge.
- **Alien Physiology:** Quick Flex are quite alien, giving those unfamiliar with their biology a –2 penalty to Healing and cybernetics checks. Juicer and Crazy augmentations don't work for them. Compatible medical supplies/services and cybernetics cost double the listed price.
- **D-Bee (Major):** The initial Reactions to Quick Flex typically start at Unfriendly, or Hostile for human supremacists. Those with an Unfriendly or lower Reaction will refuse to sell wares or provide services such as healing, repairs, etc. Failed social checks with Hostile parties often result in violence.
- **Elusive:** Quick-Flex are difficult to pin down in close quarters, giving them a natural +1 to their Parry.
- **Fast:** Quick-Flex have +2 to Pace and increase their Running die by one die type (usually a Pace of 8 and d8 Running die).
- **Quick:** Begin play with the Quick Edge.
- **Restricted Path:** Quick-Flex cannot take an Arcane Background or Iconic Framework using PPE.
- **Short Attention Span:** Quick-Flex have a difficult time sitting still and focusing on intellectual pursuits. They suffer a –1 to all Smarts rolls, but not Smarts linked skill checks.
- **Supreme Confidence:** All Quick-Flex are inherently Overconfident in addition to any other Hindrances chosen by the player.



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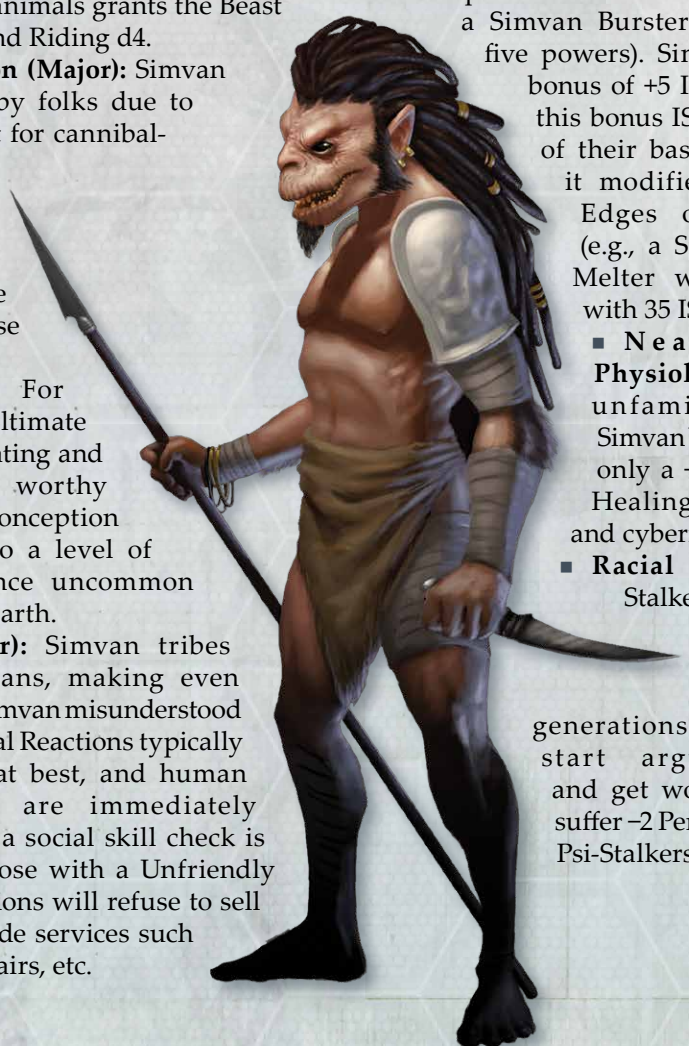
SIMVAN

The nomadic Simvan typically have trim, muscular bodies. Known as "Monster Riders," they have a violent reputation among the world's inhabitants. Cannibals who believe eating enemies—and their own fallen warriors—is a high honor, most consider the Simvan barbaric at best.

Despite their notoriety, Simvan are perfectly capable of trade and general social interaction. Many individuals develop an interest in learning more about the world outside their tribes.

Their affinity for monstrous mounts makes the Simvan powerful foes and valued allies. Although capable of taming almost any animal, a Simvan is often found riding a Fury Beetle, Rhino-Buffalo, or Ostrosaurus (see *Savage Foes of North America*).

- **Animal Empathy:** Simvan's psionic connection to animals grants the Beast Master Edge and Riding d4.
- **Bad Reputation (Major):** Simvan are despised by folks due to their penchant for cannibalism, when dealing with most people their initial Reactions are two levels worse than usual.
- **Bloodthirsty:** For Simvan, the ultimate victory is defeating and consuming a worthy opponent, a conception which leads to a level of callous violence uncommon even on Rifts Earth.
- **D-Bee (Major):** Simvan tribes prey on humans, making even independent Simvan misunderstood by others. Initial Reactions typically start Hostile at best, and human supremacists are immediately violent unless a social skill check is successful. Those with a Unfriendly or lower Reactions will refuse to sell wares or provide services such as healing, repairs, etc.
- **Instinct Over Intellect:** Simvan act on their instincts, intellectual pursuits are not common for them. They suffer a –1 penalty to all Smarts rolls, but not Smarts linked skills.
- **Low Light Vision:** Simvan ignore penalties for Dim and Dark conditions.
- **Monstrous Beast Affinity:** When using *beast friend*, Simvan pay half the cost for a creature's Size (round up) and the power affects "unnatural" beasts—see the list of riding animals above.
- **Natural Psionics:** Start with Arcane Background (Psionics), beginning with *beast friend* and two powers chosen from the standard psionic list on page 120. If a Simvan chooses a framework providing Arcane Background (Psionics), he starts with *beast friend* as one of his starting powers and adds two powers to his starting total (e.g., a Simvan Burster starts with five powers). Simvan have a bonus of +5 ISP naturally; this bonus ISP is not part of their base ISP nor is it modified by other Edges or Abilities (e.g., a Simvan Mind Melter would begin with 35 ISP).
- **Near-Human Physiology:** Those unfamiliar with Simvan biology suffer only a –1 penalty to Healing skill rolls and cybernetics checks.
- **Racial Enemy:** Psi-Stalker and Simvan tribes have been at war for generations. Meetings start argumentative and get worse. Simvan suffer –2 Persuasion with Psi-Stalkers.



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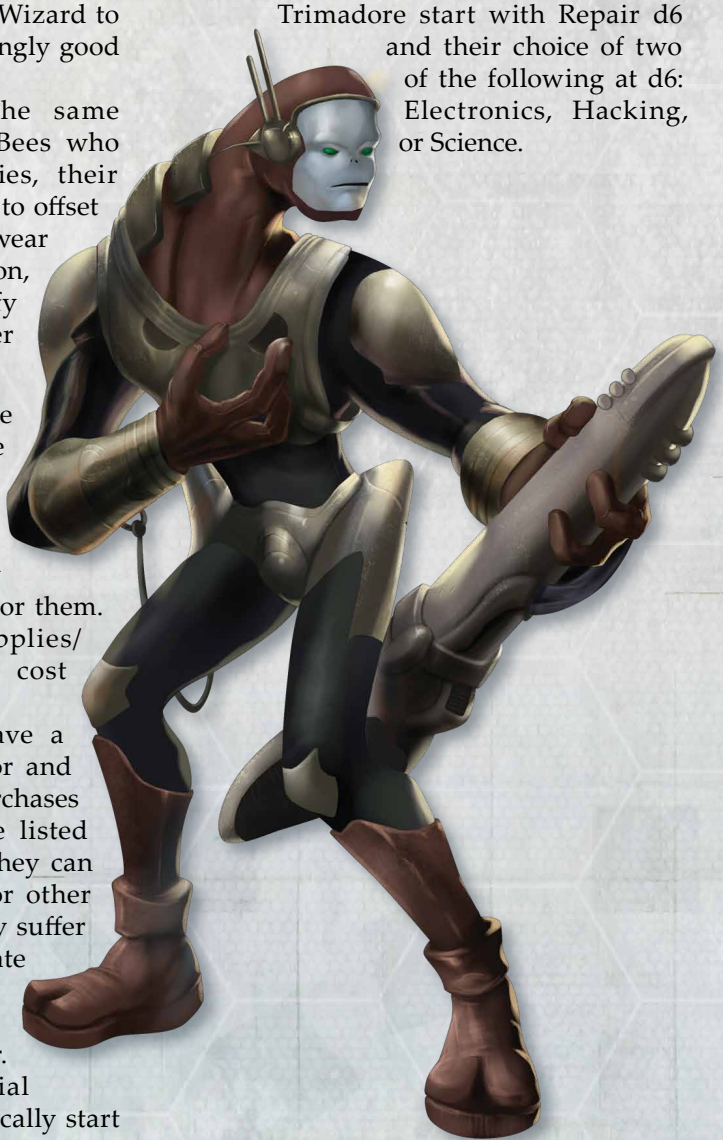
TRIMADORE

Trimadore stand seven to eight feet tall with long, thick necks tapering off to comparatively small heads. They have almond-shaped eyes, thin, nearly lipless mouths, and minuscule, rounded ears. Legs and arms are thin and long and of equal length. The feet have two large toes while the hands have two thick fingers and a thumb. In other words, Trimadore are very alien in appearance to most humans.

The species has an extraordinary knack for all things mechanical and technological. They also tend to be very gentle by nature, though remarkable individuals of the race find themselves drawn to grand adventures. Unsurprisingly, many Trimadore find the life of an Operator or a Techno-Wizard to their liking, and they're exceedingly good at those fields.

While Trimadore suffer the same difficulties as many other D-Bees who have non-standard physiologies, their mechanical aptitudes often help to offset those penalties. Most Trimadore wear armor of their own customization, and if given half a chance, modify vehicles to allow for their easier operation.

- **Alien Physiology:** Trimadore are quite alien, giving those unfamiliar with their biology a –2 penalty to Healing and cybernetics checks. Juicer and Crazy augmentations don't work for them. Compatible medical supplies/services and cybernetics cost double the listed price.
- **Big Boned:** Trimadore have a difficult time finding armor and other gear that fits them. Purchases and repairs cost triple the listed price, and there's no way they can manage Glitter Boy suits or other common power armor. They suffer –2 to checks made to operate equipment not refitted for their race. Starting Gear is custom-built for the character.
- **D-Bee (Major):** The initial Reactions to Trimadore typically start at Unfriendly, or Hostile for human supremacists. Those with a Unfriendly or lower Reactions will refuse to sell wares or provide services such as healing, repairs, etc. Failed social checks with Hostile parties often result in violence.
- **Long Arms:** The Trimadore have a Reach of 1.
- **Mechanical Savant:** Trimadore are born with an innate capacity for working with and repairing machines. They begin with the Mr. Fix It Edge, ignoring any requirements.
- **Technically Savvy:** Trimadore love science and technology, studying all they can about such things from birth. Trimadore start with Repair d6 and their choice of two of the following at d6: Electronics, Hacking, or Science.



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TRAITS

ABILITIES

ANTI-PERSONNEL

When using a weapon or ability with this quality, an attacker is treated as Size (Normal) when determining Scale Modifiers.

ENVIRONMENTAL IMMUNITY

This is a more powerful form of Environmental Resistance. The creature completely ignores the effects of the listed hazards, such as cold, disease, radiation, etc.

INNATE ABILITIES

Many powerful beings of the Megaverse® are able to activate innate powers. The first such power initiated each turn activates as a free action, and may use Power Modifiers, paying Power Points as normal.

MDC (MEGA DAMAGE CAPACITY)

The vehicle, creature, or individual is especially resistant to attack and can only be hurt by weapons dealing Mega Damage (MD or Heavy Weapons, see page @@).



NIMBLE

The vehicle, creature, or individual moves quickly and erratically, making it difficult to hit. It is –1 to be hit by any attack it is aware of and gains +1 on Evasion rolls.

This stacks with all other penalties such as the Dodge Edge, powers that deflect attacks, or the relative Speed penalty listed in *Savage Worlds*.

UNCANNY REFLEXES

An upgrade to Nimble with increased effects. The vehicle, creature, or individual is –2 to be hit by any attack it is aware of and gains +2 on Evasion rolls.

This stacks with all other penalties such as the Dodge Edge, powers that deflect attacks, or the relative Speed penalty listed in *Savage Worlds*.

UNSTOPPABLE

Some beings, by virtue of sheer durability, can absorb massive blows. Unstoppable targets never suffer more than one Wound from a single attack; make any Soak rolls before applying this limit.

ATTRIBUTES

Savage Rifts® is a setting where superhuman attributes are nearly commonplace, remember each raise in Attribute die type above d12 counts as a single +1 instead.

STRAIN

Bionics and cybernetics are a major part of the setting, and Strain measures how many implants a body can support. Characters with implants need to track their Maximum Strain to ensure they don't overtax their body or mind; Maximum Strain is equal to the *lower* of the Spirit or Vigor die type.

A character with an Arcane Background that uses ISP or PPE suffers a –1 penalty to all Arcane Skill rolls for each point of Strain they have. This is why most power wielders refuse to take on any cybernetics. Strain does not, however, affect non-Arcane Trait rolls to use Techno-Wizard devices. If a character takes on more cyberware than her Maximum Strain, she suffers a *permanent* level of Fatigue for each point over. The maximum possible is two points of Strain, leaving the character in a permanent state

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of Exhaustion; one point beyond, and the unfortunate soul simply dies on the table as the implant is put in.

SUPER STRENGTH

Robotic servos and supernatural effects often raise Strength to extraordinary levels. The following two tables—the **Super Strength Table** and the **Heavy Things Table**—are helpful in combat and out.

> **Example:** *A Combat Cyborg with a Strength d12+4 has a Load Limit of 1,000 lbs. If he grabs a large tree (1,000 lbs), he does a total of 2d12+7 with it. Anything 1,000 lbs or more does Mega Damage, though the tree probably won't stand up to more than a couple of hits at best.*

A character can throw anything under her load limit with a Range of 3/6/12. If it's less than half the load limit, the Range increases to 6/12/24. Characters with the Brawny Edge treat their Strength as one die type higher.

Note that Edges like Brawler, which add to Claw damage die type, affect multiple damage dice—so a Hatchling with Martial Artist would deal Str+2d6 dice in damage.

SUPER STRENGTH

STRENGTH	LOAD LIMIT	MAX WEIGHT
d4	20	80
d6	40	160
d8	60	240
d10	80	320
d12	100	400
d12+1	125	500
d12+2	250	1,000
d12+3	500	1 ton
d12+4	1,000	2 tons
d12+5	2,500	5 tons
d12+6	2.5 tons	10 tons
d12+7	5 tons	20 tons
d12+8	12.5 tons	50 tons

HEAVY ITEM TABLE

EXAMPLE	WEIGHT	DAMAGE
Parking Meter	50	Str+d10
Large Rock	100	Str+d12
Boulder	200	Str+d12+1
Lamp Post	400	Str+d12+2
Large Tree*	1,000	Str+d12+3
Statue	1 ton	Str+d12+4
Car	2 tons	Str+d12+5
Truck	4 tons	Str+d12+6
Armored Car	8 tons	Str+d12+7
APC	16 tons	Str+d12+8

*Items this heavy or more automatically does Mega Damage when used as a weapon.

SKILLS

All skills listed in *Savage Worlds* are available.

CYBERNETICS AND SKILL USE

Knowing how cybernetics work and how machines interact with biology are requirements for implanting or removing them from a living host. When performing cybernetic surgery use the lower of Electronics or Healing.

When fixing cyberware with standard parts, use the lower of Electronics or Repair.

When employing non-standard parts (those meant for normal robots or other machines) to perform "emergency field repairs" on cyborgs or making non-standard cybernetic modifications, use the lower of Electronics, Repair, or Science.

In each case, skill bonuses or penalties apply as usual, see Cybernetics on page 113.

EXPANDED SKILL APPLICATIONS

In *Savage Rifts®* the following skills have particular use and meaning.

Academics: This is a useful skill to have any time a character in the post-apocalyptic era needs to know something of value or importance from years gone by, including potentially lost modern-day ideas.

It also applies to understanding the inner workings of factions, including the Coalition

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States and the True Federation, which can be extremely helpful in strategy, planning, and dealing with governments.

Common Knowledge: This skill covers the non-critical, non-emergency operation of common electronics, computers, vehicles, and other gear. It also allows characters to identify the general type of supernatural forces encountered—such as elemental, faerie, demon, undead, etc.

Electronics: This skill deals with using advanced communications equipment, sensors, and almost all non-weapon systems found on Environmental Body Armor and vehicles. It is especially critical in the operation of power armor and robot vehicles.

Hacking: Despite the lack of a global Internet, computers are a huge part of society, found in every major population center and in most machines and vehicles. Most cities have a decently robust intranet system. Using computers is a Common Knowledge task; this skill is for programming, building, and hacking into them.

Occult: This skill includes understanding the principles of all supernatural or arcane powers, items, and creatures. It also covers knowledge on dealing with ley lines and Rifts. Game Masters should apply penalties for rare creatures, items, or phenomena and bonuses for especially common ones.

Piloting: Power armor, robot vehicles, jet packs, hovercycles and advanced hovercraft are all operated using Piloting, whether maneuvering in the air, on the ground, etc.

Repair: The mechanical aspects of machines, as well as the nature and elements of physical structures, fall under this skill.

Science: Represents a broad-based knowledge of physics, chemistry, and biology, which is especially important when dealing with advanced biotechnology and alien forms of life or technology.

LANGUAGES AND LITERACY

Characters are assumed to speak one language, usually American, by default. If more languages are desired, either spend points on the Language skill—Language (Dragonese), for example—or take the Linguist Edge.

American: English as it evolved in the United States and Canada is the most common language in North America and a surprisingly common global trade tongue. Regional dialects have evolved in Dinosaur Swamp, England, and the Australian Outback.

Chinese: The standardized Mandarin form created from the Beijing dialect is the common language throughout China and much of Asia; even those who speak regional dialects can read and write using the same characters (if they are literate).

Demongogian: Though they often have their own dialects, Demongogian is the common language of demons and supernatural creatures including Brodkil, Daemonix, the demons of Dyval, the demons of Hades, and Gargoyles.

Dragonese/Elven: Considered an offensive (and outlawed) language by the Coalition, this is the common tongue of magic wielders and mystical beings. It's the official language of the True Federation of Magic (though American is more commonly used in the Magic Zone).

Euro: Spoken by almost all humans east of Britain and west of China, this amalgamation of Russian, German, and Polish dominates post-Rifts Europe.

Faerie Speak: A mystical language common to faerie folk and related beings, it is closely related enough to Dragonese/Elven and Gobblely to facilitate very basic communication between those who speak one and those who speak the other.

Gobblely: The common tongue spoken by many "barbaric" races like goblins, orcs, hobgoblins, ogres, trolls, and others who threaten civilization globally. There is no written component, save a few coarse symbols that have mostly clan or ritual meaning.

Greek: The language of True Atlanteans.

Japanese: The main language of the Japanese islands.

Spanish: Ubiquitous throughout the New West and Texas, Spanish replaces American as the de facto language of Mexico and South America.

Techno-Can: Strictly functioning as a written/coding language, this combination of American and high-tech jargon is a universal "tech-language" for technical journals, computer coding, and related systems.

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HINDRANCES

With cyberware eliminating the negative effects of some physical Hindrances—Anemic, Blind, Hard of Hearing, One Leg, etc.—GMs may require an Advance be used to effectively buy off such Hindrances.

ILLITERATE (MINOR)

Though literacy is the default for heroes, the practice of learning to read and write is greatly diminished. The Coalition actively discourages literacy in its population, while those in other parts regions are too busy with daily survival to bother with it.

The Illiterate Hindrance is very common, but in Rifts® has no effect on the ability with basic math, which is applied in everyday life.

MANIA (MINOR/MAJOR)

The character has a serious mental illness, such as a lack of empathy, bipolar tendencies, or psychopathic compulsions. This incurs a –1 Persuasion penalty to those who know of it.

A Minor Mania occurs infrequently or isn't life threatening. A Major one is a full time obsession with serious consequences if caught or discovered.

EDGES

ARCANE BACKGROUNDS

All Arcane Backgrounds in *Savage Worlds* are available in *Savage Rifts®*, see **Chapter 3: Psionics and Magic** for details, page 119.

CORE EDGES

The following Edges from *Savage Worlds* are reconfigured for this setting.

ARISTOCRAT

The people and nations of Rifts Earth rarely have contact with other cultures outside their immediate region, let alone across the continent, and tend to be cynical when it comes to positions of power and respect. The Aristocrat Edge is not available.

BRAWNY/OBESE

Neither the Brawny Edge nor Obese Hindrance affect Size. Instead, they increase Toughness by +1. Each remains the same in all other aspects.

DOUBLE TAP

The Double Tap Edge cannot be used with Vehicular weapons or personal-sized Grenade Launchers, Rail Guns, Rocket/Missile Launchers, or any weapons with the Snapfire quality.

RAPID FIRE

The Rapid Fire Edge can only be used with energy weapons, rail guns, and firearms with a Rate of Fire of 2 or higher.

RICH

Requirements: Novice

Unless the hero is planning to remain in one location for a serious length of time, annual salary isn't part of the wealth equation. She's managed to accumulate a bit of money, but more importantly, extra gear. She begins with 15,000 credits and gets two rolls on the Body Armor, Close Combat Weapons, Cybernetics, Enchanted Items & Mystic Gadgets, or Ranged Combat Weapons Tables. The hero may give up the two rolls to instead own one personal weapon, body armor, or adventuring gear item of her choice.

FILTHY RICH

Requirements: Novice, Rich

This hero made some major scores before the current adventure. She has a total of 25,000 credits saved up and gets four total rolls on the above-listed tables. She may give up two rolls to instead own one personal weapon, body armor, or adventuring gear item of choice, or three rolls for one non-robot vehicle of choice.

FACTION EDGES

Faction Edges represent the pros and cons of association with a known group.

Each Faction Edge provides explicit benefits. In addition, full members receive social modifiers and Connections with members of the group and their allies, and will be opposed by their Enemies. A hero can only be a full member of one faction, but

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may be an "honorary" member of others by taking the Edges of other factions, gaining their unique effects. Each time a Faction Edge is taken, a hero chooses where her primary allegiance resides, gaining her chosen faction's Connections, Enemies, etc.

Some heroic frameworks start in factions, and factions will be explored in supplements.

Burster Iconic Edges

Flame Blast

Requirements: Seasoned, Burster

For one ISP the Burster's Flame Bolt affects a Small Blast Template, two ISP for a Medium one, or three ISP for a Large one. Alternately, she may spend one ISP to use the Cone Template at no Range. Unless otherwise stated, enhancements to Flame Bolt apply when using this Edge as well.

Improved Fiery Aura

Requirements: Seasoned, Burster

The Burster's Fiery Aura damage increases to 3d8, and she may choose to affect a Small Blast Template centered on herself.

Improved Fire Mastery

Requirements: Seasoned, Burster

Many Bursters grow in their absolute control over fire and heat, improving their natural Fire Mastery in a number of ways.

A Burster with this Edge increases the Range of his Fire Mastery to Smarts × 2, and the Strength of the fire effects to d12.

Improved Flame Bolt

Requirements: Novice, Burster, Spirit d10+

For some Bursters, more destructive power is the summation of their true self. Improve the Burster's 2 ISP Flame Bolt damage to 5d6 Mega Damage (6d6 on a raise) with Range Smarts × 3. Flame Bolt remains the same in all other aspects.

Rapid Flame Bolt

Requirements: Veteran, Burster

For one ISP the Burster's Flame Bolt power (along with any enhancements from other Edges or Modifiers) becomes Rate of Fire 2.

Read the Flame

Requirements: Novice, Burster, Notice d6

Bursters with this Edge can make a Notice check to read and understand a fire, or the site of one. With a success, she can tell how it started and how long it burned. With a raise, she can sense what kind of being, if any, started the fire, and any other interesting details the GM might wish to share, such as the fire's purpose, if any.

Combat Cyborg Iconic Edges

Beyond the Limit

Requirements: Veteran, Combat Cyborg or MARS

There are those so obsessed with cybernetic upgrades that they sacrifice sanity for superiority. Having taken all the cybernetics their humanity should be able to bear, they somehow manage to shove even more into their body, and damn the consequences.

Increase maximum Strain by +6, but the player must select one of the Unstable Psyche Hindrances (see **Crazies**, page 22).

Upgrade

Requirements: Seasoned, Combat Cyborg or MARS

For those who embrace cybernetics as a part of their being (by choice or necessity), the desire to upgrade is often an all-encompassing goal on its own.

Taking this Edge—which may only be selected once per Rank—means the cybernetic hero manages to achieve the necessary resources and opportunity to have a new piece of cybernetic technology installed, or have one upgraded to a higher degree. Though the GM has final say on what is and is not appropriate, anything in the Cybernetics section is fair game otherwise.

Crazy Iconic Edges

Gun Nut

Requirements: Novice, Crazy, Shooting d8+

For many Crazies, the gun is a tool of unrestrained violence and a key partner in the ballet of rage that overcomes them.

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While Losing It a Crazy may add +2 to her Shooting attacks and resulting damage rolls with pistols against adjacent melee opponents (see **Ranged Weapons In Melee** in *Savage Worlds*).

GYMNASTIC MASTERY

Requirements: Veteran, Acrobat, Free Runner, Crazy or Juicer, Strength d10+

Some become preternaturally gifted in matters of motion and space. A character with this Edge adds +2 to her Athletics rolls when Jumping. She can ascend at her Athletics die per round (instead of half) and gains an extra +2 to Parry when using the Defend maneuver.

Finally, the hero can check Agility (with the +2 from Acrobat) to reduce effective falling distance by 10 feet, or 20 feet on a raise. Falls of over 20 yards are a –2 penalty.

OFF THE HANDLE

Requirements: Seasoned, Crazy

The Crazy can start Losing It as a free action, and has an easier time coming out of it. She doesn't suffer the usual –2 penalty to her Smarts roll when trying to recover and with a raise halves her penalty (rounding up) to all Trait rolls while Getting It Together.

SPLIT THE SECONDS

Requirements: Seasoned, Crazy or Juicer, Agility d10+

Juicers and Crazies often find themselves living between the ticks of the clock. This Edge allows them to ignore 2 points of Multi-Action penalties each turn (they can perform two actions at no penalty or three at –2 each).

SUBLIME CHAOS

Requirements: Veteran, Crazy, Spirit d8+

The tumultuous storm of neuroses, psychoses, and other issues crashing about in a Crazy's head sometimes swirl into a beautiful rainbow of total disconnection from reality. The Crazy with this Edge understands how to ride the waves of her insanity like a surfer masters those of the sea. The greater part of her mind is simply elsewhere, leaving behind a nearly machine-like entity that gets the job done.

While Losing It, the Crazy can activate one psionic power per round as an Innate Ability. In addition, Her time spent Getting It Together is halved.

CYBER-KNIGHT ICONIC EDGES

CYBERKINETIC AWARENESS

Requirements: Seasoned, Cyber-Knight, Notice d6+

As an action, the Cyber-Knight can enhance his Cyberkinetic Combat abilities by stretching out his senses to understand all of the electronic technology he's engaged with. Enemies within a distance of Smarts ×2 are –2 on all Trait rolls against him where technology is involved; includes Notice checks and opposed rolls. This ability lasts until the end of the encounter.

IMPROVED CYBERKINETIC AWARENESS

Requirements: Veteran, Cyberkinetic Awareness, Notice d8+

Once Cyberkinetic Awareness has been activated, all rolls against the Cyber-Knight where electronic technology is involved suffer a –4 penalty.



PLASTIC-MAN
ENVIRONMENTAL BODY ARMOR

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Cyberkinetic Denial

Requirements: Heroic, Improved Cyberkinetic Awareness

Once Cyberkinetic Awareness is activated, the Cyber-Knight gets a free reroll on all associated opposed rolls.

Improved Cyber-Armor

Requirements: Seasoned, Cyber-Knight

The protection of the Cyber-Armor is enhanced to +4 Toughness total.

Master Cyber-Armor

Requirements: Heroic, Improved Cyber-Armor

The protection of the Cyber-Armor is enhanced to +6 Toughness total. When activated while wearing Cyber-Knight medium or heavy EBA suits, the suit's Armor bonus is MDC Armor.

Improved Psi-Sword

Requirements: Seasoned, Cyber-Knight, Spirit d8+, Psionics d8+, Special (see below)

The Psi-Sword is enhanced dealing Str × 2 + Spirit × 2, with AP equal to Psionics × 2. If split, each blade's AP is equal to Psionics. Cannot be taken at character creation.

Master Psi-Sword

Requirements: Veteran, Improved Psi-Sword, Psionics d10+

The Cyber-Knight can channel her inner strength into her Psi-Sword. Before rolling an attack, the player declares how many ISP to spend on damage, up to 6 points. Each point adds +2 to the damage (up to a maximum of +12). If using the split blade option, each blade gains +1 damage per ISP spent (to a maximum of +6 each).

Psi-Shield

Requirements: Seasoned, Cyber-Knight

Cyber-Knights with this Edge can summon a Psi-Shield, granting +3 Parry and a −4 Cover penalty to ranged strikes against her, see **Shields** in *Savage Worlds*. The Psi-Shield costs no ISP and can be summoned as a free action. While activated, the Psi-Shield can be used to bash for Str+2d4 damage, and provides the wielder's Spirit in MDC Armor if an enemy attempts to shoot through it.

Dragon Hatchling Iconic Edges

Dragon Fast Regeneration

Requirements: Veteran, Dragon Hatchling, Vigor d10+

A dragon's regenerative abilities can improve over time, allowing him to make a natural healing roll every round. He also gains +2 to recover from being Shaken and Stunned.

Dragon Flaming Scales*†

Requirements: Seasoned, Dragon Hatchling (Flame Wind)

As an action the Hatchling sets its scales aflame per the *damage field* power but dealing 3d6 damage for their Spirit in rounds. Targets affected may ignite (see **Fire** in *Savage Worlds*). The Hatchling must wait 10 minutes before reactivating the power.

Dragon Low Light Vision

Requirements: Novice, Dragon Hatchling

Dragons can develop strong night vision, which enables them to ignore Dim and Dark Illumination penalties.

Dragon Metamorphosis

Requirements: Veteran, Dragon Hatchling

As an Innate Ability, the dragon may change his shape and size, appearing as any living creature that already exists in the setting, from the size of a house cat to anything his natural size and weight. He can maintain any such form indefinitely, even while sleeping. The dragon gains no special properties of what he mimics, only the size and appearance.

Dragon Grows Larger*

Requirements: Veteran, Dragon Hatchling

Upon taking this Edge the dragon gains a die type in Strength and grows to Size 7 (Large), gaining +1 Toughness for the Size increase. The dragon's hide thickens providing an additional +4 MDC Armor and +2 Toughness, his Claw/Bite damage's AP increases to Size × 2. He applies a -1 penalty to opponent's Fear checks.

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Dragon Grows Huge*

Requirements: Heroic, Dragon Grows Larger, Dragon Hatchling

Upon taking this Edge the dragon gains a die type in Strength and grows to Size 8 (Huge), gaining +1 Toughness for the Size increase. The dragon's hide thickens providing an additional +4 MDC Armor and +2 Toughness, his Claw/Bite damage increases to Str+3d4, AP equal to Size × 2, the damage of any breath attacks increases by one die type, and he applies a –2 penalty to opponents' Fear checks. Note that his Size category changes from Large to Huge and he can take a fifth Wound.

Dragon Teleportation

Requirements: Seasoned, Dragon Hatchling

Dragons can learn to naturally *teleport* as an action by checking Spirit and spending PPE. No Power Modifiers are possible, but the dragon may spend +2 PPE to quadruple the distance traveled. At Veteran, when on a nexus point he may teleport to a previously visited dimension.

Juicer Iconic Edges

Burn Brighter

Requirements: Novice, Juicer, Spirit d6+

Every drop of life is precious to a Juicer. He never wants to see it wasted. His Burn Die can now Ace. He still only loses a maximum of one Burn regardless of the final value.

Burn for Glory

Requirements: Legendary, Burn Brighter

For the rare Juicer who lives long enough to become Legendary, the possibilities are truly spectacular for what she can do with her remaining days.

Instead of Burning Bright and rolling a Burn Die, a Juicer with this Edge may spend one point of Burn to double the result of any single physical Trait or Strength-based damage roll!

Burn Faster

Requirements: Heroic, Juicer, Split the Seconds

There never seems to be quite enough time left, so the Juicer just has to go faster to get it all done. He can spend one Burn at the beginning of a round. For that one round, he ignores all Multi-Action Penalties and his Burn Die will not cause further Burn loss no matter how many times it rolls maximum value. The Juicer may extend this to subsequent rounds by spending one Benny at the start of each round.

Burn Past the Pain

Requirements: Seasoned, Juicer, Vigor d10+

The Juicer doesn't have time to bleed or feel pain. Whenever he adds his Burn Die to a roll, he also ignores Wound and Fatigue penalties.

Burn for Tomorrow

Requirements: Veteran, Burn Past the Pain

Death remains close on the Juicer's heels, but he refuses to acknowledge it until his time has truly come. When rolling on the **Death & Defeat Table**, page 117, he may add his Burn Die to the d20 roll.

Freshly Juiced

Requirements: Novice, Juicer

For some Juicers, the surgical operations are as fresh in their memory as the chemical cocktails flowing through their veins; "Last Call" is a long way off for this Juicer.

She adds +2 to her Burn Rating. This Edge must be taken at character creation, and Freshly Juiced characters reduce their number of Hero's Journey rolls by one—they haven't had much of a "journey" yet!

Gymnastic Mastery

This Edge is available to Juicers, see page 73.



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SPLIT THE SECONDS

This Edge is available to Juicers, see page 73

LEY LINE WALKER ICONIC EDGES

LEY LINE OBSERVATION SPHERE

Requirements: Seasoned, Ley Line Walker

Some Walkers are able to conjure up a glowing bluish-white sphere the size of a soccer ball, which they can send anywhere up or down a ley line. It travels at 30 mph and has a range of one mile, acting as a focus point for the Walker to use any of her senses to observe what's around the ball as though she were standing there (she cannot cast her powers through it, however). Using the sphere counts as an action, imposing a –2 Multi-Action penalty on any other actions while active.

LEY LINE PHASING

Requirements: Veteran, Ley Line Walker

Some Walkers become so intricately tied to the lines that they are capable of phasing into the energies for an instant, transporting to any other point along the line in the blink of an eye.

Ley Line Walkers with this Edge may take a full round to concentrate (taking no other actions, not even free actions), and on the next round can *teleport* flawlessly to any other point along the same line. Though it costs no PPE, the Walker must make a Vigor check or suffer a Fatigue level (requiring four hours to recover). Each subsequent use of this ability imposes a cumulative –2 penalty to the Vigor check until the Walker has a full night's rest. Ley Line Phasing cannot be used to transport others, but see Ley Line Gate, below.

LEY LINE GATE

Requirements: Heroic, Ley Line Phasing

A truly powerful Ley Line Walker ability, the hero can carry up to his Smarts die in passengers when he phases to another location on the line. Carrying passengers, even just one, imposes an additional –2 penalty to his Vigor check to resist Fatigue.

MARS ICONIC EDGES

BEYOND THE LIMIT

This Edge is available to MARS, see page 72.

UPGRADE

This Edge is available to MARS, see page 72

BACKGROUND EDGES

UPGRADEABLE

Requirements: Novice

This hero can handle a lot more cybernetic invasion in his body than most. He increases his Maximum Strain by +6. Note Combat Cyborgs and Headhunters already have this Edge.

COMBAT EDGES

CHARGE

Requirements: Seasoned, Fighting d10+

The warrior is experienced at moving across a large distance rapidly and getting the most effect out of rushing her foes. She may ignore the penalty for Running when making a Fighting attack at the end of her movement.

OVERRUN

Requirements: Veteran, Charge

If he moves at least one inch beyond his normal Pace before making any Fighting attacks, the hero adds +2 to the damage rolls. Any target Shaken by such an attack is knocked prone.

DIRTY FIGHTER

Requirements: Seasoned

This Edge is favored by those who fight to win at any cost. A fighter with this Edge gets a +2 when making Tests against a foe if his next action is a Fighting attack against that same target.

TRICKY FIGHTER

Requirements: Veteran, Dirty Fighter, Fighting d8+

The warrior is adept at feints and trickery in hand-to-hand combat. He ignores the Multi-Action penalty when making a Test against a foe when his next action is a Fighting attack against that target.

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POWER EDGES

BLASTER:

Requirements: Seasoned, Arcane Background (Any), Smarts d6+, Spirit d6+, , Arcane Skill d8+

Your hero has honed the lethality of her arcane attacks, unlocking a Power Modifier that further improves the damage of multiple powers.

- **BLASTER (+1):** When using the *blast, bolt, burst,* or *damage field* powers increase the damage dice from d6 to d8. Each PP spent on Armor Piercing grants AP 4, to a maximum of AP 12.

EXPERT BLASTER:

Requirements: Veteran, Arcane Background (Any), Blaster, Smarts d8+, Spirit d8+, , Arcane Skill d10+

Your blaster is an expert at improving the lethality of her arcane attacks.

- **EXPERT BLASTER (+2):** When using the *blast, bolt, burst,* or *damage field* powers increase the damage dice from d6 to d10. Each PP spent on Armor Piercing grants AP 6, to a maximum of AP 18.

MASTER BLASTER:

Requirements: Heroic, Expert Blaster, Arcane Skill d12+, Occult d10+

Your blaster is a master at creating the very deadliest manifestation of her arcane attacks.

- **MASTER BLASTER (+3):** When using the *blast, bolt, burst,* or *damage field* powers increase the damage dice from d6 to d12. Each PP spent on Armor Piercing grants AP 10, to a maximum of AP 30.

CYBER-PSYCHIC ALIGNMENT

Requirements: Seasoned, Arcane Background, Spirit d10+, Vigor d6+

The character's mind and body are aligned strongly enough to offset one level of Strain penalty when using powers. Having a single Strain's worth of cybernetics means there is no impact on rolling for powers use, while having three points of Strain value embedded only applies a –2.

IMPROVED CYBER-PSYCHIC ALIGNMENT

Requirements: Veteran, Cyber-Psychic Alignment, Vigor d10+

The character can ignore two levels of Strain penalties when using her powers.

MAJOR PSIONIC

Requirements: Seasoned, Arcane Background (Psionics), Smarts d6+, Spirit d8+, Psionics d8+

A greater control of mind, body, and spirit combined with the overwhelming power available on Rifts Earth means this hero can do much more with her inner strength. Major Psionics double the ISP gained from the Arcane Background (Psionics) and Power Points Edges.

Before attempting a Psionics skill roll, Major and Master Psionics may spend 2 ISP to gain +1 to the roll, or 4 ISP for +2.



TW COMBAT MAGE ARMOR

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MASTER PSIONIC

Requirements: Veteran, Major Psionic, Smarts d8+, Psionics d10+

The psychic has unlocked the penultimate powers of the mind and spirit—the Master Psionic gains access to the Mega Power Modifiers for all known psionics powers. Those with *mind link* may take *mind reading*. They also add *elemental manipulation* to their power list applying either an ectoplasm (equivalent to earth), electrokinetic (air), hydrokinetic (water), or pyrokinetic (fire) Trapping to the power. Master Psionics may either apply the chosen Trapping to their powers or the standard telekinetic force Trapping. Mind Melters who take *elemental manipulation* may freely choose among all of these Trappings or the standard telekinetic force Trapping when activating powers.

MASTER OF MAGIC

Requirements: Seasoned, PPE-based Arcane Background, Smarts d8+, Arcane Skill d8+, Occult d8+

True understanding of the ley lines, Rifts, and eldritch flow of power through the world grants the spellcaster exceptional might and capability. The Master of Magic gains access to the Mega Power Modifiers for all known magic or miracles powers.

POSSESSION

Requirements: Seasoned, Master Psionic, *puppet*

This ability grants the Master Psionicist an additional Modifier to the *puppet* power. If three more ISP is spent when activating the power, he may inhabit and take control of a target mortal's body. The power has its Duration increased to five minutes and requires a successful Psionics roll opposed by the target's Spirit (empathy adds to this roll).

With a Critical Failure the caster may not attempt to possess the target again for 24 hours. With a success his mental essence inhabits the target's mortal body, gaining complete control over the possessed person's actions and physical abilities (including the host's physical Attributes, Edges, and powers, but not Skills or memories). With a raise the victim is –2 to opposed rolls versus the possessor for the power's Duration, which is increased to one hour base. The possessor may use psionic powers and abilities at a –2 while inhabiting a body of the same species, or –4 while inhabiting a similar but alien form. More alien forms could impose a higher penalty, or be impossible (at the GM's discretion).

The host gets an opposed Spirit roll to break the possession whenever the possessor attempts to perform clearly harmful actions such as attacking the host's friends or harming the host's body. If successful the possessor loses his action, on a raise he is immediately ejected out of the host body and back into his own.

During the period that the victim is possessed, the Master Psionic's body is in a coma-like state and vulnerable to attack (including Finishing Moves if no allies are present); he may instantly return to his body at any time regardless of distance. If the host is Incapacitated the possessor is Stunned and returned to his body.

WASTELANDER MOTORCYCLE



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PSI-BLADE

Requirements: Seasoned, Master Psionic, *smite*

Another powerful manifestation of will and telekinetic strength, the Psi-Blade provides the psionic with a mental energy blade. The psi simply activates her *smite* power, summoning the Psi-Blade instead of putting the power on another weapon. The *smite* bonus adds directly to the Psi-Blade's base damage. The psi-blade is a Mega Damage melee weapon dealing Strength + Smarts damage, with AP equal to Psionics × 2.

EXCEPTIONAL RAPID RECHARGE

Requirements: Veteran, Arcane Background, Improved Rapid Recharge, Spirit d8+

The character now regains 30 Power Points (PPE/ISP) per hour spent resting.

SIXTH SENSE

Requirements: Veteran, Danger Sense, Major Psionic

A psionic can develop extraordinary extrasensory perception and awareness of potential danger. When rolling for Surprise, the character gains the normal Danger Sense bonus, and with a success begins the round on Hold. With a raise, she can take a single immediate action (such as run to cover, activate a defensive power, or draw a weapon).

Sixth sense eliminates the –2 to Notice checks in other situations covered by Danger Sense.

TELEMECHANICS

Requirements: Seasoned, Master Psionic, *mind link*

This peculiar yet powerful ability allows the Master Psionic to directly interface with machines, including vehicles, weapons, computers, electronic devices, and robots. It reveals complete, expert knowledge of how the machine operates; a schematic diagram and perfect operational readouts are seen in the mind's eye.

When activating *mind link* the psionic can telepathically connect to a machine instead of an individual. They gain a +2 to Common Knowledge, Electronics, Hacking, Research, Repair, and Thievery rolls related to the target machine; this includes attempts to dig through data files or bypass security systems and electronic locks.

Though it can boost the hero's understanding of machines, Telemechanics does not allow the Master Psionic to telepathically control intelligent machines, cybernetic/bionic systems, vehicles, or weapons.

Telemechanics is completely ineffective on arcane items or constructions (including Techno-Wizardry devices).



NG-X9 SAMSON

PROFESSIONAL EDGES

COMBAT ACE

Requirements: Seasoned, Ace

With this Edge, the hero ignores the Multi-Action penalty for making a Boating, Driving, or Piloting check and taking another action in the same round.

POWER ARMOR JOCK

Requirements: Novice, Agility d6+, Smarts d6+, Electronics d6+, Piloting d6+

Power armor requires a basic level of training and experience to operate effectively. A character must have this Edge to avoid a –2 penalty to Agility and all skill rolls while wearing power armor.

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Robot Vehicle Jock

Requirements: Novice, Agility d6+, Smarts d6+, Electronics d6+, Piloting d6+

Robot vehicles are highly complex war machines which require a great deal of training to operate. Without this Edge, the operator suffers a –2 penalty to all skill rolls while piloting a robot vehicle.

Social Edges

I Know a Guy

Requirements: Novice, Persuasion d6+, Charismatic

Some people seem to know someone everywhere they go or make contacts quickly and easily. The contact may not be the most amazingly helpful person—they may even have an unrequited crush on the hero or hate them for some past slight. The person known may be well-placed in an organization, or just as easily a homeless person who knows the word on the street. The point is, however, almost anywhere he goes, the hero seems to have a knack for connecting with people who know something of value or can contact some helpful folks.

Once per session, the player can invoke this Edge to effectively have the Connections Edge with any person or group who shares a mutual interest or motivations (whether personally or as a group). Make a Smarts roll at –2 (or an opposed Smarts roll for powerful contacts) to see if they can be leveraged or convinced to help in any way. A failure on the check expends that session's use of the Edge. If successful, the favor depends on the nature of the contact (GM's call) but might include loaning useful gear, a few allied fighters, transportation, information, or even a professional with critical skills the party doesn't have, like a hacker, occultist, or scholar.



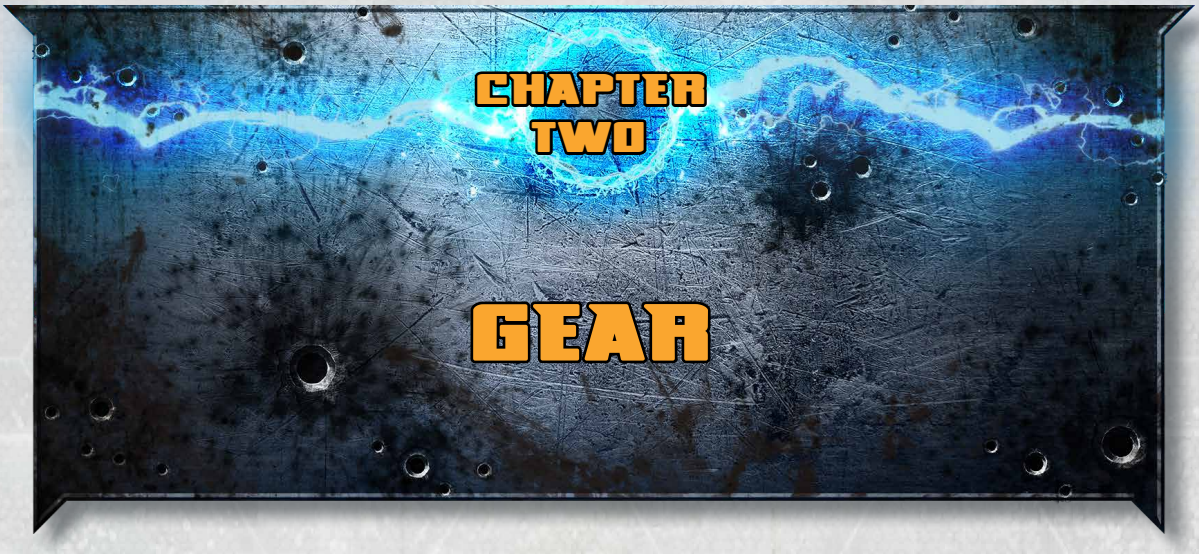
Scrounger

Requirements: Novice, Streetwise

Some people are just very skilled at knowing how to find what they need in an urban setting. They know where to look, who to talk to, and how to get what their group needs. A Scrounger can roll to Network, once per session, in any city or large town (–2 in smaller urban areas) to accomplish one of the following:

- Gain 2d4 fully charged E-clips or ammo magazines for the firearms she and her teammates use.
- Acquire a complete reload for one exotic or vehicular weapon, such as a Boom Gun, Mini Rail Gun, or grenade launcher.
- Procure food for 2d6 people for a week.
- Fully restock one Trauma Kit, or find 1d4+1 first aid kits (as found in the NG-S2 Survival Pack).
- Find some rare (not necessarily valuable) but needed item (entertainment chips for computers, a spare part for a suit of armor or vehicle, snacks or treats, etc.).

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A character in Rifts® begins with a significant amount of gear already in hand, based on which Iconic Framework the player chooses.

Standard Starting Gear

Characters have clothes and other personal items, but other than what is listed below if there's something a player wants for his character at the start it's usually best to use the Rich or Filthy Rich Edges to get it. Substitutions replace like items listed below.

- **Money and Common Goods:** 4d6 × 100 Universal Credits, and 2d4 × 500 credits worth of gear or valuables
- **NG-S2 Survival Pack:** Survival Knife, wooden cross, and wooden stakes
- **Body Armor:** Huntsman Medium Personal Armor or Plastic Man Light EBA
- **Sidearm:** NG-33 Laser Pistol or Wilk's 320 "Classic" Laser Pistol
- **Ammo:** Two spare E-clips or magazines for each weapon, or one load of ammo for launchers (grenades, mini-missiles, etc.)

A Conspiracy of Commerce

Though post-apocalyptic in some ways, Rifts Earth is a place where powerful city-states and mega-corporations have managed to put functioning economies back together by rebooting the credit system—a pre-cataclysm currency technology. Within the Domain of Man (the populated strip of land from Free Quebec to the Pecos Empire) and the New German Republic the almighty "universal" credit reigns supreme. Outside industrialized nations, barter remains the preferred system of trade.

Of the many technologies uncovered through research or reverse-engineered from artifacts and archives, quantum computing is decidedly the most important to current civilization. Not only is it the foundation of nanotechnology that powers modern medicine and manufacturing, it is also the core security principle that allows a high-level economy to function in a world torn asunder by supernatural threats.

The Coalition States first set up the Universal Credits System. However, there are quite a few scholars (and countless more conspiracy theorists) who believe a hidden entity or faction is behind the intertwined system that allows the CS, Black Market, and major kingdoms, city-states, and corporations of North America to all do business with one another with a more-or-less stable rate of exchange.

Without a network to collate the necessary data in real time, the primary vector of commerce is the credit. Credits are issued to anyone trading in valuable commodities at a bank or organization which is part of a credit network, and carried in card form by

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TECHNO-WIZARDRY GEAR

The vast majority of Techno-Wizards spend their time designing, crafting, manufacturing, and selling their wares.

Charging: Instead of rounds, charges, standard fuel, or chemical batteries, Techno-Wizard (TW) gear operates with a flow of mystical energy which can only be used by those able to manipulate ISP or PPE—usually from an Arcane Background (Magic, Mysticism, and Psionics) or special ability. TW gear loses all special properties if unpowered. Unless stated otherwise, it takes an action and costs 2 ISP/PPE to energize the internal PPE storage of a TW ranged weapon. As a free action, it costs 1 ISP/PPE to power TW melee weapons for five rounds, or TW armor for one hour. TW vehicles or items activate as an action and use their Size in ISP/PPE per hour.

TW Batteries: All TW items able to store energy collect it as PPE; ISP is converted to PPE on a one-to-one basis. TW gear with PPE storage recharges 5 PPE per hour on a ley line.

Embedded Powers: Techno-Wizard gear with an embedded power allows the wielder to use the power spending her own PPE or ISP even if the power is not normally available to her. Embedded powers do not use Power Modifiers unless noted otherwise. If the item does not list a skill (e.g., Fighting), the wielder rolls an arcane skill or Spirit (her choice), minus cyberware Strain, to activate the power. There's no Backlash for rolling a Critical Failure, instead the item suffers **Technical Difficulties** (page 117). Maintaining a power from a TW item does not inflict penalties to arcane skill rolls but does require spending the necessary ISP/PPE.

Repair: TW items are subject to Technical Difficulties. They're repaired with Techno-Wizardry skill — or with the lowest of Occult, Repair, or Science at –4. Failure destroys the item.

anyone and everyone who wants to buy something where people actually live in North America.

The average person carries one or more Universal Credit "cred-cards" issued by the Coalition's banking network and accepted just about anywhere in North America that has electricity, though some communities and organizations prefer barter. Universal Credit "cred-cards" are essentially debit cards akin to any portable fiat currency like cash—they carry a "redeemable balance" which is "to be issued" to the bearer of the card—and thus can be used freely just about anywhere in North America or the New German Republic without question. Personalized cards biometrically coded to their owners are also available. This provides ultimate security but renders the user subject to CS tracking and analysis via their purchases.

Most nations, kingdoms, and city-states with a technological infrastructure also have their own credits systems, issuing cred-cards from the banks serving them. Though communications aren't anywhere near what they once were (with the lack of a satellite network), factions throughout North America nonetheless manage daily data exchanges (or at least weekly) with the CS to monitor and adjust exchange rates to maintain compatibility.

The organization known as the Black Market issues its own cred-cards too (famous for their plain black appearance and no personal security options). Completely integrated into the background of every other commerce system on the continent, the Black Market maintains compatible exchange rates, though its cred-cards are only usable with merchants interested in trafficking within its credit network.

Cred-cards are small, thin objects roughly the size of a 21st Century credit or gift card, made from highly advanced plastics and ceramics with embedded nanotech. Using quantum lock security, a cred-card only functions when it directly interfaces with an authorized system or another cred-card (which is how someone transfers credits to another person).

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Cred-cards are nearly impossible to hack, even for someone with psionic telemechanic abilities. Efforts to hack a cred-card require twelve hours of work and access to a quantum supercomputer (quite rare on Rifts Earth). The hacker makes a roll at a −6 penalty (−8 for a Coalition States Universal Cred-Card), using the lowest of Hacking, Electronics, and Science. Failure means the card is fried and loses all value, and on a Critical Failure the hacker has been bested by the card's malware defenses—which have obtained clear traces of the hacker's identity—and a continent-wide bounty is issued for their arrest (or assassination in the case of Black Market or other less scrupulous organizations). With success, the amount on the card may be doubled. A raise adds a zero to the credit total (e.g., 10,000 credits become 100,000).

Even if successful, the card is forever unstable, can't be hacked again, and has a 1 in 4 chance of wiping itself out during each attempt to or interface with it after the hack.



RESTRICTED ITEMS

What items are and are not banned, restricted, or illegal vary widely depending on the whim of a local ruler or dictates of a government. Those banned by Coalition and her allies like Northern Gun, the Manistique Imperium, and the New German Republic are marked "Restricted" or "R" in gear lists. Common restrictions in North America:

Coalition Territory: Arcane Items of any kind, books or historical records, Naruni Enterprises equipment, Wilk's Laser weapons, Bandito Arms SAMAS, Post 105 PA Coalition Equipment (Pre-105 P.A. gear is in common circulation, but isn't allowed to retain CS markings).

Coalition Fortress Cities: Energy Weapons, Body Armor, and Power Armor (ballistic weapons are legal but require permits), D-Bee artifacts, Cybernetic Weapons and Illegal Modifications.

Civilized Cities: Though most towns allow light body armor and side-arms within city limits, quite a few City-States outlaw all weapons and armor (requiring the removal or disabling of cybernetic weapons). A few also prohibit arcane or alien items. City-states have strong law enforcement agencies, thoroughly search all visitors, and provide remarkably reliable storage services for prohibited gear, vehicles, and power armor.

SELLING GEAR

When selling items, a Common Knowledge roll locates buyers for typical goods while **Networking** rolls are made to offload more rare or Restricted items. A success means the hero finds a buyer willing to pay a quarter of the listed price; a raise increases it to half the listed price. This roll may be attempted weekly at each settlement.

Of course, damaged goods are worth less. The credit value of offers on items are reduced by 25% per level of **Technical Difficulties** or by 25% for each Wound sustained by a vehicle or robot vehicle.

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GEAR AVAILABILITY

SCARCITY AND ECONOMY MODIFIERS

When heroes want to purchase goods in the scarcity-based economy of post-apocalyptic Rifts Earth, they must first locate sellers.

Scarcity and Rarity: Common Knowledge rolls are made to locate typical goods, while **Networking** rolls (see *Savage Worlds*) are made for more rare or Restricted items (all at the Game Master's discretion of course; most backwoods hamlets won't be hiding a Glitter Boy for sale). A success finds the desired item and a raise indicates the dealer keeps a good stock and has a selection of similar products. These rolls incur additional modifiers based on Scarcity and the Economy of the settlement in which the trading is taking place. Most gear lists include a Rarity value, which replaces the generic Scarcity Modifier for that particular item. Adventuring Gear, Cybernetics, and Vehicle Mods do not usually list Rarity, instead the GM is given full control over how available such items are.

Economy Modifiers: When determining availability, the economy, trade route status, and local tech base should be taken into consideration. A frontier town may not have a clinic carrying cybernetic prosthetics, but merchants might trade in Techno-Wizardry items if that tech is a common part of the local infrastructure or industry. On the other hand, the economies of some settlements are based on product sales; it would be ludicrous for almost any piece of Northern Gun gear to be unavailable in Ishpeming.

The tables below provide guidelines, the GM may apply additional modifiers, too.

ECONOMY MODIFIERS

ECONOMY MODIFIER	EXAMPLE ECONOMIC LEVELS
+2	Metropolis (any Coalition Arcology, Ishpeming, the City of Brass, Stormspire, etc.)
+1	City (Houstown, Arzno, Magestar, Kingsdale, Ciudad Juarez, etc.)
+0	Town (Castle Refuge, MercTown, Uvalde, etc.)
−1	Village (Roswell)
−2	Hamlet (Fort Hawkins, most Fadetowns)
−4	Homestead (Willisburg)

SCARCITY MODIFIERS

The gear categories referenced here can be found on the Gear tables later in this chapter and in the *Savage Worlds* rules.

SCARCITY MODIFIER	EXAMPLE GEAR CATEGORIES
+2	Basic Supplies, Medieval Weapons and Armor (see *Savage Worlds*)
+1	Black Powder Weapons, Common Gear (see *Savage Worlds*)
+0	Modern Weapons and Armor (see *Savage Worlds*), Adventuring Gear
−1	Advanced Sidearms, Light Body Armor, Vehicles, High Tech Parts and Supplies
−2	Advanced Weapons, Heavy Body Armor, Explosives, Power Armor, Cybernetics
−4 or more	Advanced Power Armor, Robot Vehicles, Exotic Arms and Gear, Bionics

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ADVENTURING GEAR

Much of the world is retaken by wilderness or given over to the chaos of Rift-spawned otherworldly influences. Anyone risking travel beyond the walls of a settlement needs to be equipped for trouble. But it takes more than guns and armor to venture into the wilderness. The following items can mean the difference between life and death in the unforgiving environment of Rifts Earth.

Note: Items marked (TW) are Techno-Wizardry items that require an Arcane Background to use (see page 82).

Bio-Analysis Kit: Specifically designed to handle situations where biological systems are compromised via disease, toxins, and related conditions, this tackle-box-sized kit contains a miniature bio-analysis machine and a miniature "lab" that can be used to quickly concoct antidotes and treatments. It requires a Healing skill of at least d4 to use. Anyone with Science gains a +1 using this system, or a +2 if they also have Electronics. (5 lb, 7,200 credits)

Communicator: About the size of a 21st Century mobile phone, this device has a five-mile range and multi-channel capacity. (1 oz, 1,500 credits, or 3,500 for one that can sustain minor Mega Damage).

Communications Band (TW): With radio transistors, embedded copper wiring, and various other metal and plastic elements, this gold headband grants the *speak language* power and +1 to Persuasion and Performance rolls. It costs 1 Power Point per hour of use. (.5 lb, 34,000 credits).

Computer, Field: A rugged operational computer capable of withstanding the shock of running around and trying not to die in a Mega-Damage world. Decks like this are graded I or II, and the grade designates the bonus on opposed Hacking or Thievery rolls. The bonus also applies to any Research rolls for recalling history or similar research. (2 lb, 10,000 credits for Grade I, 20,000 credits for Grade II).

Dosimeter: Limited nuclear exchanges from long ago left behind areas still saturated with deadly radiation. What's more, the effects of some Rifts create radiation threats, making a device like this very useful. It can accurately detect the presence and amount of radiation with a Range of 5/10/20. (1 lb, 200 credits)

Energy Field Generator (TW): For those who prefer to travel along ley lines, this system is a fine survival item. Two small TW converted field generators serve as the key components. When set up on a ley line, the system creates a force bubble that provides both armored shelter and environmental protection over a Large Blast Template. A *barrier* of Toughness 22 (12 MDC) arises, and occupants enjoy *environmental protection* against extreme temperatures and the general elements. While in operation, the generators also provide outlets to power and recharge regular electronic devices and E-clips. The system requires a ley line to function; no personal energy is used (60 lbs, 90,000 credits).

Falcon 300 Jet Pack: Specifically designed to work with the T-43 Explorer body armor (though a skilled mechanic could make

A MEGAVERSE® OF TRADE

Most of the adventuring gear, armor, weapons, and vehicles found in *Savage Worlds* is available in *Savage Rifts®* (except Futuristic items, ignore those). Consider the listed dollar cost interchangeable with credits. Some things—cell phones and anything to do with telephones—are useless in the world of Rifts Earth, and the GM has the final say on what does and doesn't work.

Much of the gear from the Personal Equipment section of the *Science Fiction Companion* is also available (but generally not weapons, armor, etc.). Add a zero to the dollar amount listed to determine the item's cost in Rifts Earth credits. Where there is overlap between what's listed in that book and what's found in *Savage Rifts®* products, go with the Rifts gear.

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it work for almost any suit of armor), this jet pack is well-liked by mercenaries, messengers, and homesteaders alike. The jet pack has effectively unlimited range, but it begins to overheat if used continuously for more than three hours (requiring 1d6 hours to cool down). The flight system is Handling +0 with a Top Speed of 120 MPH, and a max range of 700 miles. (35 lb, 46,000 credits for the electric model; 400,000 credits for the nuclear-powered version).

Holo-Display Communicator: Capable of sending and receiving a small, doll-sized holographic image, this rare and expensive system is also useful for creating 3D images of maps, diagrams, blueprints, and whatever else the user might wish to input for display. The communication system itself has a 300-mile range (2 lb, 10,000 credits).

Holy Symbol: A handheld holy symbol easily presented against supernatural evil. More often than not with crosses, the bottom end of the vertical part is sharpened for use as a weapon/stake (Str+d4). The listed price is for a holy symbol made of silver; a wooden one is free or incidentally cheap. (1 lb, 200 credits)

Infrared Distancing Binoculars: High-powered, with a two-mile range, these digitally enhanced binoculars provide infrared overlays, crosshair targeting, and real-time digital output of distance and estimated travel times to targeted locations (2 lb, 1,200 credits).

IRMSS—Internal Robot Medical Surgeon System: When there's no medic or doctor around this system can be a lifesaver. It contains countless nanorobotic devices, programmed to seek out damage in a biological system and repair it. The device—the size of a handheld shopping scanner—is placed over the trauma area, or over the part of the body where internal injuries are suspected. Activating it injects a horde of nanorobots into the bloodstream, which collectively provide an immediate Healing check at d8+2. Once in the system, the nanorobots provide a +2 to any following Healing checks for one day, after which they are flushed from the body. Fully charged, the IRMSS is good for four uses, after which it's completely useless and must be replaced (2 lbs, 42,000 credits).

Jammer Pistol (TW): A special energy disruption pistol designed to cause small mundane technology to fail temporarily. The wielder uses either his Shooting or Arcane Skill to target a technological device no larger than a rifle (with appropriate Called Shot penalties for the size of the item). With a successful hit, the device won't work for one round, or three rounds with a raise.

TW Jammer Pistols have a range of 12/24/48 and 10 shots before they must be reloaded, requiring 2 PPE (.5 lb, 75,000 credits).

Language Translator: Programmed with the most common languages spoken in North America, this handheld device operates with a d12+2 skill for most translation work. It can be set to operate via digital display or audio. Use the same process as for the cybernetic Language Translator (see page 114) to teach the system new languages (1 lb, 9,600 credits).

Magic Optic System (TW): Though gem-encrusted visors, full helms, and even elaborate sunglasses can be crafted to serve, most Techno-Wizards prefer the classic goggles approach to creating this mystical sensory enhancement system. It provides +2 to sight-based Notice checks, and the wearer gains access to *darksight*, *farsight*, and *detect arcana*. The system requires 1 Power Point per hour of use (1 lb, 30,000 credits).

Mining Drill: This drill bores through and chews up a cubic foot of material per round (double the time for each full 20 Hardness). As an improvised weapon it deals Str+3d4 Mega Damage, AP 12, –1 Parry (40 lb, 60,000 credits).

Multi-Optics Helmet: This helmet—compatible with EBA systems (see page 88)—includes a targeting sight, magnification, thermal, infrared, ultraviolet, and night optics. The wearer ignores Illumination penalties, gains +2 to sight-based Notice checks or to offset Range penalties, and +1 Shooting with calibrated weapons. The helmet includes a hands-free radio (10-mile range) and megaphone voice-projection system. It provides +4 Armor and +2 Toughness to the head only, and can integrate into body armor helmets for an extra 500 credits (5 lb, 25,000 credits).

Multi-Optics Scope: An advanced scope with thermal, infrared, and night optics. When using an Aim maneuver, it adds an

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additional +2 to Notice checks or to offset Range penalties. It also negates Illumination penalties and adds +1 Shooting to calibrated weapons (1 lb., 3000 credits).

NG-S2 Survival Pack: Popular with adventurers and travelers, this basic survival kit is packed with ultralight gear essential to anyone roaming the vast wilderness and ruins of Rifts Earth. (20 lb, 3000 credits)

- Climbing kit with cord, pitons, and hammer; +1 Athletics (climbing).
- Compass/inertial mapper with a mirrored back for signaling; +1 Survival (navigation).
- Emergency Kit with a survival knife, signal flares, and one week of sealed minimal rations.
- Fire starter kit with pocket lighter and flint sparker.
- First aid kit with three uses (each refill costs 100 credits).
- Flashlight and radio (five-mile range), crank and solar powered.
- Hunting/fishing kit +1 to Survival checks to gather food via fishing and trapping small game.
- Sanitation kit with water filter, canteen, mess kit, soap and sterile cloth.
- Two-person tent, insulated with a water collector, providing +2 versus cold or heat environmental Hazards. Paired with an insulated sleeping bag.

Psionic Mind Shield (TW): Usually embedded within a helmet, this apparatus provides +4 on opposed rolls against psionic powers and +4 Armor versus damaging psionic powers. Unfortunately, the wearer cannot benefit from benevolent psionic effects, such as *mind link*. The system costs 3 Power Points per hour it's active (1 lb, 50,000 credits).

Repair Kit, Field: Designed for military and frontier use, this advanced tool kit holds supplies to help get machines running again. It carries quick-weld patches, a backup laser torch, scanner, extra wires, circuits, and other items. It requires a Repair skill of at least d4 to use. The Field Repair Kit grants a +1 to all Repair rolls. Frequent use necessitates replenishing the supplies, per the GM (10 lb, 4000 credits).

Shadow Cloak (TW): An arcane cloak which allows the wearer to gather shadows around herself to create fear, hide, and distract.

When activated (three Power Points per hour), the shadow cloak grants the *fear* and *invisibility* powers, which are activated on the user at base effectiveness (no raise effect)—the *invisibility* effect only works while traveling in darkness and shadow (1lb, 300,000 credits).

Trauma Kit: A few steps above a standard first aid kit, this small field pack contains necessary and useful items for saving lives under the worst conditions. It requires a Healing skill of at least d4 to use. The trauma kit grants a +1 on all Healing rolls. Frequent use requires replenishing the supplies, as dictated by the GM (3 lb, 2,600 credits).

Triax T-100 Eagle Jet Pack Accessory: Specifically designed for military use, this Triax jet pack is made to fit onto the hardpoints of any suit of New German Republic (NGR) military armor. Advanced propulsion and super-cooling systems provide the jet pack with impressive speed and lift. The jet pack has effectively unlimited range, but it begins to overheat if used continuously for more than three hours. The flight system is Handling +1 with a top speed of 200 MPH (35 lb, 600,000 credits, nuclear-powered only).



BIG BOSS ATV

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ARMOR

Most folks who wear any kind of protection have body armor, usually something that fits within their budget and doesn't burden them too much. Heavier suits, while far more protective, tend to be bulky and difficult to perform delicate or subtle tasks in.

Power armor offers no subtlety at all, but it's extremely effective in pitched combat. It does, however, require quite a bit of extra training to operate effectively.

BODY ARMOR

Each suit of Body Armor has a Strength Minimum listed, and the Encumbrance penalty to rolls also applies to Arcane skill rolls (including psionics). Unless noted otherwise, Body Armor covers the torso, arms, legs, and head.

Embedded Toughness: The advanced Body Armor of Rifts Earth is constructed of multiple layers of protective high-tech materials layered one upon the other, which provide additional points of Toughness (Armor Piercing has no effect on Toughness). Unless noted otherwise, Body Armor does not stack with other layers of Worn Armor; see Armor in *Savage Worlds*.

Environmental Body Armor (EBA): EBA is fully enclosed and covers all locations. It provides immunity to disease, poison, or drowning, and +4 to resist cold, heat, electricity, and radiation—see **Hazards** in *Savage Worlds*. All EBA have basic communications (radio range five miles), air filtration systems, and five hours of emergency air.



HUNTSMAN
MEDIUM PERSONAL ARMOR

I can fly...no it's not magic, but it feels like it is—jet engines hurtle me through the air, a robotic exoskeleton makes me as strong as a dragon, and a nuclear power supply means that I never get tired and never need to refuel. Oh yeah, and the lasers are fun too!

—Mayeena, Operator

Joshua Danish (Order #49370917)

CLASSIC BODY ARMOR

The following body armors are venerable designs which have been in production by multiple manufacturers for decades or longer, some even date back to the Golden Age.

ITEM	ARMOR	TOUGH	MIN STR	WEIGHT	RARITY	CREDITS
ADVANCED MEDIEVAL						
Advanced plate and chain mail ancient-styled armors, incorporating a modern body glove.						
Gladiator Medium EBA	+7	+2	d6	21	–1	38,000
Crusader Heavy EBA	+8	+3	d8	24	–2	55,000
ADVANCED PLATE						
Advanced composite hard plate armors.						
Plastic-Man Light EBA	+4	+1	d4	13	+1	18,000
Bushman Medium EBA	+6	+2	d6	17	+0	32,000
Explorer Heavy EBA	+6	+3	d6	20	–2	45,000
ADVANCED PADDED						
Advanced flexible padded-with-plate armors.						
Huntsman Medium Personal Armor	+5	+2	d6	16	+1	24,000
Urban Warrior Tactical Medium EBA	+5	+2	d4	11	+0	35,000
ARMY SURPLUS PADDED						
Old American Empire infantry armor reconditioned or reproduced by Golden Age Weaponsmiths. The original Glitter Boy pilot's suit was a variant of this body armor.						
Mark II Battlefield Light EBA	+5	+1	d6	18	+1	15,000

NORTHERN GUN BODY ARMOR

The most powerful manufacturer in North America, it was arguably Northern Gun's quality products—from boots to bullets—which enabled humankind to rise up out of the Two Centuries Dark Age.

ITEM	ARMOR	TOUGHNESS	MIN STR	WEIGHT	RARITY	CREDITS
RIDING						
"Street Legal" light armors designed for cowboys (Maverick) or hover-cycle riders (Cannonball).						
NG Maverick Riding Armor	+3	+2	d4	10	+1	14,000
Notes: provides +2 on Riding rolls to stay mounted, see Mounted Combat in *Savage Worlds*.						
NG RA15 Cannonball Ride Armor	+3	+2	d6	13	+1	22,500
Notes: Counts as a Safety Harness, see Vehicles in *Savage Worlds*.						
TACTICAL						
A favorite of peacekeepers, these have body camera, language translator, and vital monitor options.						
NG Peacekeeper EBA	+5	+1	d4/d8	16/27	–1	40,000
Notes: Attaching "tactical" plates adds weight and +2 Armor +1 Toughness, takes 4 actions.						
NG-EX10 Gladius Exoskeleton EBA	+6	+4	d12	80	–2	150,000
Notes: MDC Armor; while powered (96 hour battery) grants Strength d12+1, +2 Pace, no Min Str.						

Joshua Danish (Order #49370917)

TRIAX BODY ARMOR

The Triax corporation's equipment is the most advanced available in North America, and this is reflected in both the quality of gear and how difficult it is to obtain.

ITEM	ARMOR	TOUGH	MIN STR	WEIGHT	RARITY	CREDITS
CYCLOPS SERIES						
The Cyclops series has been proven on the demon infested battlefields of Europe, and are some of the most advanced forms of protection available to humankind.						
T-10 Infantry Medium EBA	+5	+3	d6	25	–1	60,000
Notes: Low Light Vision, and mini-computer.						
T-11 Enhanced Heavy EBA	+7	+3	d8	40	–2	100,000
Notes: Low Light Vision; while powered (96 hour battery) +2d Strength, +1 Pace, no Min Str.						
T-12 Field Medic Light EBA	+6	+2	d4	17	–2	65,000
Notes: Infravision, medical suite grants +2 to Healing rolls for first aid.						
T-13 Field Mechanic Light EBA	+6	+2	d4	18	–2	75,000
Notes: Infravision, mechanic suite grants +2 to Repair rolls—Heavy Improvised Weapon.						

TECHNO-WIZARDRY BODY ARMOR

- **Techno-Wizardry Gear:** Characters with an appropriate Arcane Background—or special ability—may use and power Techno-Wizardry (TW) gear with their personal pool of Power Points (PP), whether PPE or ISP. Activate TW gear embedded powers using the wielder's PP and Arcane Skill or Spirit; Critical Failures cause Technical Difficulties, see **Techno-Wizardry Gear** on page 82.
- **Techno-Wizardry Armor Activation:** TW armor requires 1 Power Point per hour to function or it loses all special abilities (including EBA) and Armor/Toughness bonuses are halved (round down).

ITEM	ARMOR	TOUGH	MIN STR	WEIGHT	RARITY	CREDITS
MYSTIC						
Stylish and showy, these armors were popularized by arcanists of the Magic Zone and have become staples of personal protection used throughout North America.						
Adventure Survival Light Armor (TW)	+4	+1	d4	5	–1	10,500
Notes: +2 vs all Hazards.						
Ley Line Walker Light Armor (TW)	+3	+1	d4	4	–2	9,000
Notes: +4 vs disease and poison, –2 to Notice rolls made to detect the armor.						
Ley Line Walker Medium Armor (TW)	+5	+2	d4	8	–3	12,000
Notes: +4 vs disease and poison.						
Combat Mage Heavy EBA (TW)	+6	+3	d10	36	–4	250,000
Notes: While powered increase Strength two dice and ignore Min Str, *farsight* and *darksight*.						

Joshua Danish (Order #49370917)

CYBER-KNIGHT

Most suits combine chain with metal plates and are customized by the owner with everything from fantasy scrollwork to sleek futuristic lines and glow effects.

ITEM	ARMOR	TOUGH	MIN STR	WEIGHT	RARITY	CREDITS
Cyber-Knight Light EBA (TW)	+4	+1	d4	9	–2	90,000
Notes: +2 Pace and +1" leaping, *wall walker*, –1 to Notice rolls made to detect the armor.						
Cyber-Knight Medium EBA (TW)	+6	+2	d6	14	–3	120,000
Notes: *Healing* and *relief*. Requires an interface with Cyber-Armor (see page 26) to function.						
Cyber-Knight Heavy EBA (TW)	+8	+3	d8	24	–4	150,000
Notes: *Barrier*. Requires an interface with Cyber-Armor (see page 26) to function.						



TRIAX T-10 CYCLOPS

TRIAX T-12 FIELD MEDIC

TRIAX T-13 FIELD MECHANIC

Joshua Danish (Order #49370917)

CYBORG BODY ARMOR

This suit of MDC plating can only be worn by Combat Cyborgs and is designed to attach to a 'Borg's artificial body to provide enhanced non-environmental body armor protection.

ITEM	ARMOR	TOUGH	MIN STR	WEIGHT	RARITY	CREDITS
EXTERNAL ARMOR PLATES						
Simple thick slabs of composite body armor.						
Cyborg LE-B1 Light Espionage Plate	+2	+3	d12+1	30	–1	20,000
Notes: MDC Armor, –1 to all non-combat Athletics skill rolls.						
Cyborg LI-B1 Light Infantry Plate	+3	+3	d12+1	40	–1	28,000
Notes: MDC Armor, –1 to all Agility-linked non-combat skill rolls.						
Cyborg MI-B2 Medium Infantry Plate	+4	+4	d12+2	60	–2	52,000
Notes: MDC Armor, –2 to all Agility-linked non-combat skill rolls and Pace.						
Cyborg HI-B3 Heavy Infantry Plate	+5	+5	d12+4	80	–3	74,000
Notes: MDC Armor, –4 to all Agility-linked non-combat skill rolls and Pace.						

JUICER BODY ARMOR

Created specifically for Juicers, the materials and construction of these armors meshes ideally with their augmentations and combat styles—increase Min Str by two die types for non-Juicers.

ITEM	ARMOR	TOUGH	MIN STR	WEIGHT	RARITY	CREDITS
JUICER PLATE						
The famous, traditional-styled Juicer armors.						
Juicer Assassin Plate Medium Armor	+5	+3	d6	14	–1	32,000
Juicer Combat Plate Heavy Armor	+6	+3	d12	60	–2	55,000
Notes: MDC Armor, –1 to all Agility linked non-combat skill rolls, EBA is +10,000 credits.						
Titan Plate Heavy Armor	+7	+3	d12+1	80	–3	85,000
Notes: MDC Armor, EBA is +25,000 credits; wearer must be Size 1 to Size 3—there is a variant for large D-Bees (no non-Juicer penalty, +10,000 credits).						
MODERN JUICER						
Spiky new designs popular with Juicers.						
Juicer Vibro-Spike Medium EBA	+5	+3	d6	25	–3	65,000
Notes: Covered in vibro-spikes dealing Str+1d4 Mega Damage AP 4 on unarmed attacks and grapples.						
Juicer Man-Killer Heavy EBA	+7	+3	d10	40	–4	60,000
Notes: +1d4 damage on unarmed attacks and grapples.						

Joshua Danish (Order #49370917)

POWER ARMOR

The next level up in personal protection, power armor is far more expensive and much more difficult to come by. Unlike regular body armor, there is no Strength Minimum for power armor.

Piloting: Due to the complexities of systems and overall different experience of viewing and moving around the world in a "tin can," the Power Armor Jock Edge is required to effectively wear one of these suits. Without it, the wearer suffers –2 to Agility and all skill rolls. The Piloting skill is used for all forms of power armor locomotion and during Chases.

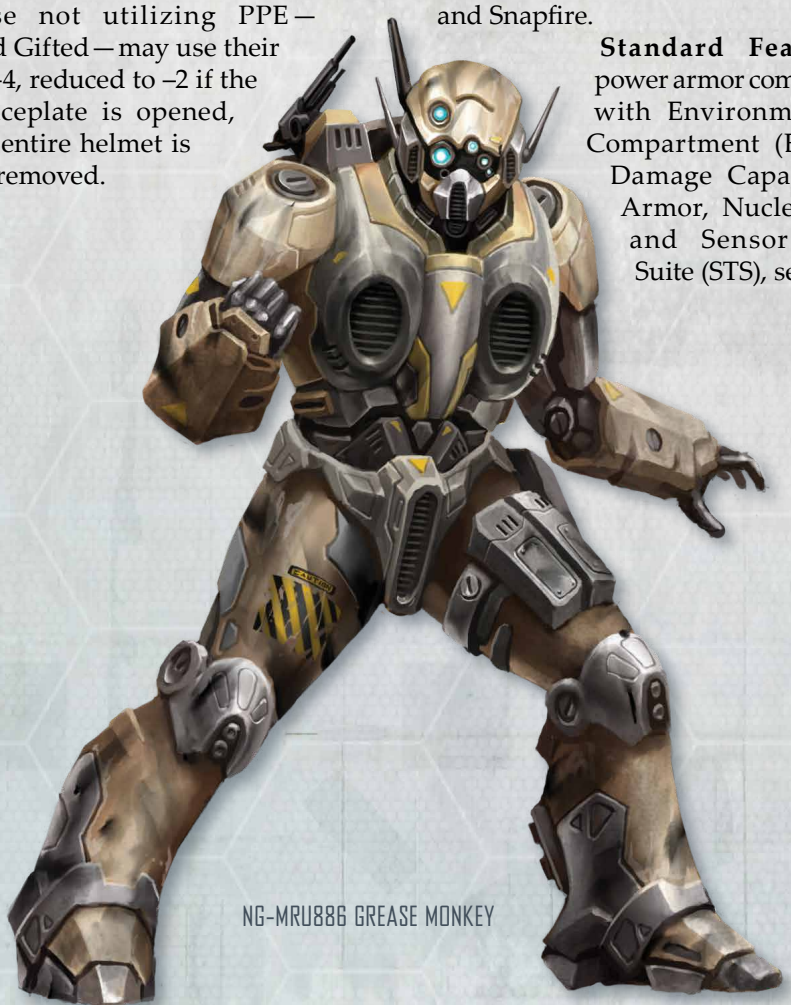
Arcane Backgrounds: Wearing power armor makes using Potential Psychic Energy (PPE, including magic and miracles) impossible due primarily to the caster's inability to perform gestures or connect with energies outside the suit in a meaningful way. Those not utilizing PPE—Psionics and Gifted—may use their abilities at –4, reduced to –2 if the helmet's faceplate is opened, or –1 if the entire helmet is completely removed.

Penalties: Unless otherwise noted, power armor also imposes a –1 penalty on Stealth checks per Size of the armor, and a –1 penalty for any tasks that call for congenial face-to-face interaction like Persuasion or Performance (if the helmet is opened or removed, the penalty is negated), fine motor work (Repair, Thievery), unhindered movement (climbing or balance checks using Athletics), or detecting details (Research, certain Notice checks, tracking using Survival, etc.).

Weapons: Power armor weapons are from the Heavy and Vehicular Weapons section (see page 104). In unarmed combat the wearer is considered armed (deals Str+d4 Mega Damage), and all armor is MDC.

Power armor weapons, including custom handheld ones included with the suit (but not other handhelds), are treated as vehicular weapons and thus ignore Recoil and Snapfire.

Standard Features: All power armor comes equipped with Environmental Crew Compartment (ECC), Mega Damage Capacity (MDC) Armor, Nuclear-Powered, and Sensor Targeting Suite (STS), see page 107.



NG-MRU886 GREASE MONKEY

Joshua Danish (Order #49370917)

FT-005 FLYING TITAN

Straddling the line between body armor and power armor, the Flying Titan is much lighter than most suits in this class. It's highly favored by those who want the flight system and the speed and maneuverability. Lacking a heavy main weapon, most jocks who use the Flying Titan carry a weapon of their preference.

SIZE	ARMOR	TOUGHNESS	STR	PACE + RUN (MPH)	WEIGHT	RARITY	CREDITS
1 (Normal)	+8 MDC	+4	d12+1	12 + d8 (50 MPH)	160	–2	1 M

Notes: Nimble, Flight System (Handling +2, 400 MPH).
Weapons:
- 2 × Anti-Personnel Lasers (Wing Turrets)
- Wing Rockets (Fixed Forward, Mini-Missile, RoF 4, Shots 12)

NG-MRU886 GREASE MONKEY

A mobile support and repair unit for the battlefield the "Grease Monkey" is perfectly suited to enacting quick repairs in a variety of environments, including underwater. The armor is studded with a vast array of tools, tanks, containers, and sophisticated diagnostic systems.

SIZE	ARMOR	TOUGHNESS	STR	PACE + RUN (MPH)	WEIGHT	RARITY	CREDITS
1 (Normal)	+8 MDC	+4	d12+2	10 + d8 (40 MPH)	356	–4	1.3 M

Notes: Amphibious (swim Pace 6), limited Flight System (Handling +0, 5 MPH, Pace 8); +2 Repair, +1 Electronics, +1 Thievery, and ignores Power Armor penalties to fine motor work.
Weapons:
- Multi-Tool (Right Arm, Str+d6 Mega Damage, AP 2, Improvised Weapon)
- Precision Laser Torch (Right Shoulder, Fixed Forward, Range 4/8/16, 3d4 Mega Damage, AP 4, RoF 1)



FT-005 FLYING TITAN

Joshua Danish (Order #49370917)

NG-X9 SAMSON

This is one of the most common and best-liked of the Northern Gun powered combat suits. New suits are harder to track down than refurbished ones, but the latter are solid enough, if a bit dinged up.

SIZE	ARMOR	TOUGHNESS	STR	PACE + RUN (MPH)	WEIGHT	RARITY	CREDITS
3 (Normal)	+11 MDC	+6	d12+4	14 + 2d8 (150 MPH)	460	–1	900,000

Notes: Nimble, Jet Boosters (Jump +12" horizontal, +6" vertical).
Weapons:
- Light Rail Gun (Handheld, Reaction Fire)
- 2 × Rocket Launchers (Forearm, Mini-Missile, RoF 2, 2 shots each)

TRIAX T-31 SUPER TROOPER

Designed as an anti-tank/giant robot assault unit, T-31s are often called "Can Openers" because pilots like to jet booster leap onto armored foes, adhere to them, and carve up vulnerable areas using the T-31's array of armor-piercing weapons and explosives; which can be detonated by hand, voice command, on impact, or after a delay (3 to 30 seconds). The left arm houses a grapnel launcher with 100' of lightweight cord to assist in climbing enemy targets, and both feet and toes are equipped with a molecular adhesion system.

SIZE	ARMOR	TOUGHNESS	STR	PACE + RUN (MPH)	WEIGHT	RARITY	CREDITS
2 (Normal)	+10 MDC	+5	d12+4	10 + d8 (40 MPH)	450	–5 R	1.8 M

Notes: Jet Boosters (Jump +10" horizontal, +5" vertical), +4 Athletics (climbing).
Weapons:
- 2 × F4 Fusion Block Launchers (Shoulders, Fixed Forward, Range 15/30/60, 3d12 Mega Damage, AP 25, RoF 1, SBT, 2 Shots each)
- 3 × MAE-3 "Maysies" Hand Charges (thrown or placed, Range 5/10/20, 4d6 Mega Damage, AP 10, RoF 1, SBT, 1 Shot each)
- 2 × Mini-Missile Launchers (Legs, Fixed Forward, RoF 4, 7 Shots each)
- Vibro Forearm Blade (Right Arm, Retractable, Str+2d4 Mega Damage, AP8)
- Grapnel Launcher (Left Arm, Recessed, Range 4/8/16, Str+2d4, AP2, Improvised Weapon)
- 2 × Laser Torches (Both Palms, Range 2/4/8, 4d4 Mega Damage, AP4, RoF 1)

TRIAX X-10 PREDATOR

Triax has an answer to the Coalition's SAMAS. It's heavier, and not quite as fast, but the Predator is equal in many ways and possesses an extraordinary amount of strength. This makes it very popular among mercenaries and other military operations. Note that a vehicular rail gun or similar Heavy Weapon can be carried and fired in the left hand, with penalties.

SIZE	ARMOR	TOUGHNESS	STR	PACE + RUN (MPH)	WEIGHT	RARITY	CREDITS
3 (Normal)	+11 MDC	+6	d12+6	12 + d8 (50 MPH)	900	–3	1.9 M

Notes: Flight System (Handling +1, 250 MPH), Right hand-claw is –4 on fine motor work.
Weapons:
- X-10-453A Pulse Cannon (Right Arm, Reaction Fire, 150/300/600, 4d6+4 Mega Damage, AP 12, RoF1, 3RB)
- Mini-Missile Launcher (Right Shoulder, Fixed Forward, RoF 2, Shots 2)
- Right Hand Claw (Str+3d4 Mega Damage)

Joshua Danish (Order #49370917)

WEAPONS

A world born of war and defined by war produces many implements and engines of destruction. Most are powerful; some are instantly deadly to all but the toughest foes.

MEGA DAMAGE

In the world of Rifts® many attacks deal Mega Damage (or MD), which in *Savage Worlds* terms is a Heavy Weapon attack. Such attacks affect MDC targets (i.e. Heavy Armor, see page @@), and can cause other game effects and vast destruction—literal or narrative—to bystanders and surroundings.

- **Normal Attack vs. Normal Toughness:** Damage is dealt as normal.
- **Normal Attack vs. MDC Toughness:** The attack deals no damage.
- **MD Attack vs. Normal Toughness:** Damage is dealt as normal, and the target is subject to Gritty Damage effects (see **Blood & Gore** on page @@).
- **MD Attack vs. MDC Toughness:** Damage is dealt as normal.

POWERING WEAPONS

Energy weapons, including powered melee weapons, draw energy from various sizes of E-clips; an E-clip is a combination battery and capacitor, storing enormous amounts of energy in a very small package, which is capable of discrete, measured discharges for various purposes. Most melee weapons last an hour of continual use, and if used judiciously (e.g. only powering up in combat) can be effective for months without requiring a recharge.

Pistols and powered melee weapons use short E-clips which cost 5,000 credits to buy and 1,500 to recharge. Anything larger, such as rifles, use long E-clips costing 8,000 credits to buy and 2,500 to recharge. Integral vehicular weapons are powered by a nuclear power system when available, or power packs costing 30,000 credits to buy and 10,000 to recharge (20 lb).

An Operator or someone with the right skills (Electronics and Repair) and access to an industrial energy source or power grid, working a back-alley operation, can do it for half price (or free for a friend) in an hour's time. Characters far from such facilities can attempt to tap into a tactical nuclear reactor (found in power armor, vehicles, etc.) but this is dangerous. Roll the lowest of Electronics, Repair, and Science. A failure results in **Technical Difficulties** (page 117) for the target machine and destroys one E-clip; on a Critical Failure the vicinity is also flooded with highly radioactive waste (see **Radiation** in *Savage Worlds*). A success recharges one E-clip per the Size of the target machine, double that with a raise.

To replenish rail gun ammo canisters and drums costs 500 credits per 10 Shots, with Vehicle Rail Guns multiplying that cost by their number of Mods; Glitter Boy Boom Gun feeds cost 3,000 credits per 100-round belt or 1,500 credits per 40-round sealed drum (Hardness 18).



URBAN WARRIOR
TACTICAL MEDIUM EBA

PERSONAL FIREPOWER

In the age of tiny, efficient power cells, energy weapons are the most common form of personal armament. Prior to the cataclysm, the leading nations made dramatic advancements in such technology, and now a single person carrying an energy pistol is capable of stopping a car in its tracks.

Some forms of ballistic weapons remain viable, but such munitions require propellants, explosive charges, and ungainly weapon systems. The iconic rail guns dominate this category in the 24th century, having largely replaced competing ballistic weapons systems.

Joshua Danish (Order #49370917)

CLOSE COMBAT WEAPONS

The most common technological melee weapons are various Vibro-Blades, combining high-frequency vibration with an invisible, powerful energy field that enables them to do Mega Damage. Other popular Mega Damage melee weapons include Chain Saws, Impact Hammers, and Laser Torches. For those seeking non-lethal options, the Neural Mace is a popular choice.

VIBRO-BLADES

- **Harmonic Blades:** While powered, ignore the minimum Strength requirement of the Vibro-Blade as these weapons do their full damage and provide all noted bonuses.
- **Mega Damage:** All Vibro-Blades deal Mega Damage.
- **Powered Weapons:** Unless noted otherwise, Vibro-Blades lose Mega Damage and other special abilities if unpowered.

WEAPON	DAMAGE	AP	MIN STR	WEIGHT	RARITY	CREDITS
Vibro-Knife	Str+d6	6	d4	2	+2	7,000
Vibro-Shortsword	Str+d8	8	d6	3	+0	9,000
Vibro-Longsword	Str+d10	10	d8	4	+0	11,000
Vibro-Greatsword	Str+d12	12	d10	8	–1	18,000
Notes: Reach 1, two hands (Size 1 and above may use 1 handed)						
Giant Vibro Sword	Str+2d8	16	d12+2	16	–2	50,000
Notes: Reach 2; sized for Size 2 or larger, requires two hands if not Size 3 or larger.						
Vibro-Blade Vambraces	Str+2d4	8	d6	2	–2	11,000
Notes: Parry +1 (must be worn as a pair for the bonus). Count as Claws. Usually a katar or three hooked blades attached to a gauntlet.						

ADVANCED MELEE WEAPONS

- **Mega Damage:** Unless noted otherwise, Advanced Melee Weapons deal Mega Damage.
- **Powered Weapons:** Lose Mega Damage and other special abilities if unpowered.

WEAPON	DAMAGE	AP	MIN STR	WEIGHT	RARITY	CREDITS
Impact Hammer	Str+2d6+2	–	d8	10	+0	11,000
Notes: +2 damage to break objects.						
Impact Maul	Str+2d8+4	–	d10	18	–2	16,000
Notes: Two hands, +4 damage to break objects.						
Neural Mace	Str+d6*	–	d6	6	+1	8,000
Notes: *Does not deal Mega Damage. **Touch Attack** (see *Savage Worlds*), the victim must check Vigor at –2 (–4 with a raise) or be Stunned.						
NG-B50 "Thunderer" Combat Hammer	Str+d8*	2	d8	12	–2	17,000
Notes: *Only deals Mega Damage on a raise. Two hands, Shots 8, Reload 4, unpowered; a raise deals Str+d8+3d6 Mega Damage at +6 AP and uses one Shot per enemy damaged. Shotgun shells provide the +3d6 and cost 125 credits each (1,000 credits for a full reload). A spike on each side of the two-headed hammer is silver plated.						
WI-C6 "Chain Sword" Chain Weapon	Str+3d4+3	4	d12	16	–3	25,000
Notes: Raise adds d12 damage; Critical Failures hit the wielder.						

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WI-C8 "Juicer Chainsaw" Chain Weapon	Str+3d6+3	6	d12+2	20	−4	30,000
Notes: Parry –1, two hands; Raise adds d12 damage; Critical Failures hit the wielder.						
Wilk's Laser Torch	4d4+4	16	d4	1	+1	18,000
Notes: Parry –1 (unless otherwise considered armed), Strength does not affect damage, Incapacitated targets are +2 Vigor vs Bleeding Out.						

TECHNO-WIZARDRY MELEE WEAPONS

- **Techno-Wizardry Gear:** Characters with an appropriate Arcane Background—or special ability—may use and power Techno-Wizardry (TW) gear with their personal pool of Power Points (PP), whether PPE or ISP. Activate TW gear embedded powers using the wielder's PP and typically Arcane Skill or Spirit; Critical Failures cause Technical Difficulties, see **Techno-Wizardry Gear** on page 82.
- **Techno-Wizardry Melee Weapon Activation:** Cost is to activate for five rounds per the number of Power Points (PP) listed. Magic Items do not require PP to function.
- **Mega Damage:** All Techno-Wizard (TW) melee weapons deal Mega Damage while activated. The listed magical weapons deal Mega Damage.

WEAPON	DAMAGE	AP	MIN STR	WEIGHT	RARITY	CREDITS
Battle Fury Blade	Str+2d6+4	12	d8	7	−6	12 million
Notes: A magic item; silver; +6 PP for +2 Fighting, Frenzy (Imp), +6 Toughness for 5 rounds.						
Draining Blade	Str+d8	8	d4	4	−4	3 million
Notes: A magic item; +2 PP for +2 damage and on successful hits target rolls Spirit vs the attack roll to resist both *lower Trait* (Vigor) and *sloth*; lasts 5 rounds.						
TW Earth Shaker	Str+2d6+2	–	d6	6	−3	200,000
Notes: Costs 1 PP; +3 PP on successful hits activate *havoc* against the target and anyone in a Cone Template; optionally by striking the ground the wielder may activate *havoc* in a Medium Blast Template centered on himself (the wielder himself is not affected).						
TW Flaming Sword	Str+d12	6	d4	2	–1	90,000
Notes: Costs 1 PP; blade has the flame Trapping, It Burns. Looks like a sword hilt with a large ruby embedded in it until activated (a free action; otherwise a Light Improvised Weapon).						
TW Light Blade	Str+d8+2	10	d4	2	–2	90,000
Notes: Costs 1 PP; blade has the sunlight Trapping. Looks like a sword hilt with a large focusing crystal embedded in it until activated (a free action; otherwise a Light Improvised Weapon).						
TW Lightning Axe	Str+2d4+2	8	d8	8	–2	100,000
Notes: Costs 1 PP; blade has the electrical Trapping; +3 PP attacks which score a raise and cause a Shaken or Wounded result to power armor, robots, vehicles, or powered technical gear (TW or mundane) inflict an immediate roll on the **Technical Difficulties** table.						



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PERSONAL RANGED WEAPONS

While most of the weapons listed below are technically prohibited within any Coalition settlement or urban area, such restrictions are only enforced within the main urban realms and fortress cities. Even in such places, the Black Market serves to bring "personal defense" capabilities to anyone able to pay or trade well. Outside of the Coalition States, most city-states allow sidearms to be carried in urban areas.

COMMON GEAR NOTES

- **Three-Round Burst:** is notated 3RB.
- **Heavy Beam:** Energy weapons fired in this mode are RoF 1, use three Shots, add +4 to the damage roll, and apply the Snapfire and Mega Damage qualities.
- **Heavy Pulse:** Energy weapons fired in this mode are RoF 1, use three Shots, add +1 to the Shooting roll, +3 to the damage roll, and apply the Snapfire and Mega Damage qualities.

HAND GRENADES

Handheld grenades activate when their safety pin is pulled, then detonate a few seconds later. Grenades are thrown with the Athletics skill at the Ranges listed below, cannot make use of **Extreme Range**, and may be **Evaded**; see the Hot Potato, Cooking, and Covering rules under **More on Grenades** in *Savage Worlds*. Many have the appearance of long, rounded cylinders.

- **Availability:** Grenade availability is determined by type; a successful purchase nets 1d4+2 grenades.
- **Mega Damage:** Grenades deal Mega Damage.

GRENADE TYPE	RANGE	DAMAGE	AP	TEMPLATE	WEIGHT	RARITY	CREDITS
Armor Piercing	5/10/20	3d8	16	SBT	0.25	–1	700
Fragmentation	5/10/20	5d6	–	LBT	0.25	+1	550
High Explosive	5/10/20	3d10	4	MBT	0.25	+0	750
Plasma	5/10/20	3d12	–	SBT	0.25	–2	1,800

Notes: On a raise targets catch fire, they take 3d6 damage each round and are Distracted until doused (see **Fire** in *Savage Worlds*).

GRENADE LAUNCHERS

Use the above grenade prices and effects, though these launched grenades include a propellant charge and impact trigger and cannot be used as thrown grenades. Price does not include ammo.

- **Reloading:** Grenade Launchers are more cumbersome weapons and so are Reload 2, which includes changing belts or drums.

WEAPON	RANGE	DAMAGE	ROF	SHOTS	MIN STR	WEIGHT	RARITY	CREDITS
WI-GL4	18/36/72	by grenade	1	24	d6	15	–2	50,000
WI-GL20	24/48/96	by grenade	3	40	d10	75	–3	150,000

Notes: Snapfire, uses one grenade/Shot per RoF; may fire a concentrated burst (Shooting +2, Damage +4, enemies –4 to Evade, uses 3 Shots). 200 round belts available for use when mounted, emplaced, or used as a tripod-mounted infantry team weapon.

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ION WEAPONS

Ion-based weaponry gathers ions from the immediate area and projects a stream downrange stripping particles away from a target, acting as a kind of molecular-level sandblaster.

- **Wide Spread:** These weapons follow the same rules as **Shotguns** in *Savage Worlds*; they grant +2 Shooting due to the spread effect of the particle stream, but they lose one die of damage at Medium Range, and two dice at Long Range.

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT	RARITY	CREDITS
NG-56 Light Ion Pistol	10/20/40	1–3d8	1	—	12	d4	2	+0	5,000
NG-57 Heavy Ion Blaster	12/24/48	1–3d8+2	1	—	10	d6	5	–1	18,000
NG-IP7 Ion Pulse Rifle	20/40/80	1–3d10	3	—	30	d6	7	–2	20,000
Notes: Heavy Pulse.									
TX-30 Ion Pulse Rifle	20/40/80	1–3d10	3	—	50	d6	7	–2	25,000
Notes: Heavy Pulse.									

PLASMA WEAPONS

Firing a tiny comet of superheated gas, plasma weapons—often called "plasma ejectors" by some old-school warriors—are heavy, bulky affairs that often immolate their targets.

- **It Burns:** On a raise targets catch fire, they take 3d6 damage each round and are Distracted until doused (see **Fire** in *Savage Worlds*).
- **Mega Damage:** Plasma weapons deal Mega Damage.

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT	RARITY	CREDITS
NG-E4 Plasma Ejector	24/48/96	3d12+3	1	—	12	d8	16	–1	30,000
NG-E12 Heavy Ejector	24/48/96	3d12+6	1	—	12	d10	30	–2	80,000
Notes: Snapfire, 42 Shot power pack available (20 lb, 30,000 credits).									
NG-E15 Pulse Ejector	24/48/96	3d12+3	3	—	48	d12+1	70	–3	92,000
Notes: Snapfire, Heavy Pulse.									

PARTICLE BEAM WEAPONS

Particle weapons fire long beams of highly agitated particles which annihilate whatever matter they collide with, gorily disintegrating organic targets and gouging chunks out of inorganic matter in a bright flash of atomic-level destruction.

- **Disintegration:** These weapons deal Mega Damage, and +2d4 damage on a raise.
- **Atomic Annihilation:** If a target without MDC armor is Wounded by the weapon (may Soak normally), the victim determines Injury per the **Gritty Damage** Setting Rule and rolls Vigor; failure combined with a limb hit completely disintegrates the limb, failure combined with a head or torso hit causes an immediate roll on the **Death & Defeat** table.
- **No Recoil:** Particle beams ignore the Recoil penalty.

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT	RARITY	CREDITS
NG-45LP Long Pistol	15/30/60	3d8	1	3	8	d6	5	–2 R	15,000
TX-26 Particle Beam Pistol	12/24/48	3d8	1	4	15	d6	5	–3 R	35,000
NG-P7 Particle Beam Rifle	18/36/72	4d8	1	8	8	d8	17	–4 R	22,000
Notes: Snapfire.									

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LASER WEAPONS

By far the most common type of energy weapon in the world, lasers are relatively easy to manufacture and maintain thanks to few complex moving parts. By the mid-21st Century, portable lasers became a mainstay on the battlefield, and the post-Rifts world sees them as the preferred firearm in every known military, police, and security force.

Unlike industrial lasers and related forms, combat lasers emit their beams in short bursts. This allows for semi-automatic and automatic fire options (without any recoil issues). Lasers are also great for piercing armor, and they have excellent range.

- **Cauterize:** Anyone Incapacitated by a laser adds +2 to Vigor checks vs Bleeding Out.
- **No Recoil:** Lasers ignore the Recoil penalty.

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT	RARITY	CREDITS
LASER PISTOLS									
WI-LP3 Pepperbox	6/12/24	3d4	4	1	4	d4	1	+0	12,000
Notes: RoF uses one Shot each, Reload 2, –2 to Notice rolls made to detect the derringer.									
NG-33 Laser Pistol	12/24/48	3d6	1	2	20	d4	4	+1	6,500
Wilk's 320 Laser Pistol	15/30/60	3d6	1	2	20	d4	2	+1	11,000
Notes: The "Classic" is Shooting +1.									
Wilk's 227 Pulse Pistol	15/30/60	3d6	3	2	24	d6	3	–1	18,000
Notes: 3RB.									
Wilk's 237 Backup Pistol	10/20/40	3d6+3	1	4	12	d6	3	–1	24,000
LASER RIFLES									
NG-L5 Laser Rifle	24/48/96	4d6	1	2	20	d6	10	+0	16,000
Wilk's 447 Laser Rifle	24/48/96	4d6	1	2	20	d4	5	+0	18,000
L-20 Pulse Rifle	24/48/96	4d6	3	2	40	d6	7	+1	25,000
Notes: Heavy Pulse.									
Wilk's 457 Pulse Rifle	24/48/96	4d6	3	3	30	d6	6	–2	40,000
Notes: Heavy Pulse.									
TX-11 Sniper Laser Rifle	24/48/96	4d6+1	1	4	20	d4	3	–3	20,000
Notes: Shooting +1, Snapfire, Mega Damage.									
JA-9 Variable Laser Rifle	30/60/120	4d6	1	3	30	d4	3	–4	25,000
Notes: Heavy Beam. Ignores laser resistance. Integrated Multi-Optics Scope.									



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SPECIAL WEAPONS

COMBINATION WEAPONS

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT	RARITY	CREDITS
JA-11 Juicer Assassin Energy Rifle	30/60/120	4d6	1	4	30*	d6	7	–3	40,000
Notes: Heavy Beam. Integrated Multi-Optics Scope. As a free action, switch to ion beam (as an NG-IP7) or fire a bullet (as a Hunting Rifle with 1 Shot, see *Savage Worlds*). **Special*: Shots +30 when a reserve E-Clip slot is loaded; this reserve is Reload 3.									
JA-12 "One Man Army" Laser Rifle	30/60/120	4d6	1	3	30*	d6	13	–5	50,000
Notes: Heavy Pulse. Integrated Multi-Optics Scope. Integral grenade launcher (24/48/96, damage by grenade, 4 Shots, Reload 2). **Special*: Shots +30 when a reserve E-Clip slot is loaded; this reserve is Reload 3.									
NG Super Laser Pistol	12/24/48	3d6+1	1	2	20	d6	13	–2	21,000
Notes: Integral grenade launcher (12/24/48, damage by grenade, 6 Shots, Reload 2).									
NG-59 Ion Pistol	10/20/40	1–3d8	1	—	20	d6	4	–3	15,000
Notes: Integral grenade launcher (12/24/48, damage by grenade, 1 Shot).									
NG-LG6 Laser Rifle & Launcher	24/48/96	4d6	1	2	20	d6	15	–1	20,000
Notes: Integral grenade launcher (18/36/72, damage by grenade, 5 Shots, Reload 2).									

TRIAX PUMP WEAPONS

- **Uranium Rounds:** Negate the regeneration of Wounded targets. Triple cost, CS banned.

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT	RARITY	CREDITS
TX-5 Pump Pistol	12/24/48	4d4+2	1	4	5	d4	5	–1	13,000
Notes: Reload 2, 200 credits per cartridge.									
TX-16 Pump Rifle	24/48/96	4d4+4	1	6	16	d6	21	–2	37,000
Notes: Reload 2, 200 credits per cartridge.									

INFANTRY RAIL GUNS

- **Minimum is Maximum:** All Rail Guns always fire at their maximum Rate of Fire.
- **Always in Bursts:** Ignore the Bullets Per Rate of Fire; each firing uses one Shot of ammo.
- **Hyperkinetic:** Rail Guns ignore Sloped Armor.
- **Mega Damage:** All Rail Guns deal Mega Damage.

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT	RARITY	CREDITS
Bandit 5500 Flechette	24/48/96	5d6	1	—	7	d10	30	–3	52,000
Notes: Known as the "Cactus Juicer" this gun is +1 Shooting and is a **Shotgun** for Innocent Bystanders, see *Savage Worlds*.									
NG-303 Rail Gun	30/60/120	2d10+2	3	6	20	d10	40	–2	68,000
TX-50 Rail Gun	50/100/200	2d10+2	3	5	20	d12	70	–3	50,000

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MISSILE LAUNCHERS

- **Dumb Fire:** Mini-Missiles are direct-fire weapons that cannot "lock" onto targets using Electronics like most Missiles in *Savage Worlds*, instead use a Shooting roll to attack (and they can't be jammed).
- **Lock Stock:** Light, Medium, and Heavy missiles may either be "dumb fired" as above, or "locked" onto targets per the rules for Missiles in *Savage Worlds*; use launcher Rate of Fire to determine how many missiles can be fired at once.
- **Warheads:** Launchers list their standard high-explosive warheads, for other mini-missile types see Vehicle Missile Launchers on page 106.
- **Hyperkinetic:** Missiles ignore Sloped Armor.
- **Mega Damage:** All missiles deal Mega Damage.

WEAPON	DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT	RARITY	CREDITS
CR-1 Rocket Launcher	5d6	1	8	1	d6	14	–1	18,000
Notes: Mini-Missile, Snapfire, SBT, Reload 2. Six missiles can be carried in a hip pack.								
WI-23 Mini-Missile Launcher	5d6	1	8	6	d8	26	–2	30,000
Notes: Mini-Missile, Snapfire, SBT.								
WI-40M Missile Launcher	8d6	1	24	1	d12	120	–3	25,000
Notes: Medium Missile, Snapfire, MBT, disposable one-use, flammable items within an MBT may catch fire (including shooter, if not wearing EBA).								

TECHNO-WIZARDRY RANGED WEAPONS

- **Techno-Wizardry Gear:** Heroes with an appropriate Arcane Background (or special ability) may use and power Techno-Wizardry (TW) gear with their pool of Power Points (PP), whether PPE or ISP. Activate TW gear powers using the wielder's PP and Arcane Skill or Spirit; Critical Failures cause Technical Difficulties, see **Techno-Wizardry** Gear on page 82.
- **Recharging Shots:** The Shots listed represent how many times a TW ranged weapon can be fired before the wielder has to spend an action pumping Power Points into the weapon to "refill" it; costs two PP unless noted otherwise.
- **Mega Damage:** Wielders expends 2 PP as a free action to cause Mega Damage for 5 rounds.

WEAPON	RANGE	DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT	RARITY	CREDITS
Fireburst Rifle	24/48/96	4d6	3	2	20	d6	9	–3	150,000
Notes: SBT, It Burns.									
Hellfire Shotgun	12/24/48	1–3d10	1	–	2	d6	6	–2	65,000
Notes: SBT, on a raise It Burns. Double Barrels (see **Shotguns** in *Savage Worlds*). Heavy-duty sawed-off shotgun, can still fire standard shotgun shells.									
Iceblast Shotgun	12/24/48	1–3d8+1	1	–	2	d6	8	–2	40,000
Notes: On a raise target iced per *sloth*. Double Barrels (see **Shotguns** in *Savage Worlds*); can still fire standard shotgun shells.									
Lightning Rifle	20/40/80	4d6+1	1	4	7	d6	9	–3	75,000
Notes: Volcanic carbine, can fire standard ammo (use Spencer Carbine in *Savage Worlds*).									
Lightning Rod	12/24/48	2d12	3	4	16	d4	3	–3	80,000
Notes: Provides the *protection* power (2 PP, +4 Toughness) against damage from electricity, fire/heat, lasers, particle beams, and plasma.									

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Snare Gun	8/16/32	—	1	—	2	d4	3	–3	45,000
Notes: Per the *entangle* power with Strong, using Shooting roll. A short, double-barreled flare gun; can still fire standard flares.									
Telekinetic (TK) Revolver	12/24/48	3d6	1	3	6	d4	4	–1	15,000
Notes: A Colt Peacemaker; can still fire standard rounds.									
TK Submachine Gun	15/30/60	3d6	3	2	40	d6	6	–2	50,000
Notes: 3RB, 3 PP to reload.									
TK Machine Gun	30/60/120	4d6	4	3	100	d8	10	–3	75,000
Notes: Reload 2, 5 PP to reload.									
Water Pistol	4/8/16	1d10	1	—	40	d4	2	–1	20,000
Notes: Only damages vampires and those vulnerable to magical water-based attacks.									
Water Rifle	6/12/24	2d10	1	—	40	d6	6	–2	40,000
Notes: 3RB, only damages vampires and those vulnerable to magical water-based attacks.									
Windblaster Rifle	12/24/48	—	1	—	15	d6	10	–3	90,000
Notes: The "Windchester" causes *havoc*, use Shooting, against target and anyone in a Cone Template behind them. Can fire standard ammo (use Winchester '73 in *Savage Worlds*).									

VEHICULAR WEAPONS

- **Hand-Carried Weapons:** If a hero wants to use one of the following as a hand-carried weapon, it has a Min Str of d12+X, where X equals the Mods needed to install it. The weapon's Mods cannot be more than the character's Size, and a weapon of the maximum allowed Size requires two hands and has the Snapfire quality. Weight is 100 lbs. for Mods 1, doubled for each +1 (200 lbs. for Mods 2, 400 lbs. for Mods 3, and so on). Vehicular energy weapons can be tied into the nuclear power supply of Full Conversion 'Borgs, but anyone else has no practical means of powering such weapons without using power armor or power packs. ***Example:*** *A Size 3 character needs Str d12+3 to use a Medium Rail Gun (Mods 3) and can't use a Heavy Rail Gun (Mods 4); it weighs 400 lb. and gains the Snapfire as well as Two Hands qualities.*
- **Linked Weapons:** Dual-linked weapons are fired simultaneously as one system at +1 to hit and +2 damage; quad-linked grants +2 to hit and +4 damage.
- **Mega Damage:** All vehicular weapons deal Mega Damage.

VEHICLE RAIL GUNS

- **Minimum is Maximum:** All Rail Guns have a Minimum Rate of Fire equal to their maximum Rate of Fire, and therefore always fire at their maximum Rate of Fire.
- **Always in Bursts:** Rail Guns ignore the **Bullets Per Rate of Fire** rule; each Action spent firing a Rail Gun uses one Shot of ammo.
- **Hyperkinetic:** Rail Guns ignore Sloped Armor.

WEAPON	RANGE	DAMAGE	AP	ROF	SHOTS	MODS	RARITY	CREDITS
Mini Rail Gun	50/100/200	2d10+2	6	4	30	1	–2	75,000
Notes: Anti-Personnel, Reaction Fire.								
Light Rail Gun	100/200/400	2d12+2	10	3	45	2	–3	200,000
Medium Rail Gun	100/200/400	3d12+3	14	3	60	3	–4	400,000
Heavy Rail Gun	100/200/400	4d12+4	18	3	100	4	–5	600,000

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VEHICLE ENERGY WEAPONS

VEHICLE ION WEAPONS

- **Spread Effect:** Gain +2 to hit, but lose one damage die at Medium Range, two at Long.

WEAPON	RANGE	DAMAGE	AP	ROF	SHOTS	MODS	RARITY	CREDITS
Anti-Personnel Ion Blaster	15/30/60	3d8	4	1	—	1	−2	90,000
Notes: Anti-Personnel, Reaction Fire								
Light Ion Cannon	30/60/120	3d10	6	1	—	2	−3	120,000
Notes: SBT								
Medium Ion Cannon	40/80/160	4d10	8	1	—	3	−4	240,000
Notes: MBT								
Heavy Ion Cannon	60/120/240	5d10	10	1	—	4	−5	480,000
Notes: LBT								

VEHICLE LASER WEAPONS

- **Cauterize:** Those Incapacitated by lasers add +2 to Vigor rolls to not Bleed Out.

WEAPON	RANGE	DAMAGE	AP	ROF	SHOTS	MODS	RARITY	CREDITS
Anti-Personnel Laser	75/150/300	4d6	5	1	—	1	−1	125,000
Notes: Anti-Personnel, Reaction Fire.								
Light Laser	150/300/600	2d10	10	1	—	2	−2	250,000
Medium Laser	150/300/600	3d10	20	1	—	3	−3	500,000
Heavy Laser	150/300/600	4d10	30	1	—	4	−4	1M

VEHICLE SPECIAL WEAPONS

WEAPON	RANGE	DAMAGE	AP	ROF	SHOTS	MODS	RARITY	CREDITS
Plasma Cannon	30/60/120	3d12+6	—	1	—	1	−3	200,000
Notes: It Burns, but targets take 3d8 damage per round (instead of 3d6).								
Particle Beam Cannon	40/80/160	4d8+4	16	1	—	2	−5	650,000
Notes: Add +2d6 damage on a raise; Atomic Annihilation (see page 100).								

TECHNO-WIZARDRY VEHICLE WEAPONS

- **Techno-Wizardry Gear:** Those with an appropriate Arcane Background or ability may use and power these weapons, see **Techno-Wizardry Gear** on page 82.
- **Recharging Shots:** It costs 4 PP per Mod to "refill" the weapon's Shots.

WEAPON	RANGE	DAMAGE	AP	TEMPLATE	ROF	SHOTS	MODS	RARITY	CREDITS
Fireball Launcher	75/150/300	3d12	6	MBT	1	80	2	−4	250,000
Lightning Cannon	150/300/600	4d10	16	—	1	20	3	−5	500,000
TK Mini Gun	100/200/400	4d6+4	4	—	4	160	1	−3	125,000
Notes: Anti-Personnel, Reaction Fire.									

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VEHICLE MISSILE LAUNCHERS

Use Dumb Fire, Hyperkinetic, Lock Stock from **Missiles** on page 103. In addition:

- **No Spray and Pray:** Neither Missiles nor Rockets can be used for Suppressive Fire, unless specified otherwise.
- **Rocket Science:** Rockets and Missiles ignore the **Bullets Per Rate of Fire** rule; each Rate of Fire expends one Shot worth of Missiles or Rockets.
- **Volley Fire:** When using launchers with a high Rate of Fire to saturate a single target with "dumb fire" Rockets or Missiles, two missiles in a volley grants +1 to hit and +2 damage, four missiles in a volley grants +2 to hit and +4 damage, etc.

WEAPON	RANGE	DAMAGE	AP	ROF	SHOTS	MODS	RARITY	CREDITS
Mini-Missile (HE Warhead)	100/200/400	5d6	8	1	12	1	–2	100,000
Notes: SBT, Full reload 12,000 credits (1,000/missile).								
Mini-Missile (AP Warhead)	100/200/400	4d6	20	1	12	1	–2	100,000
Notes: Full reload 12,000 credits (1,000/missile).								
Mini-Missile (Plasma Warhead)	100/200/400	7d6	0	1	12	1	–2	100,000
Notes: SBT, Full reload 12,000 credits (1,000/missile). On a raise targets catch fire, they take 3d6 damage each round and are Distracted until doused (see Fire in *Savage Worlds*).								
Light Missile (HE Warhead)	150/300/600	6d6	16	1	8	2	–3	250,000
Notes: MBT, Full reload 24,000 credits (3,000/missile).								
Light Missile (AP Warhead)	150/300/600	5d6	30	1	8	2	–3	250,000
Notes: SBT, Full reload 24,000 credits (3,000/missile).								
Light Missile (Plasma Warhead)	150/300/600	8d6	0	1	8	2	–3	250,000
Notes: MBT, Full reload 24,000 credits (3,000/missile). On a raise targets catch fire, they take 3d8 damage each round and are Distracted until doused (see Fire in *Savage Worlds*).								
Medium Missile (HE Warhead)	200/400/800	8d6	24	1	4	3	–4	500,000
Notes: MBT, Full reload 40,000 credits (10,000/missile).								
Medium Missile (AP Warhead)	200/400/800	7d6	40	1	4	3	–4	500,000
Notes: SBT, Full reload 40,000 credits (10,000/missile).								
Med. Missile (Plasma Warhead)	200/400/800	10d6	0	1	4	3	–4	500,000
Notes: MBT, Full reload 40,000 credits (10,000/missile). On a raise targets catch fire, they take 3d10 damage each round and are Distracted until doused (see Fire in *Savage Worlds*).								
Heavy Missile (HE Warhead)	300/600/1200	10d6	32	1	2	5	–6	900,000
Notes: LBT, Full reload 60,000 credits (30,000/missile).								
Heavy Missile (AP Warhead)	300/600/1200	9d6	50	1	2	5	–6	900,000
Notes: MBT, Full reload 60,000 credits (30,000/missile).								
Hvy. Missile (Plasma Warhead)	300/600/1200	12d6	0	1	2	5	–6	900,000
Notes: LBT, Full reload 60,000 credits (30,000/missile). On a raise targets catch fire, they take 3d12 damage each round and are Distracted until doused (see Fire in *Savage Worlds*).								

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VEHICLES

VEHICLE QUALITIES

All-Terrain Vehicle (ATV): Ignore up to 2 points of Driving penalties for Difficult Ground and treat each inch of Difficult Terrain as 1.5" instead of 2".

Cargo Space: An empty 5'×5'×5' area (125 cubic feet) where items can be stored. For vehicles Size (Large) or bigger, each unused Mod slot grants this much cargo area.

Environmental Crew Compartment (ECC): Protects the crew with a sealed life support system— provides immunity to the Hazards of Cold, Heat, Disease, Poison, Drowning, Electricity, and Radiation. Includes one day of emergency supplies and air for crew per Size of the vehicle.

Exposed Crew: 50% chance non-Called Shots hit the character instead; on a Crew Critical Hit the vehicle's armor is bypassed.

Hover: The vehicle hovers over the ground and ignores most Difficult Ground penalties caused by low terrain obstacles or water and can handle drops of about 100 feet with no maneuvering roll required.

Hovercycle: Hover features with a max altitude of 100 feet, handles drops of 400 feet.

Ley Line (LL): For TW vehicles, this craft can operate indefinitely on a ley line after activating it with the base ISP/PPE cost.

Max Range: Average distance the vehicle may travel before replenishing power/fuel.

Mega Damage Capacity Armor (MDC Armor): Acts as Heavy Armor, see **Vehicles** in *Savage Worlds*.

Nuclear-Powered: Utilizes a nuclear power system providing twenty years of active service before needing to be refueled and maintained. Max Range is unlimited.

PPE Battery: The TW vehicle has a PPE storage system, recharged by channeling ISP/PPE into it (or 5 PPE an hour on a ley line). PPE batteries hold the vehicle's Size × 5 PPE.

Sensor Targeting Suite (STS): Provides advanced communication (radio range 20-miles) and a full sensor suite with HUD (Heads Up Display) readouts incorporating chemical, 360 degree radar, thermal imaging, active night vision, 50× magnification optics, and audio pickups that can catch whispers at 100 yards—grants +2 to Notice rolls and ignores Illumination penalties.

Onboard targeting systems negate 2 points of Range, Cover, Called Shot, Scale, or Speed penalties to fire its weapons. The system also includes an Improved Stabilizer, see **Vehicles** in *Savage Worlds*.

Techno-Wizard (TW): Techno-Wizardry (TW) vehicles are powered by a character's personal pool of ISP/PPE (costs an action) or an onboard PPE battery, and require their Size in PPE per hour to function, minimum 1..

Vertical Take-Off and Landing (VTOL): The aircraft is capable of VTOL and can hover in place.

VEHICLE MODS

Mods represent modular slots that are available for customization on a vehicle, and can be installed with a Repair roll in a few hours. The number in parentheses is the number of times a Mod may be taken on a given vehicle. U means unlimited; round fractions up.

TYPE	MODS	CREDITS
Armor (Size): Vehicle's Armor value +2; +6 or higher is MDC Armor.	1	2K × Size
ECC (1): 1 Mod per Size Category of the vehicle above Small, see above.	*	2K × Size
Fuel Reserve (U): Extends the vehicle's Max Range by 50%.	2	1K × Size
PPE Battery (1): TW vehicles only, see above.	1	10K × Size
STS (1): A sensor suite and targeting system, see above.	1	5K × Size
Speed (U): Increases the vehicle's Top Speed by 10%.	1	1K × Size
Weapon—Fixed (U): Total like Fixed weapons, then halve Mod cost.	—	—
Weapons—Linked (U): Total weapons in a set, then halve Mod cost.	—	—

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AIR AND HOVER CRAFT

VEHICLE	SIZE	HANDLING	TOP SPEED	TOUGHNESS	CREW	MODS	CREDITS
NG-150 Streetrunner	1 (Normal)	+3	150 MPH	15 (8)	1	1	110,000
Notes: Exposed Crew, Hovercycle, Max Range 600 miles, Rarity +1.							
NG-300 Speedster	2 (Normal)	+2	220 MPH	17 (9)	1+1	1	153,000
Notes: Exposed Crew, Hovercycle, Max Range 800 miles, Rarity –1. ***Weapons***: Anti-Personnel Laser (Fixed Front) ***Nuclear Option***: 450,000 credits for the Nuclear Powered model.							
NG-357 Magnum-Turbo	3 (Normal)	+1	205 MPH	20 (10)	1+1	3	245,000
Notes: Nimble, Exposed Crew, Hovercycle, MDC Armor, Max Range 500 miles, Rarity –2. ***Nuclear Option***: 800,000 credits for the Nuclear Powered model.							
Skyboat	7 (Large)	+1	100 MPH	21 (6)	2+12	6	30,000
Notes: TW, LL, VTOL, 35 MPH as a traditional watercraft. This entry represents a typical example, but any size boat can be built (or converted) to be a skyboat. Rarity –6.							
"TK Flyer" Airplane	7 (Large)	+1	180 MPH	22 (8)	1+7	4	60,000
Notes: TW, LL (Handling +2, 220 MPH on a ley line). This entry represents a typical example, but any size airplane can be built (or converted) to be a TK Flyer. Rarity –6.							
Wingboard	0 (Normal)	+3	150 MPH	10 (2)	1	0	26,000
Notes: TW, Exposed Crew, LL, VTOL, only functions on ley lines. Rarity –1.							

GROUND VEHICLES

VEHICLE	SIZE	HANDLING	TOP SPEED	TOUGHNESS	CREW	MODS	CREDITS
Big Boss ATV	5 (Large)	+1	150 MPH	28 (12)	1+3	4	28,000
Notes: ATV, MDC Armor, Max Range 300 miles, Rarity +0.							
Highway-Man Motorcycle	1 (Normal)	+2	180 MPH	16 (8)	1+1	1	29,000
Notes: Exposed Crew, Max Range 400 miles, Rarity +1. ***Weapons***: Anti-Personnel Laser (Fixed Front)							
Mountaineer ATV	6 (Large)	+1	120 MPH	34 (16)	1+5	4	76,000
Notes: ATV, ECC, MDC Armor, STS, Max Range 600 miles, Rarity –2. ***Nuclear Option***: 500,000 credits for the Nuclear Powered model.							
Mountaineer Mk2	7 (Large)	+1	120 MPH	40 (20)	2+8	5	152,000
Notes: ATV, ECC, MDC Armor, STS, Max Range 600 miles, Rarity –3. ***Nuclear Option***: 750,000 credits for the Nuclear Powered model.							
Wastelander Motorcycle	3 (Normal)	+1	120 MPH	22 (10)	1	2	32,000
Notes: ATV, Exposed Crew, Max Range 400 miles, Rarity +0. ***Weapons***: Anti-Personnel Laser (Fixed Front) ***Storage***: The Wastelander has a Cargo Space built into an armored storage area on its rear.							
Zone Ranger ATV	7 (Large)	+1	120 MPH	44 (24)	1+6	6	1.5m
Notes: TW, LL, ATV, Amphibious, ECC, MDC Armor, PPE Battery, STS, Rarity –3. ***Storage***: The Zone Ranger has a Cargo Space built into its rear.							

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ROBOT VEHICLES

Supremely maneuverable in the wild post-apocalyptic wasteland, robot vehicles follow the rules for vehicles with a few modifications.

Piloting: Robot vehicles are technological marvels requiring specialized training to operate—without the Robot Vehicle Jock Edge the pilot suffers a –2 penalty to all Trait rolls made with the robot vehicle or its systems. Robot vehicles suffer a –1 penalty per Size to Stealth checks.

Pilots may wear Body Armor inside robot vehicles, though Minimum Strength and Encumbrance penalties apply as normal.

Movement: Though treated as vehicles, robot vehicles have a listed Pace and running die (and subtract the –2 running penalty as usual for all aboard). MPH is also listed for Chase and narrative purposes.

Falling: If the robot vehicle suffers a Wound the operator must make a Piloting check or it falls; this replaces the Out of Control rules. If that happens, roll a d12 and read it like a clock to determine the direction of the fall; the robot (and anything caught beneath it, unless Evaded) suffers Xd6 damage, where X is the Size of the vehicle. A successful Piloting check is necessary to stand up from such a fall.

Combat: Robot vehicles do not inflict Unstable Platform penalties on their crew. To make melee attacks the primary pilot uses the lower of his Piloting or Fighting skill. The robot's Parry is calculated using Piloting instead of Fighting. It is always considered armed and deals Str+d6 Mega Damage with an AP equal to Size with its bare limbs (Parry can be calculated the same way for other vehicles, but those without limbs are Unarmed Defenders). Any Athletics or Fighting-based maneuvers can be used with a robot vehicle, but Edges cannot.

Stomping: Robot vehicles can stomp or crush smaller enemies—no greater than half their Size. As an action the pilot rolls Piloting versus the target's Agility (or Piloting for a smaller vehicle). If he wins the target takes the robot's Str+2d6 Mega Damage.

Damage: Critical Hits use the **Rifts® Vehicle Critical Hits** table.

Robot Vehicle Standard Features: ECC, MDC Armor, Nuclear-Powered, STS.

DON'T GO TOO HIGH

Since the cataclysm, outer space is beyond the reach of anyone on Rifts Earth. Few dare fly higher than about 60,000 feet, for fear of whatever lies above the atmosphere.

Some theorize a debris cloud in high-speed counter-orbit, others a huge number of automated satellites, armed to the teeth and programmed to destroy anything leaving the atmosphere. Some speculate an alien fleet may have the planet on lockdown. Perhaps someday a unified effort can be launched to find the truth, but the violent planetside chaos puts that day very far off.

A MATTER OF COORDINATION

When robot vehicles are piloted by more than one crew member, a primary pilot must be chosen each round. The primary pilot controls the robot vehicle's limbs and movement, including weapons held or mounted in hands or forearms, and all melee attacks. Running affects crew acting after the pilot until her next turn. Additional crew may control other systems but cannot use the same system as another crew member within the same round. Non-weapon systems may be used to Support the actions of other crew members.

Example: *An NG-V61 Gunwolf has two crew. Jaxa declares herself the pilot. Robert can't use arm-mounted or held systems, so he fires the eye lasers and activates the Wolf's Howl Transmitter Array; taking a –2 Multi-Action penalty. Jaxa cannot use those two systems so she runs, fires the right and left forearm weapons, and melee attacks; a –4 Multi-Action penalty plus a –2 running penalty, all three of her attacks roll at –6.*

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RIFTS® VEHICLE CRITICAL HITS

2D6	RESULT
2	**Scratch and Dent:** The attack merely scratches the paint. There is no permanent damage (no Wound).
3	**Engine:** The power plant is hit, reducing responsiveness. –1 Handling each time this occurs (to a maximum penalty of –4).
4	**Locomotion:** The legs or other movement systems are damaged, reducing the MPH/Pace by a quarter (to a minimum of 50%, round up).
5	**Controls:** The vehicle becomes very difficult to control while in motion, requiring a Piloting roll (–2) every round to avoid going Out of Control.
6–8	**Chassis:** The vehicle suffers a Wound in the body with no special effects.
9	**Crew:** For direct damage, subtract the vehicle's Armor (applying AP) and deal the remainder to a random crew member. Area effect weapons affect everyone. If this is the result of a Collision, the occupants are Shaken.
10–11	**Weapon:** A random weapon is destroyed. If there are none, treat as a Chassis hit.
12	**System:** A random Vehicle Quality or system is destroyed, as determined by the GM. If it doesn't have any features left, treat this as a Chassis hit instead.

NG-V61 GUNWOLF

An intimidating combat robot with a wolf-like head and bristling with weapons, the Gunwolf was designed to stalk and fight supernatural monsters in close quarters battle.

SIZE	TOUGHNESS	STR	PACE + RUN (MPH)	CREW	CREDITS
7 (Large)	46 (28)	d12+8	14 + d8 (60 MPH)	2	38 million

Notes: MDC Armor, clawed hands cannot carry hand-held weaponry, Advanced Sensor Suite (+4 to Notice rolls, and a free reroll to detect ambush), Rarity –5.

Weapons:

- Dual-Linked Medium Rail Guns (Right Forearm, may load silver-tipped wooden rounds)
- Light Rail Gun (Chest, Fixed Forward, can fire at grappled opponents)
- Medium Ion Cannon (Left Forearm)
- 2 × Mini-Missile Launchers (Chest, RoF 4, Shots 14 each)
- Dual-Linked Anti-Personnel Lasers (Eyes)
- Heavy Flamethrower (Jaws, Cone Template, 3d10+3 Mega Damage, RoF 1, It Burns)
- Assault Jaws/Claws/Spiked Rail Gun Barrels (Str+2d6 Mega Damage, AP 14, silver coated, count as **Natural Weapons**, see *Savage Worlds*)
- Wolf's Howl Transmitter Array: Crew may Test Electronics versus all targets within a Large Blast Template centered on the Gunwolf (the Gunwolf is immune), victims oppose the roll with Smarts at –2 (–4 for targets with enhanced hearing or non-EMP shielded electronics, GM's call) or become Distracted, plus Vulnerable with a raise.

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NG EX-5 BEHEMOTH EXPLORER

Popular with explorers, researchers, and mercenaries as a mobile base camp or command post. The massive robot features ten rooms, each with bunks for four passengers, a dining area, observation deck, and storage bay for power armor and vehicles Size 3 or less.

SIZE	TOUGHNESS	STR	PACE + RUN (MPH)	CREW	CREDITS
11 (Huge)	50 (18)	d12+10	10 + d8 (40 MPH)	3+40	85 million

Notes: MDC Armor, Crew Quarters and Living Space, Med Bay and Lab (+2 on Healing and Science rolls), Enhanced Sensors (+3 to Notice Rolls), Mods 10 (as Cargo Space), Rarity –4.
Weapons:
- 2 × Mini-Missile Launchers (Forearms, RoF 4, 24 Shots each)

NG-V7 BLOCK IV HUNTER MOBILE GUN

The latest upgrade in a venerable series famous for the massive rail gun mounted in a dome-shaped "head" turret, the Block IV Mobile Gun continues a legacy of rugged robots.

SIZE	TOUGHNESS	STR	PACE + RUN (MPH)	CREW	CREDITS
8 (Huge)	52 (28)	d12+7	14 + d10 (70 MPH)	3+2	56 million

Notes: MDC Armor, original NG-V7s (no chest laser, –2 Armor) are 40 million, Rarity –4.
Weapons:
- Heavy Rail Gun (Head Turret)
- 2 × Mini-Missile Launchers (Forearms, RoF 4, 12 Shots each)
- Medium Laser (Ventral Sponson, Reaction Fire)
- Anti-Personnel Laser (Chest, Fixed Front)

TITAN TR-001 COMBAT ROBOT

The Titan Robotics answer to the Coalition's UAR-1 Enforcer, this huge combat robot features a well-rounded arsenal making it a favorite of mercenaries and veteran pilots.

SIZE	TOUGHNESS	STR	PACE + RUN (MPH)	CREW	CREDITS
9 (Huge)	56 (32)	d12+9	14 + d8 (60 MPH)	1+2	24 million

Notes: MDC Armor, shoulder STS cluster –4 to hit and 24 Hardness, Rarity –4.
Weapons:
- Medium Rail Gun (Right Forearm)
- 2 × Medium Missile Launchers (Shoulders, RoF 4, 5 Shots each)
- 2 × Mini-Missile Launchers (Legs, RoF 4, 6 Shots each)
- Dual-Linked Anti-Personnel Lasers (Chest Sponson)

TRIAX X-500 FORAGER BATTLEBOT

Phased out of New German Republic service, the X-500 was designed for long-range wilderness patrols—it is a workhorse of communities in both America and Europe.

SIZE	TOUGHNESS	STR	PACE + RUN (MPH)	CREW	CREDITS
7 (Large)	40 (22)	d12+8	14 + d8 (60 MPH)	2+2	22 million

Notes: MDC Armor, storage for 14 days of food and water for a party of four, Rarity –3.
Variant: No missile launchers, commonly used for construction and mining—13 million
Weapons:
- Dual-linked Medium Ion Cannons (Chest Sponson—torso rotates 360°—Reaction Fire)
- 2 × Medium Missile Launchers (Shoulders, Turret, RoF 4, 16 Shots each)

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TRIAX X-535 HUNTER

The NGR's ubiquitous infantry robot, the "Jager" is incredibly nimble and has a modular mount for a variety of weapon systems, though carrying one slows it considerably.

SIZE	TOUGHNESS	STR	PACE + RUN (MPH)	CREW	CREDITS
4 (Large)	30 (16)	d12+4	18 + d12 (140 MPH)	1	12 million

Notes: MDC Armor, Interchangeable Shoulder Mount, Nimble, Rarity –5 (Restricted).
Weapons: (using when using ISM cancels Nimble bonuses)

- Light Rail Gun (Handheld, Reaction Fire)
- Dual-linked Head Guns (Med. Machine Gun, Anti-Personnel, Reaction Fire, 2K Shots)
- 2 × Mini-Missile Launchers (Forearms, RoF 2, 3 Shots each)
- Shoulder Mount (optional—choose one, halves Pace/MPH and lose Nimble)
  - TX-843P Particle Beam Cannon
  - TX-862FC Flak Gun (Range 200/400/800, 7d6 Mega Damage, AP6, RoF 2, SBT)
  - TX-884I Ion Cannon & Missile Launcher—a Medium Ion Cannon and a Medium Missile Launcher (RoF 4, 12 Shots)
  - TX-871MM Rotary Missile Launcher—using a unique rotary drum design, this Light Missile Launcher has a Rate of Fire of 6 and 96 Shots

TRIAX X-545 SUPER HUNTER

The "Armored Jager" sacrifices versatility for firepower. It is meant to hold ground and cover regrouping or retreating allies—a common situation in the Gargoyle Empire war.

SIZE	TOUGHNESS	STR	PACE + RUN (MPH)	CREW	CREDITS
5 (Large)	36 (20)	d12+6	14 + d10 (70 MPH)	1	16 million

Notes: MDC Armor, Rarity –6 (Restricted).
Weapons:

- Light Rail Gun (Handheld, Reaction Fire)
- Dual-linked Head Guns (Med. Machine Gun, Anti-Personnel, Reaction Fire, 2K Shots)
- 2 × Mini-Missile Launchers (Forearms, RoF 2, 3 Shots each)
- Dual-linked Medium Ion Cannons (Chest, Fixed Forward)
- 2 × Mini-Missile Launchers (Shoulders, RoF 4, 12 Shots each)
- 2 × Mini-Missile Launchers (Lower Legs, RoF 2, 4 Shots each)
- 2 × Vibro-Swords (Forearms, Retractable)
- Dual-linked Flamethrowers (Lower Legs, Range Cone Template, 3d10+3 Mega Damage, RoF 1, 10 Shots, on a raise **It Burns** as listed under Plasma Weapons)

TRIAX X-1000 ULTI-MAX

So small that many consider it power armor, the Ulti-Max is packed with cutting edge tech, including a force field. The Coalition field-tested a brigade for Triax. It performed impeccably.

SIZE	TOUGHNESS	STR	PACE + RUN (MPH)	CREW	CREDITS
4 (Large)	34 (18)	d12+5	11 + d8 (45 MPH)	1	22 million

Notes: MDC Armor, Propulsion Jets (water/vacuum Pace 6), Force Field (+8 Toughness, stops working if Wounded, 24 hour recharge, energy weapons can't fire out), Rarity –5.
Weapons:

- VX-180 Heavy Rail Gun (Handheld, Two Hands, RoF 2, Reaction Fire, +1 Shooting)
- Anti-Personnel Laser (Coaxial mount in the Rail Gun)
- 2 × Mini-Missile Launchers (Shoulders, Forward, RoF 4, 15 Shots each)

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CYBERNETICS

Cybernetics (and military-grade *bionics*) are a pervasive part of life on Rifts Earth. Heroes in *Savage Rifts*® often begin with a number of cybernetic enhancements provided by their Iconic Framework or Hero's Journey rolls.

Cybernetic enhancements have Strain ratings—a being can only take on so many pieces of cyber gear before its body begins rejecting the stress. See **Strain** on page 69.

Cybernetics vs. Bionics: Cybernetics are man-made implants that replace biological functions, while bionics represent enhancements to performance. Simpler cybernetics can pass for normal, while flashier parts are harder to conceal.

INSTALLING/REMOVING CYBERNETICS

Cyber-surgery is fairly advanced, even in the rough-and-tumble world of Rifts®. If successful, recovery takes one day per point of Strain, during which time he is Exhausted for the first half and Fatigued for the second (more cyberware cannot be installed until the patient is fully recovered).

The surgeon makes a roll using the lower of her Electronics or Healing but bonuses to either skill apply. She suffers a –1 penalty for every point of the system's (or systems') Strain.

Success means the enhancement is installed. A raise halves recovery time. On a failure, the implant is ruined and the patient needs a full day to recover. The patient must pay the cost of the operation (usually 10% of the cyberware price—cyberware removal is the same price).

CYBERNETIC SYSTEMS

The number after the name indicates how many times a system may be acquired. A U indicates there is no limit, beyond Strain. Combat Cyborgs already have many of the listed systems. Systems marked with an asterisk (*) require the Core Electronics Package.

BIO ENHANCEMENTS AND REPLACEMENTS

SYSTEM	STRAIN	CREDITS
Adrenal System (1): +2 to recover from Shaken or Stunned, Edges stack.	2	30,000
Armor Plating (3): +2 natural Armor, stacks with Worn Armor. At +6 the Armor is MDC and stacks with any other MDC Body or Power Armor, but not non-MDC Armor	1	40,000
Bionic Strength Augmentation (U): Raise Strength one die step.	1	9,000
Cyber-Wired Reflexes (U): Raise Agility one die step.	1	12,000
Extra Set of Arms (1): Ignore 2 points of Multi-Action penalties each turn; does not stack with Additional Action. Gain Nonstandard Build (Minor).	2	250,000
Internal Life Support (1): Immune to disease, drowning, and poison, +4 to resist the Hazards of Cold, Heat, and Radiation.	2	150,000
Nuclear Power Cell (1): Powers the borg's built-in systems and weapons, and connects to carried weapons using cables, but can't recharge E-clips.	1	120,000
Nano-Repair System (1): Heal one Wound per day, +4 to resist Bleeding Out. 50% chance to reject poison or disease in the system.	2	250,000
Reinforced Frame (3): Gain +1 Toughness, stacks with all protection, including the Embedded Toughness of Body and Power Armor.	1	150,000
Secret Compartment (U): Holds three grenades or a pistol; –4 on Notice checks to find it, unless the searcher is familiar with cyborgs.	1	2500
Synthetic Organ Replacement (U): Raise Vigor one die step.	1	100,000

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COMBAT ENHANCEMENTS		
Embedded Combat Coding (U): Gain one Combat Edge, requirements for other Edges must be met. Requires Cyber-Wired Reflexes.	2	50,000
Hand-to-Hand Reaction Wiring (1): Grants +2 to all Fighting checks and +1 Parry, requires Cyber-Wired Reflexes.	1	30,000
Range Data System (1): Negate 2 points of Range, Cover, Called Shot, Scale, or Speed penalties to Shooting, requires the Optics Package.	1	20,000
Targeting Eye (1): Grants +2 to all Shooting rolls for weapons once calibrated (each weapon takes a full round), requires the Optics Package.	1	12,000
COMMUNICATION, DATA, AND SENSORY SYSTEMS		
Core Electronics Package (1): A computer with universal jack—grants +2 to Common Knowledge, Electronics, Hacking, Research, and Repair rolls. Radio (20-mile range), gyro-compass, clock-calendar. **CEP is required for all other mods in this category.**	1	22,000
Audio Package* (1): Gain +2 to hearing-based Notice checks or to resist audio-based attacks. Hear the hyper-sonic and subsonic ranges.	1	40,000
Environmental Sensors* (1): Detect disease, poison, and radiation—roll Notice within 24", +2 to Notice within 12".	1	50,000
Expanded Detection and Security Array* (1): 360 degree radar, sonar, and motion detectors grant +2 Notice and the Danger Sense Edge.	2	33,000
Language Translator* (1): Translates languages at d12+2. The system learns new languages—roll a d6 each day. On a 4+ gain one skill die step.	1	16,000
Optics Package* (1): Ignore Illumination Penalties, grants +2 to all sight-based Notice checks and versus blinding flashes and effects.	1	60,000
Signal Booster* (1): 100-mile range radio, +2 Survival (navigation) rolls.	1	4,000
Vehicle Interface Package* (1): Grants +2 to Boating, Driving, and Piloting checks.	1	45,000
Wilderness Scout Package* (1): Grants +2 to all Survival rolls.	1	35,000
MOBILITY		
Aquatic Mode Upgrade (1): Move at full Pace when swimming, can breathe underwater, and suffer no submerged penalties to actions.	1	23,000
Booster Jets (1): Miniature rockets—Jump +4" horizontal, +2" vertical.	1	20,000
Climbing Package (1): Grapnels and spikes, +2 to Athletics (climbing) rolls.	1	5,000
Leg Upgrades (U): Each upgrade grants +2 Pace and +1" Jumping distances.	1	30,000
WEAPONS AND TOOLS		
Built-In Close Combat Weapons (U): A Close Combat Weapon is integrated into the 'Borg: 1 Strain per 25 lb, increase weapon cost by 50%.	1+	varies
Built-In Ranged Weapon (U): A Personal Ranged Weapon is integrated into the 'Borg—1 Strain per 100 lb, increase weapon cost by 50%.	1+	varies
Lockpick Fingers (1): Grants +2 to all Thievery (lockpicking) checks.	1	7,500
Ultimate Walking Tool Kit Package (1): The 'Borg is a walking multi-tool—grants +1 to Repair, Electronics, and associated Thievery rolls.	1	18,000

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CHAPTER THREE

SETTING RULES

These are new Setting Rules designed for use in *Savage Rifts®*.

BLAZE OF GLORY

Rifts® is full of incredible heroes and mighty villains, overwhelming dangers and terrifying monsters. Against such odds, the choice to sacrifice for the greater good should be a powerful and meaningful one. It is rarely the dream or goal of any player to see his character die inconsequentially from a random hit by an unnamed minion, after all.

Any time a hero would be killed by an attack, instead of rolling for Incapacitation he may declare he's going out in a Blaze of Glory.

Declaring Blaze of Glory means the hero chooses the moment he is ready to die, and he expends everything he has left in a stunning display of power and determination for one last great ride into the sunset. This *must* happen before the end of the current session.

In game terms, this manifests in the following ways:

- Any and all effects of the attack triggering Blaze of Glory are completely negated. This includes being Shaken.
- Once declared, the player receives three Bennies. He should use these sparingly, as they are his insurance for lasting the rest of the session until his chosen moment comes.
- The player continues to play, taking actions as normal. Once his Blaze of Glory scene and all of its circumstances are resolved, his character *dies*.

At the moment Blaze of Glory is declared, the action pauses while the player and the Game Master discuss the end goal for the character. The player should give a clear vision of what he would like to see happen, and the GM should indicate what is and is not on the table. For example, if the main villain of the campaign is present, and the GM is not prepared to simply have her killed outright, the two can discuss alternate roads to a meaningful defeat while still leaving her in play.

Alternately, some players may simply wish to say, "Make it good, please," and let the GM come up with an appropriate ending that suits the hero's story arc. The moment should be more about story and less about rolling dice; Game Masters should not let a bad die roll ruin this last act.

While a final soliloquy—in the aftermath of the battle with his dying breath—is completely called for, the hero's death is unavoidable, irrevocable, and final. Not even magic can bring him back. It was his choice, and he went out how he wanted to. For many, that's an essential quality of being a hero.

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SAVAGE RIFTS® SETTING RULES

The following Setting Rules are recommended for *Savage Rifts*®:

- **Born a Hero:** Ignore Rank requirements for Edges (and powers from them) at character creation. This *does* apply to the bonus Edge granted to Humans.
- **Conviction:** Heroes can gain Conviction Tokens which add a d6 to a Trait or damage roll; awarded for personal triumph or tragedy.
- **More Skill Points:** Start with 15 skill points at character creation.
- **Wound Cap:** Attacks never generate more than four Wounds in a single hit; apply this limit before making Soak rolls.

SURVIVAL HORROR

Humankind may have clawed its way out of the Two Centuries Dark Age, but horrific monsters from the darkest corners of the Megaverse® still lurk in the shadows of Rifts Earth. Adventures may reflect the often terrifying circumstances of life in 109 PA, and the uncertainty that attends them.

Some of the most important factors in horror are isolation, limited knowledge, novelty, and scarcity. To represent these themes during play, Game Masters are encouraged to keep players guessing. For instance, even successful Notice rolls reveal only fleeting glimpses of movement or an eerie knowledge the party is being observed, or Occult rolls only provide rumors and guesses about the newest horrors to have crawled out of a Rift. The fear of the unknown provides a little extra suspense.

BLOOD & GORE

Rail Guns, dragon's claws, and plasma explosions wreak havoc on soft targets. Mega Damage attacks inflict Gritty Damage (per the *Savage Worlds* Setting Rule) on any target not protected by MDC armor.

Characters also suffer Wound penalties when attempting to provide medical aid; a healer must subtract his patient's Wound levels from his skill roll. However, a Wounded character trying to heal his own injuries ignores patient Wound penalties and does *not* suffer from both effects (there is no double-jeopardy for self-tended Wound penalties).

DEATH & DEFEAT

Not all players are ready for their characters to die, so instead of declaring Blaze of Glory, they take their chances on the Incapacitation roll. Fortunately, even if that goes badly, it doesn't *necessarily* mean the bitter end for a hero. Death is only one of many ways a character might be changed by a significant defeat.

When a player character would die from Incapacitation or Bleeding Out (not a Blaze of Glory), they instead roll on the **Death & Defeat Table**.

SIPHONING PPE

Individuals with PPE-based Arcane Backgrounds may take PPE from willing allies as a free action. Unless noted otherwise, beings without a PPE-based Arcane Background have Size+4 ambient PPE available, which recharges at the rate of 1 PPE per hour of rest.

Siphoning PPE has a Range of the siphoner's Smarts, and any PPE beyond the siphoner's maximum must be used immediately or as part of a Ritual (see above), with any excess dissipating immediately.

Taking PPE from unwilling subjects requires the *drain Power Points* power found in *Savage Worlds*, which may also be used on those without Arcane Backgrounds in *Savage Rifts*®. The process is the same, though such individuals only have the number of PPE listed previously.

Blood Sacrifice: If a being is sacrificed as part of a Ritual, it's remaining PPE is doubled and available to the caster of the Ritual, see

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DEATH & DEFEAT TABLE

Cybernetics or magic can be used to repair physical Injuries, but means a lot of credits (plus surgery) or a quest for healing. For some characters, cybernetics isn't an option.

D20	RESULT
1–4	**The End:** After a final statement or gesture, Death claims the hero. Without extraordinary magic or divine intervention, there's nothing left to be done.
5–8	**Mangled:** Barely clinging to life and in a Coma (see below), the hero is no longer the same. Roll for a permanent Injury (see the Injury Table in *Savage Worlds*). The event leaves a permanent scar on an emotional or mental level; a shift in personality, new world outlook, or mental disorder are all possible—the player and Game Master should choose a new (non-physical) Major Hindrance for the victim.
9–12	**Coma:** Roll for a permanent Injury. Though the hero somehow survived, he's in a deep coma. He's out for 1d8 days minimum; after that, he makes a Vigor roll each day to wake up, applying any Wound penalties. He wakes up to a Hard Recovery (see below).
13–16	**Hard Recovery:** Roll for a permanent Injury. The hero is Exhausted with Fatigue but stabilizes and is unconscious for the rest of the encounter. It takes 1d4 days of rest and medical care to get rid of each Fatigue level.
17–18	**Down But Not Out:** Roll for an Injury (permanent unless a successful Vigor roll is made once all Wounds are healed). The hero gains one level of Fatigue but stabilizes, regains consciousness, and is Stunned. It takes a full day of rest to get rid of the Fatigue.
19	**Not Today:** Roll for an Injury, which goes away when all Wounds are healed. Though he still has his Wounds, the hero remains in the fight. He stabilizes and becomes Shaken.
20	**Near Death Experience:** Miraculously, the hero's Wounds are only superficial, he has no Injury. However, he is forever changed in a significant way—his hair turns white and he forgets the last year; he has prophetic dreams once in a while; he sees (and talks to) things no one can see; he gains newfound faith and a positive outlook; etc. This is something for the player and the GM to work out.

Additional PPE under **Magic Rituals** on page 122. Killing sentient beings to power ritualistic magic is an extremely vile, evil act.

TECHNICAL DIFFICULTIES

When advanced tech and high-performance machines intersect with combat and dangerous environments, things tend to break. In *Savage Rifts®*, this is triggered by Critical Failures when making Trait rolls involving high-tech gear including advanced electronics and composite materials (but not Modern or older gear, see *Savage Worlds*). Some examples include:

- Using infrared binoculars and rolling a Critical Failure on a Notice check.
- A Critical Failure on a Soak roll, weakening the Armor value of EBA.
- A Critical Failure on a Shooting roll with an energy weapon or rail gun.
- Rolling a Critical Failure on a Strength check with cybernetic arms.

Whenever a device suffers a Critical Failure, roll a d6 and consult the **Technical Difficulty Table**.

If a device suffers from an additional Critical Failure, it gains the next level of

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penalty. If something is already at the Severe Failure level, it is rendered useless/destroyed and must be replaced or completely rebuilt.

Note, on a device with multiple systems, only the one specifically in use is affected. So a suit of Power Armor subject to a Critical Failure on a Soak roll just suffers a penalty to the Armor value, not every use of the suit. It is possible to render the Armor completely useless while the rest of the suit is still functional. The same effect applies to Combat Cyborgs, a single failed sub-system doesn't destroy the cyborg (only actual damage can do that).

Fortunately, Rifts Earth is replete with technicians and engineers (often referred to as Operators) who are experts at repairing machinery. Techno-Wizards are important as well as they are the only ones who can fix Techno-Wizardry devices (using the lower of Repair and Techno-Wizardry).

Characters can attempt to fix any damaged machinery with a successful Repair roll, and if necessary, appropriate parts. The time and penalty depend on the severity of the malfunction. A success and each raise on the repair attempt reduces the Technical Difficulty category by one level. On a failed roll, the required parts are used up with no effect. A Critical Failure increases the severity by one degree — ruining an item at the Severe Failure level.

Repairing a Glitch takes 1d6 × 5 minutes and a Repair roll at –1. A Serious Problem takes 1d6 hours, a Repair check at –2, and parts equal to 20% of the item's cost. To repair a Severe Failure requires 1d6 days, a Repair check at –4, and parts equal to 40% of the item's base cost.

TECHNICAL DIFFICULTY	
D6	EFFECT
1–3	**Glitch:** Subtract 1 when using the device, or reduce any bonus by 1.
4–5	**Serious Problem:** Subtract 2 when using the device, or reduce any bonus by 2.
6	**Severe Failure:** Subtract 4 when using the device, or reduce any bonus by 4.

VEHICLE FATIGUE

Travel through the rough and tumble wilds of Rifts Earth is hard on vehicles and hardware, no matter how stalwartly built.

Each day of travel requires a Boating, Driving, or Piloting skill check made at no penalty for the first six hours of travel, and a cumulative –1 penalty per six hours of travel thereafter. Fatigue affects vehicles as it does people, with recovery requiring an hour of work and a Repair roll. With success recover one level of Fatigue, or two with a raise. Failure means the Fatigue cannot be recovered without expending 1d4 × 250 credits worth of spare parts. With a Critical Failure, roll for a **Technical Difficulty** **(see** page 117).



MOUNTAINEER MK 2 ATV

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CHAPTER FOUR

PSIONICS AND MAGIC

In a world of rail guns and giant robot vehicles, it might seem mere mental powers and arcane spells aren't enough to stand up to such military might. Nothing could be further from the truth.

THE BASICS

- *Blast*, *bolt*, *burst*, *damage field*, and *smite* do not deal Mega Damage unless the Heavy Weapon Power Modifier is used (see *Savage Worlds*) or an arcanist with Master of Magic or Master Psionic uses one of the power's Mega Power Modifiers, which when applied automagically deal Mega Damage unless otherwise noted.
- The *barrier* and *protection* powers are not MDC but Mega Power Modifiers can make them so.
- A character with an Arcane Background that uses ISP or PPE suffers a –1 penalty to all Arcane Skill rolls for each point of Strain they have. This punishing penalty is why most power wielders refuse to take on any cybernetics. See Strain on page 69.
- The penalties imposed by the Strength Minimums of body armor also apply to any Arcane Skill roll except for Arcane Background (Weird Science). For information on using powers while wearing power armor see page 93.

CORE ARCANE BACKGROUNDS

All the Arcane Backgrounds in *Savage Worlds* are available in *Savage Rifts®* and can either be obtained through Iconic Frameworks or by taking the Edges during normal character creation or with an Advance. Just about any tradition, style, or form of supernatural powers imaginable can be represented. Those with an Arcane Background are collectively called arcanists. Those with Arcane Background (Magic), (Miracles), and (Psionics) are collectively called casters. Arcane Background (Magic) and (Miracles) together with Techno-Wizards are magic users—Spells, Miracles, and Techno-Wizard powers and creations are all considered various forms of "magic" in the Rifts® setting.

Arcane Backgrounds in Rifts® have some extra considerations from the base Arcane Backgrounds listings in *Savage Worlds*: Power Activators (gestures or speech required to activate powers), Power Points type—either PPE (Potential Psychic Energy), ISP (Internal Strength Points), or Normal (PP in *Savage Worlds*)—and whether or not the Arcane Background allows a character to control TW (Techno-Wizardry) gear.

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Arcane Background (Gifted)

Arcane Skill: Focus (Spirit)
Edge Requirements: Character Creation
Starting Powers: 1
Power Points: 15
Power Points Type: Standard
Required Power Activators: None
Techno-Wizardry Gear Manipulation: No

The eldritch energies crisscrossing the globe in great rivers have forever mutated the denizens of Rifts Earth. The Gifted are those with uncanny abilities unlike those of mages or psionics. Arcane Background (Gifted) may only be taken at character creation. It is only available to character frameworks which specifically list it. Gifted mutants may use most powers except *resurrection*, and are created according to a concept or theme with Trappings appropriate for that concept.

Gifted's powers are not psionic or magical, and the background does not allow the character to manipulate TW gear. On the plus side, the character has access to the Mega Power Modifiers for all Gifted powers possessed.

Arcane Background (Magic)

Arcane Skill: Spellcasting (Smarts)
Edge Requirements: Novice, Smarts d6
Starting Powers: 3
Power Points: 10
Power Points Type: PPE
Required Power Activators: Gestures, Speech, and Materials (when specified)
Techno-Wizardry Gear Manipulation: Yes

Commonly called magic users, there are countless schools of the arcane practiced by the innumerable D-Bee and human cultures of the Megaverse®.

When putting together a particular style of magic, the Game Master and players should focus on common Trappings and use the Ley Line Walker's spell list as a starting point. They have access to almost all spell types commonly known to mortals and gain access to Mega Power Modifiers by taking the Master of Magic Edge.

Gestures: Magic users must have their hands free to cast spells. Entangled or Bound characters cannot activate new powers until they are free.

Speech: Magic users must be able to clearly speak to cast spells. Silenced or otherwise muted magic users cannot activate new powers.

Arcane Background (Miracles)

Arcane Skill: Faith (Spirit)
Edge Requirements: Novice, Spirit d6
Starting Powers: 3
Power Points: 10
Power Points Type: PPE
Required Power Activators: Gestures, Speech, and Materials (when specified)
Techno-Wizardry Gear Manipulation: Yes

Priests and holy people of any pantheon or belief system may find themselves channeling true magical powers of their faith from deities of Rifts Earth or countless worlds beyond.

When putting together a particular style of faith, the Game Master and players should work out which powers make the most sense for the form or tradition as well as what Trappings best fit. Refer to the Mystic's list of Miracle powers as a starting point and gain access to Mega Power Modifiers by taking the Master of Magic Edge.

Gestures: Magic users must have their hands free to cast spells. Entangled or Bound characters cannot activate new powers until they are free.

Speech: Magic users must be able to clearly speak to cast spells. Silenced or otherwise muted magic users cannot activate new powers.

Arcane Background (Psionics)

Arcane Skill: Psionics (Smarts)
Edge Requirements: Novice
Starting Powers: 3
Power Points: 10
Power Points Type: ISP
Required Power Activators: None
Techno-Wizardry Gear Manipulation: Yes

Many of the humans of Rifts Earth are individuals with the powers of extra sensory perception (E.S.P.), telepathy, telekinesis, and more; these people account for nearly a quarter of the remaining world population. Those with more limited or undeveloped powers are known as minor psionics.

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Unlike other Arcane Backgrounds, the psionic powers available to minor, major, and master psionics can be quite different; unless otherwise specified (Iconic Framework, Race entry, etc.), psionics have access to the following powers (Rank permitting): *arcane protection*, bolt, boost Trait†, detect/conceal arcana*, confusion, darksight*, disguise*, divination, empathy, entangle, environmental protection*, farsight*, fear, fly*, havoc, healing, mind link, object reading, relief, telekinesis, warrior's gift**.

Powers marked with an asterisk (*) have the reduced Power Points cost from the Range and Personal limitations, while those marked with a dagger (†) have the Range, Personal, and Aspect limitations (see **Trappings** in *Savage Worlds*).

Psionics gain access to Mega Power Modifiers by taking the Major Psionic then Master Psionic Edges. Psionic combat powers have a telekinetic force Trapping with an appearance like molten glass, possibly arcing with energy and tinted with color.

ARCANE BACKGROUND (WEIRD SCIENCE)

Arcane Skill: Weird Science (Smarts)
Edge Requirements: Novice, Smarts d8, Electronics d8, Repair d8, Science d8
Starting Powers: 2
Power Points: 15
Power Points Type: Standard
Required Power Activators: Materials
Techno-Wizardry Gear Manipulation: No

While Techno-Wizardry is the best known "weird science" on Rifts Earth, there exist countless other kinds ranging from alien technologies to the creations of scientific geniuses. Weird Science uses the Techno-Wizard power list, though this Edge represents non-magical devices.

This generally-available form of Arcane Background (Weird Science) is not magical and does not allow the character to manipulate TW gear. Those of a different Arcane Background are at a –2 penalty to use *detect arcana*, *dispel*, or *drain Power Points* on these devices.



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Ley Lines

Ley lines of varying size and power crisscross the globe in a massive web of Potential Psychic Energy (PPE). Though these webs of arcane energy are found throughout the Megaverse®, they surge at unprecedented levels on Rifts Earth. The areas where ley lines cross are sites of great arcane power called nexus points. At these locations—known to ancient humanity before magic left the world—chaotic and potentially dangerous energies flow unbridled. Though the primal powers coursing through nexus points can often be harnessed, they can never be truly controlled. At peak times Rifts are likely to spontaneously tear open, making Rifts Earth a unique hub of interdimensional convergence.

Encountering Ley Lines

Certain areas of the world, such as the Magic Zone in North America, are riddled with ley lines while other regions like the New West have vast areas relatively devoid of them. Many times, a Game Master may decide by fiat whether a ley line is anywhere nearby. If a random means of determination is desired, roll 2d6. If either die comes up a 6, there is a ley line nearby (within a few hundred feet)—ley lines are typically half a mile wide and dozens to hundreds of miles long. If both dice come up 6s, a ley line nexus—the area where two or more ley lines overlap—is somewhere nearby, as well.

Arcane Effects

Ley Lines: When activated on a ley line, double the Range and Duration of psychic or magic powers. Attack powers (such as *blast*, *bolt*, *burst*, and *damage field*) deal +2 damage, and defensive powers (such as *barrier*, *entangle*, and *protection*) gain +1 Toughness. Magic users double the PPE regained while resting on a ley line.

Nexus Points: When activated at a nexus point, triple the Range and Duration of psychic or magic powers. Attack powers deal +4 damage, and defensive powers gain +2 points of Toughness. Magic users triple the PPE regained while resting in the area of a nexus point. Ley line nexuses seethe with eldritch energy. Being within one mile of a nexus point—but not on it—has the effect of being on a ley line.

Dynamic Backlash: Psychics and magic users are subject to Dynamic Backlash in areas affected by ley line energy, see **Setting Rules** in *Savage Worlds*.

Magic Rituals: The most powerful magics are designed to access the flow of arcane energies available at areas of ley line power—often multiplied at times of cosmic significance—harnessing them for greater mystical effects as listed below.

Rituals and Meditations

By taking extra time to focus their concentration, psychics and magic users may increase the Duration, Effect, and Range of their powers—this is how Ley Line Walkers, Mind Melters, and others can fly for hours or *puppet* a target from miles away.

Availability: Characters with Arcane Background (Psionics) can perform Meditations. Characters with Arcane Background (Magic) or Arcane Background (Miracles) can perform Rituals. Gifted and Weird Scientists do not use these rules.

Improving Powers: Psychic and magic powers are affected as normal by Ley Line energy, as above. Instant powers *can* use these rules. Activating a power through a Ritual or Meditation costs the normal number of Power Points (plus any Power Modifiers) and is a Single Person Dramatic Task. Each "round" requires ten minutes to perform—interrupting the caster for more than 30 seconds ruins the Meditation/Ritual. The final roll of the Dramatic Task determines whether the power activates with a raise. If the power allows the target an opposed roll, the last roll is the one opposed.

A successful Challenging Dramatic Task grants a choice of one of the following power improvements, a Difficult one grants two choices, and a Complex one grants three—the same improvement may be

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chosen multiple times. Improvements can be increased by penalizing the Dramatic Task's Arcane Skill rolls:

- **Improved Duration:** Duration increases by one time increment—rounds become minutes, minutes become hours, hours become days, days become weeks, weeks become months, months become years, etc. The caster may increase the Duration by more than one increment—each additional increment incurs a cumulative –1 to the Dramatic Task's Arcane Skill rolls.

  Casters do not recover personal Power Points spent on a power with improved Duration until the power ends or is dismissed. Cannot be used on instant powers. The extended duration does not apply to maintenance; if you add protection for a week and then spend 1 PP to maintain it, you only get 5 extra rounds (not another week).
- **Improved Range:** Increase Range by one increment (Range Self/Touch powers are factored from a base Range of Smarts)—yards become furlongs (220 yards), furlongs become miles (1760 yards), miles become dozens of miles, dozens of miles become hundreds, etc. The caster may increase the Range by more than one increment—each additional increment incurs a cumulative –1 to the Dramatic Task's Arcane Skill rolls.

  Any line of sight restrictions remain, so a caster cannot hope to hit a target several miles away with a *bolt* unless using powers, abilities, equipment, or other methods to know the target's exact location.
- **Improved Effect:** The caster may add one die type to a power's damage dice, +2 to spell effect rolls and opposed rolls, or increase the area of effect by one increment—powers with no area of effect become Small Blast Template (SBT), SBT becomes Medium, MBT becomes Large, LBT becomes an area with a radius of the caster's Spirit, radius Spirit becomes radius Spirit ×2, etc. The caster may increase the effect multiple times—each additional increase incurs a cumulative –1 to the Dramatic Task's Arcane Skill rolls.

Example: *Mind Melter Orson Jakande wishes to assist the Operator Mayeena in repairing their group's transport (which has suffered a Serious Problem per the Technical Difficulties Setting Rule) by using his boost Trait power through a Meditation. Due to a lack of compatible spare parts, the GM informs the players that Mayeena's Repair check will be made at –4 and take five hours—far longer than the power's normal Duration of five rounds.*

The GM decides his Meditation a Difficult Dramatic Task, choosing Improved Effect (+2 spell effect roll bonus) and Improved Duration. For boost Trait to raise Mayeena's Repair skill for five hours, Orson must increase the Duration twice—5 rounds becomes 5 minutes, then 5 hours—giving him a penalty of –1 on his Arcane Skill rolls.

Orson must collect six Task Tokens in four rounds. He scores a success and a raise the first two rounds, but due to the –1 penalty to his rolls he only scores a success the next round. On the fourth round, with five Task Tokens collected, Orson decides to make sure of success. Using the ability of the Major Psionic Edge, Orson spends 4 ISP for a +2 to the check and rolls a total of six, snagging the final Task Token with a



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success. In addition, with the +2 spell roll bonus from Improved Effect, he activates boost Trait with the raise effect!

MAGIC RITUALS

Unlike Meditations, Rituals require materials to perform and may benefit from the assistance of additional casters, the support of participants, and increased PPE available from blood sacrifices or ley line energy.

Required Materials: Magic users, whether Arcane Background (Magic) or (Miracles), must consume expensive or rare items as part of their Rituals. The exact nature of these materials and the best method to procure them can vary depending on the power's Trappings, but cost the power's Rank × 10,000 credits and may be difficult to obtain—Gear Availability of –1 per power Rank. Obtaining materials for the most powerful Rituals, such as *resurrection*, can be the object of many epic adventures.

Assisting Casters: Assistants with the same Arcane Background may aid the caster by making Support rolls at each step of the Dramatic Task. The assistant's Support rolls use their Arcane Skill, and are made at –1 if they don't know the power being cast.

Supporting Participants: Those who want to help cast the spell but do not have the correct Arcane Background may make Support rolls at each step of the Dramatic Task using their Occult skill at a –2 penalty. Other skills are not usually allowed to support a Ritual, but with the GM's approval a character may spend a Benny to use another skill once during the Dramatic Task.

Additional PPE: For each doubling of the power's casting cost (after adding Power Modifiers) spent in PPE, the caster's Arcane Skill rolls are made at a +1 bonus. Additional PPE may be gained from Blood Sacrifices, by Siphoning PPE from willing allies, drawn from Ley Line Energy available at various locations (which may be increased at times of cosmic significance, see the **Ley Line Energy** chart below), PPE batteries, etc.

LEY LINE ENERGY

- **Available PPE:** Multiply the caster's Rank by the listed die; Ley Line Walkers add two dice to this roll. Only the caster—not assisting casters—may capture this energy for the Ritual, though all benefit from the ley line bonus to PPE recharge rates when resting.
- **Dominating the Supernatural:** Energy at ley lines or nexus points attracts supernatural beings—including powerful arcanists and their allies. If multiple beings want to tap into the energy, the one closest to the center of the site gains sole access. This often leads to violence or other means of dominating, fortifying, and controlling access to the area.
- **Dimensional Rifts:** As the flow of wild PPE increases, so does the occurrence of arcane phenomena—see **Ley Line Storms** and **Nexuses and Rifts** in the *Game Master's Handbook*.
- **Periods of Increased Energy:** Times when energies boil to epic levels, multiply PPE by the amount listed.

LOCATION	AVAILABLE PPE	EQUINOX	SOLSTICE	LUNAR ECLIPSE	SOLAR ECLIPSE	FULL MOON	CONJUNCTION
Ley Line	d4 × Rank	×3†	×4‡	×2*	×3*	×2†	×2+‡
Nexus Point	d8 × Rank	×3†	×4‡	×2*	×3*	×2†	×2+‡
Super Nexus Point	d12 × Rank	×3†	×4‡	×2*	×3*	×2†	×2+‡

Known Locations: Calgary; Mexico City; The Devil's Gate, Missouri; Cahokia Mounds, Illinois; Adams County, Ohio

***Available for One Hour:** The extra PPE is available for one hour from the start of the event.
†Midnight/Noon: For one hour at high noon (Vernal), or midnight (Autumnal and full moon).
‡Sunrise and Sunset: For one hour at sunrise and sunset. Conjunctions are astrologically significant alignments of solar bodies with stars and constellations.

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MEGA POWER MODIFIERS

Mega Powers are mighty Power Modifiers for existing *Savage Worlds* powers available only to those with the Master Psionic or Master of Magic Edges. Any standard modifiers for the base power, except for Additional Recipients, may be combined with Mega Power Modifiers.

ARCANE PROTECTION

- **GREATER ARCANE PROTECTION (+2):** Hostile powers suffer a −4 penalty (−6 with a raise).

BANISH

- **AREA OF EFFECT (+1/+2/+3):** The effect covers an area: +1 Power Point uses a Small Blast Template, +2 PPs uses Medium, or +3 uses Large. The caster makes one arcane skill roll which is applied to each target in the area. This affects all targets in the area unless the Selective modifier is used.

BARRIER

- **STALWART WALLS (+2):** The barrier gains +12 MDC Armor.

BEAST FRIEND

- **BESTIARIUM (+1):** The caster may now affect magical and mythical beasts; such creatures must still have only animal intelligence to be influenced.
- **TAME BEAST (+5):** Target a single creature as an opposed roll between the caster's arcane skill and the beast's Spirit. With a Critical Failure the creature may attack or act violently in an attempt to escape, or do as it wishes with a failure. With a success the creature becomes the caster's ally for a day (a week with a raise).

BLAST

- **GREATER BLAST (+4):** The *blast* causes 4d6 Mega Damage (5d6 with a raise).

HAVING MORE THAN ONE ARCANE BACKGROUND

The arcane power coursing through Rifts Earth means that characters taking multiple Arcane Backgrounds is much more common than usual—the Psionics background is especially common.

Treat each Arcane Background as its own set, gaining and utilizing powers, Power Points, Arcane Skills, and related Edges separately. PPE and ISP are *not* interchangeable unless you are playing an Iconic Framework with the ability to convert Power Points (like the Mystic). GM's may limit multiple backgrounds.

BLIND

- **GREATER BLIND (+2):** The Vigor roll to shake off the effect is made at −4.

BOLT

- **GREATER BOLT (+4):** The *bolt* causes 4d6 Mega Damage (5d6 with a raise).
- **ONSLAUGHT (+2):** The *bolt* attack is made at Rate of Fire 2 (ignores the Recoil penalty) and may be used for Suppressive Fire (see *Savage Worlds*).

BOOST/LOWER TRAIT

- **GREATER BOOST/LOWER TRAIT (+2):** The power's effects are enhanced. With success, the selected Trait gains a free reroll once per round, or once per action with a raise. For *lower Trait* the target applies a −2 penalty to the rolls.

BURROW

- **GREATER BURROW (+2):** The burrowing character moves at her full Pace (× 2 with a raise).

BURST

- **GREATER BURST (+4):** The *burst* causes 4d6 Mega Damage (5d6 with a raise).

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CONFUSION

- **GREATER CONFUSION (+2):** On a success, targets are Shaken in addition to being Distracted or Vulnerable (or both with a raise). Confusion is a non-damaging effect and cannot cause a Wound on an already Shaken target.

DAMAGE FIELD

- **GREATER DAMAGE FIELD (+4):** The *damage field* causes 3d6 Mega Damage.
- **RADIUS (+2):** The caster may extend the *damage field* into a Small Blast Template centered on herself, the caster is immune to her own *damage field*.

DARKSIGHT

- **GREATER DARKSIGHT (+2):** The recipient's senses extend so far into the infrared and ultraviolet spectrums that he ignores all Illumination penalties and 4 points of penalties from invisible creatures.

DEFLECTION

- **GREATER DEFLECTION (+3):** Opponents have a –2 penalty to attack the recipient with any type of attack. On a raise, the recipient also gains a free reroll on Evasion checks.

DETECT/CONCEAL ARCANA

- **GREATER DETECT ARCANA (+2):** *Detect arcana* is greatly enhanced, giving it expanded analytical effects. With a successful Arcane Skill check on a particular magical effect or supernatural entity or phenomena, the caster can learn the following:
  - Active powers and arcane abilities.
  - Type of supernatural creature (vampire, werewolf, dragon, etc.).
  - Enchantments present on an item.
  - The PPE or ISP possessed by a target.
  - Other information the GM allows.

  When used on a supernatural creature, a raise on the Arcane Skill check reveals any susceptibilities, Weaknesses, and ways to bypass Invulnerability.
- **GREATER CONCEAL ARCANA (+2):** The recipient is –2 (or –4 with a raise) to be seen or found with *detect arcana*, *divination*, and other arcane abilities; may not be used in combination with the power's Strong modifier.
- **PRESENCE SENSE (+1):** The caster is able to sense the presence and exact location of living beings within range like a radar; *detect arcana* activated with Presence Sense no longer requires line of sight to locate living beings.

DISGUISE

- **ILLUSORY MASK (+2):** The recipient looks and sounds like a specific person, down to the smallest detail.

DISPEL

- **AREA OF EFFECT (+1/+2/+3):** Standard Modifier. The effect covers an area: +1 Power Point uses a Small Blast Template, +2 PPs uses Medium, or +3 uses Large. The caster makes one arcane skill roll which is applied to each target in the area. This affects all targets in the area unless the Selective modifier is used.
- **Disenchant (+1):** The caster can target a magical item rather than an individual or a power. This is a standard arcane skill roll, not an opposed roll (the GM may apply a penalty to disenchant powerful items or artifacts). If successful, all the item's magical abilities are negated for one round, or two with a raise. The difficulty to do so is –2 for enchanted, TW, Bio-Wizardry, and Biomancy items and –4 for rune weapons and powerful artifacts.

DIVINATION

- **SEANCE (+3):** Seance lets a caster speak to a specific departed spirit by casting divination as a Meditation or Ritual. The caster must either know the name of the deceased or possess a personal item that belonged to them to attempt the seance. If successful, the caster may ask three questions before the spirit returns to the void. With a Critical Failure the entity (or some other being pretending to be the entity) manifests nearby! Whether it attacks or is simply unhelpful depends on its personality, but the being must be bound and exorcized to return it to the spirit realm.

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DRAIN POWER POINTS

- **POWER (+2):** The caster drains 2d6 Power Points on a success.

ELEMENTAL MANIPULATION

- **ELEMENTAL FURY (+2):** Everyone within Range (except the caster) is harassed by the elemental effect for the power's Duration, suffering a –1 penalty on all Trait rolls, or –2 with a raise.
- **GREATER MANIPULATION (+2):** The elemental effect lashes out at the caster's opponents. Once per round the caster may Test a target within Range using his arcane skill at no Multi-Action penalty.
- **POWER (+3):** The volume of air, earth, fire, or water affected is tripled, the target of Push suffers a –2 penalty to resist, and the damage of Attack is increased to 2d6 (3d6 with a raise).

EMPATHY

- **AREA OF EFFECT (+2/+3):** The power affects everyone in a Medium Blast Template for +2 points, or a Large Blast Template for +3.
- **EMPATHIC TRANSMISSION (+2):** The empath gains a +2 (+4 on a raise) bonus on rolls against the target.

ENTANGLE

- **GREATER ENTANGLE (+3):** The Hardness becomes 16 and can be broken only via Mega-Damage attacks.

ENVIRONMENTAL PROTECTION

- **LIFE SUPPORT (var):** The power protects against an additional hostile environment for each +1 Power Point spent, or against all hostile environments for +3 Power Points.

FARSIGHT

- **GREATER FARSIGHT (+2):** Allows the recipient to ignore all Range penalties, and a raise doubles sight range.

FEAR

- **GREATER FEAR (+2):** Fear rolls are made at –2, or –4 if cast with a raise.



FLY

- **SWIFT FLIGHT (+5):** The base flying Pace increases to 24" (60 MPH), or 48" (120 MPH) with a raise.

GROWTH/SHRINK

- **DURATION (+2):** The power's Duration is measured in minutes instead of rounds.
- **POWER (+2):** The target of *shrink* may retain her normal Strength and Toughness while small.

HAVOC

- **GREATER HAVOC (+2):** Targets are knocked back a total of 3d6" and take 2d6 damage if they strike a hard object.

HEALING

- **MASS HEALING (+2/+3):** For +2 Power Points, *healing* affects all allies within a Medium Blast Template centered on the caster (or a Large Blast Template for +3).

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ILLUSION

- **DEADLY ILLUSION (+3):** The illusion may attack or otherwise cause harm. The caster may use her actions to make the illusion to "attack" an individual. This is an opposed roll of the caster's arcane skill versus the target's Smarts (at –2 if the power was activated with a raise). If the caster wins, the target is Shaken (this cannot cause Incapacitation). With a raise, the target suffers a Wound (this can cause Incapacitation). The caster may attack additional foes as Multi-Actions. She may not use other combat maneuvers, such as Called Shots or Wild Attacks — though it may look that way!
- **DURATION (+2):** The Duration is measured in minutes.
- **REACH (+1/+2):** The illusion can stretch or reach beyond its usual diameter. For +1 Power Point it has a Reach of 12", and for +2 it has a Reach of 24". This may be used in conjunction with the Deadly Illusion modifier to simulate a lashing tentacle, power, or ranged attack emanating from the illusion itself.

INTANGIBILITY

- **DURATION (+3):** Duration is measured in minutes instead of rounds.

INVISIBILITY

- **DURATION (+2):** Duration is measured in minutes instead of rounds. If the character attempts a damage-causing attack or targets an unwilling character with a power, the effect terminates immediately.

LIGHT/DARKNESS

- **AREA EFFECT (+2):** The *light* expands to the caster's Smarts in radius, with a Range of Smarts ×2. The *light* is sunlight and considered holy in nature, having the same effect on certain creatures (such as vampires) as natural sunlight.
- **TRUE DARKNESS (+2):** Darkness only. The darkness blocks Infravision, Low Light Vision, Darkvision, and Night Vision. It has no effect on magical sight such as detect arcana.

MIND LINK

- **BROADCAST (+2):** The caster can broadcast a short telepathic message to every sentient mind within a mile radius (five miles with a raise). The caster can only broadcast, she does not receive their responses.
- **TELEPATHIC SWITCHBOARD (+5):** This modifier allows the caster to connect up to her Smarts die in minds as a kind of telepathic switchboard, creating open communication for everyone connected. The minds must be willing individuals within one mile (five miles with a raise).

MIND READING

- **MIND WALK (+2):** The caster has greater access to the target's mind and memories. They may still only ask one question, but the answer unlocks an entire scene or chain of related memories (GM's call).

MIND WIPE

- **GREATER MIND WIPE (+2):** If successful, the victim forgets a complex memory of several hours. A raise removes an entire day's worth of events and interactions.
- **EXALTED MIND WIPE (+20):** The caster may attempt to wipe the victim's mind clean of all memories. This is accomplished by completing a successful Challenging Dramatic Task (or Difficult Dramatic Task for Wild Cards), where the caster's Arcane Skill rolls are opposed by the target's Spirit (with bonuses or penalties as the GM sees fit). If the caster fails, they become Exhausted. With a success the caster is only Fatigued and the victim — though they retain all skills and abilities — completely forgets who they are or any details of their previous life. The 'Edit' Power Modifier (see *mind wipe* in *Savage Worlds*) costs +5 Power Points when used in tandem with Exalted Mind Wipe. Cannot be used in combination with the Fast Cast standard Power Modifier.

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OBJECT READING

- **DEEP READING (+2):** The character can see anything that occurred within line of sight of the object.
- **PSYCHOMETRIC PROJECTION (+2):** The caster may broadcast the vision, projecting it out into a space the size of a small room. Anyone present may see and hear the events and examine the projection from all angles.

PROTECTION

- **GREATER PROTECTION (+3):** Success grants +6 MDC Armor which stacks with other MDC armor, but not standard armor. On a raise, the recipient instead gains +6 Toughness and has the benefits of MDC protection (immunity to standard damage and to the effects of Gritty Damage).

PUPPET

- **MIND CONTROL (+3):** Spirit rolls to resist commands are at −2 (−4 with a raise). If the caster has and uses *mind link* on the target, she may extend her control of him to any distance, even out of her sight.

RELIEF

- **AREA EFFECT (+2/+3):** For +2 Power Points *relief* affects all allies within a Medium Blast Template centered on the caster (or a Large Blast Template for +3).

SHAPE CHANGE

- **DURATION (+1):** Standard Modifier. The power's Duration is now measured in minutes instead of rounds.
- **GREATER SHAPE CHANGE (+2):** The caster can take on the form of any type of creature: humans, humanoids, and even magical monsters and beings. Only natural, inherent abilities to the form are gained, not those derived from technology or training.

SLOTH/SPEED

- **GREATER SLOTH (+2):** *Sloth* only. The target cannot run. With a raise their Pace is reduced by 2.
- **GREATER SPEED (+2):** *Speed* only. The recipient ignores the effect of Difficult Terrain and triples jumping distances (horizontal and vertical). On a raise, don't roll their Run die; they automatically gain the maximum die result possible when running.

SLUMBER

- **STRONG (+1):** The penalties to resist increase to −2, or −4 with a raise.

SMITE

- **GREATER SMITE (+2):** The weapon's damage is increased by +4, or +6 with a raise—it also deals Mega Damage, if it didn't already.

SOUND/SILENCE

- **GREATER SOUND/SILENCE (+1):** The Smarts roll made to resist a Test (or Targeted silence) is made at −2. Silenced magic users cannot activate new powers.

SPEAK LANGUAGE

- **MASS UNDERSTANDING (+5):** The caster causes characters within Smarts ×2 of him to understand one another, regardless of language.

STUN

- **GREATER STUN (+2):** Resistance rolls are made at −2, or −4 with a raise.

SUMMON ALLY

- **GREATER SUMMON ALLY (Varies):** When cast using double the normal Power Point cost the summoned ally is Resilient, or Very Resilient with a raise.

TELEKINESIS

- **Power (+3):** The Strength of telekinesis is d12, +2 Strength with each raise. Bashing victims inflicts Str+d8 damage. Objects weighing 500 pounds or more inflict Mega Damage.

TELEPORT

- **GREATER TELEPORT (+13):** The caster (only) can teleport much farther, but must concentrate on her destination for at least one round, taking no other actions. This makes her Vulnerable; if Shaken or Stunned, the spell fails.

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For one round of concentration, the caster can teleport up to 100 miles. For two rounds, she can travel 500 miles. For three rounds, she can travel 1000 miles.

If the caster has physically been to the desired location previously, there is no penalty to her roll. With success she arrives within 2d6 × 10 feet of her target, or on target with a raise.

If the caster has a detailed map or has seen it through a power or device, she suffers –2 to the roll. With success, she arrives within 2d6 × 100 feet, or on target with a raise.

If the caster has a crude map or a general notion of the place on a regional or world map, she suffers a –4. She arrives within 2d10 miles with success, or within 2d6 × 100 feet with a raise. In the absence of such information, teleporting is not possible.

A Critical Failure transports the caster to a random location (GM's call) on the same planet in the same dimension.

WALL WALKER

- **GREATER WALL WALKER (+2):** With success the target moves at her normal Pace, and with a raise she gains +6 on Athletics rolls to climb or hang onto a surface and resist the Push maneuver or being moved by *havoc*, *telekinesis*, and other similar powers or effects.

WARRIOR'S GIFT

- **POWER (+4):** The recipient gains two Combat Edges at once.

ZOMBIE

- **SKELETAL (+1 per Zombie):** The corpse sloughs off the anchor of dead flesh and rises as a skeleton. This increases its Agility, Athletics, Fighting, and Shooting dice by one die type each.



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CHAPTER FIVE

THE HERO'S JOURNEY

Character creation in *Savage Rifts*® adds a little randomness with the Hero's Journey. This helps generate a character background and adds some narrative hooks a GM can use to breathe life into a hero's story, while granting them various benefits and, sometimes, complications.

Each Iconic Framework grants a certain number of rolls on the following tables. Whenever a player rolls something their character already has (like an Edge or particular piece of Gear), re-roll that result. Alternately, the GM and player might work out a fair exchange to make it work in line with the character concept. If a roll grants an Edge, the hero may take it without meeting normal requirements. The exceptions are any Edges that have direct predecessors, such as Improved Frenzy, which requires Frenzy to be taken before it. Edges granted by these tables are free; they do not count as choices granted by Hindrances, for example.

FREEDOM OF CHOICE

Rolling Hero's Journey results randomly is a fun way to add unexpected flavor to a character, but players are allowed to choose their results instead of rolling. They may also choose gear from other supplemental books, subject to GM approval.

NARRATIVE HOOKS

Each player may roll once on the **Narrative Hook** table on page 132. This provides her a hook she can enter the game with, giving her something to hang her character's backstory on, possibly coordinated with other players. This is especially true if more than one player rolls the same result. Even without matching results, players should absolutely feel free to take their Narrative Hooks and weave them into shared stories.

Narrative Hook rolls are in addition to any Hero's Journey rolls granted by the character's Iconic Framework. They merely serve as a springboard for the player's imagination, helping the player to ground their character and create a compelling backstory to help them roleplay in the apocalyptic landscape of Rifts®.

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NARRATIVE HOOK

D20	RESULT
1–3	**The Siege of Tolkeen.** The invasion and destruction of the magical state of Tolkeen by Coalition forces in 109 PA reverberates throughout North America. You may have fought in that war. Many Tolkeen refugees are now in or near Castle Refuge.
4	**Hidden Away.** Your travels drew you somewhere off the beaten path, undiscovered and untouched for a long time. Whatever you discovered, it led you to the Legion.
5–6	**Alistair Dunscon's "True Federation."** Dunscon's madness is only exceeded by his obsession with forcing all to fall under his rule. He's engaged in a campaign of political pressure and terror against reluctant factions. Maybe his agents hurt you, or you served with Federation forces—until you realized you were working for a diabolical madman.
7	**Blood Is Thicker.** Your story is connected with one or more family members, or to the loss of your family in this savage world. Somehow, joining the Legion is a part of it all.
8–9	**The Juicer Uprising.** In 105 PA, the promise of a cure for a Juicer's short lifespan (the Phoenix Treatment) came out of Newtown. The rumor led to a bloody uprising and short war between the resulting Juicer Army of Liberation, Newtown's forces, and the Coalition. Adventurers discovered an alien plot behind the unrest, but Newtown was destroyed. Maybe you fought in the conflict or were part of uncovering the plot and subsequent battle against the alien threat.
10	**Grudging Respect.** You and someone out there had one or more run-ins on opposite sides of an issue. There's a mutual admiration that runs under this rivalry and any animosity. The next time you run into each other again should be…interesting.
11–12	**From Out of a Rift…** Your hero happened to be near a Rift when it disgorged something. From that incident came a lasting effect that may have led you to Castle Refuge.
13	**The Black Market.** You have history with the Black Market. Work out the intricacies with the GM. Did they ask you to join the Legion? Did you join to avoid retribution? Maybe you're a convenient link between the two groups.
14	**The Coalition.** Whether through military service, residence, or friends in the right place, you've had dealings with the Coalition States at a high level. This can be useful, but can also lead to difficult questions and suspicion by those who discover your ties.
15	**Nearly Done For.** You nearly died, or the jig was almost up when the tide turned and someone from the Tomorrow Legion rescued you, which leaves you in their debt.
16	**Old Acquaintances.** A chance encounter or a brief friendship leaves a lasting impression. Maybe you haven't seen them since, but the encounter led you to the Legion.
17	**Authority Issues.** You crossed the wrong people, putting you in trouble with the authorities. Perhaps it was a Coalition outpost, or maybe Federation agents. Whether on the run, or arrested and waiting for punishment, you got some help from the Legion.
18	**A Battle Beyond the Rifts.** The Rifts act as portals to dimensions beyond the stars and, sometimes, beyond reason. Somehow you wound up on one of countless worlds or planes of existence, or you're a native of that other world, and you were pulled into this new world where you struggle to find your way, with the Legion's help.
19	**The Evil That Men Do.** You've been out there, fighting bandits, raiders, and the soldiers of would-be warlords. Or, maybe you were such a person, robbing and hurting others until one day the truth of who you'd become hit, and you decided to start a new journey.
20	**Sometimes It Starts in a Bar.** You just wanted a drink, but something happened. Perhaps it was the wrong word at the wrong time, a case of mistaken identity, or something involving alcohol. You wound up in a huge bar fight…and then wound up in the Legion.

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BODY ARMOR

Your hero has a modified version of his starting body armor, as provided by his Iconic Framework's Starting Gear or the Rich Edge. Only one of each indicated modification may be added to any single suit of armor, unless otherwise indicated.

At the GM's option, a suit of Body Armor may be upgraded up to two times, choosing from the following results. Each upgrade costs the item's base purchase cost at a −4 modifier to the Gear Availability check.

D20	RESULT
1–4	You may trade the starting armor from your Iconic Framework for any other body armor (not power armor or robot vehicle). If this is not your first roll, apply all other results from rolling on this table to your newly chosen body armor.
5–6	Extra high-density plating and other design factors grant +2 Armor to your hero's Body Armor. This result may only be applied once.
7	This suit was customized for concealment, and can be worn under loose clothing without attracting attention. Detecting the armor requires a Notice roll at –2, or –4 if it already provides this bonus. Cannot be applied to Heavy suits of armor.
8	Micro exoskeleton enhancements in the upper torso and arms give your hero a Strength die increase. This result may be applied up to two times.
9–10	Covered in a fiber-optic material, your armor color shifts to match the surrounding area with custom camouflage patterns, masks infrared as well as thermal emissions, and is designed to reduce noise. Wearers are +2 to all Stealth rolls.
11	Your suit has an advanced communications system, with a 20-mile range. Add +2 to Survival rolls to navigate by pinpointing location, Electronics rolls to jam transmissions, radio direction find, intercept comms, etc.
12	If your suit is not Environmental Body Armor, this result provides that benefit. If it is EBA, this result provides significant environmental system improvements granting a total of +6 to resist Cold, Heat, and Radiation while wearing this suit.
13–14	Extraordinary craftsmanship and lightweight materials mean your adventurer's suit has its Strength Minimum reduced by one die type, while still gaining +1 Armor. This result may be applied up to two times.
15	This armor has an embedded Multi-Optics Helmet (see page 86) providing enhanced vision, targeting, and combat readout through the integral Heads Up Display, see page 86.
16–17	Good for all situations, this armor suit has +1 Embedded Toughness to handle the sharpest blades and most piercing lasers. This result may only be applied once.
18	Micro exoskeleton enhancements in the legs give your hero +2 to Pace and +1" Jumping distance; may be applied up to two times.
19–20	You may choose any one of the results on this table.

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CLOSE COMBAT WEAPONS

Your hero has a modified version of his starting close combat weapon, as provided by his Iconic Framework's Starting Gear or the Rich Edge. Only one of each indicated modification can be added to any single weapon, unless otherwise indicated.

At the GM's option, a close combat weapon may be upgraded up to two times, choosing from the following results. Each upgrade costs the item's base purchase cost (10 × cost for silvered weapons) at a −4 modifier to the Gear Availability check.

D20	RESULT
1–4	You may add any non-TW Close Combat Weapon listed in this book to your character's gear list. If this is not your first roll, apply any other results from rolling on this table to your newly chosen weapon as you wish.
5–6	The superior balance of this weapon allows you to ignore up to 2 points of penalties to Fighting rolls, including those from Called Shots and Off-Hand Attacks.
7	Exceptional crafting as well as customized grips and weighting grant your hero +1 to Fighting rolls with this weapon.
8–9	The weapon utilizes lightweight construction techniques and materials, reduce weight by a third and Minimum Strength by one die type.
10–11	This weapon is extra deadly, granting a +1 to all damage rolls made with it. This result may be applied up to two times.
12	An unarmed foe is much less of a concern. Your weapon is designed with that in mind—opponents are –2 on Strength rolls to resist your Disarm attempts.
13	The crafter of this weapon knows something about vampires and other monsters in the world—she incorporated silver into its making.
14	Though violence is rampant throughout the world, there are times when a non-lethal solution is called for. When using this weapon, ignore the penalty to Fighting checks for making Non-Lethal attacks, and add +4 to Non-Lethal Damage rolls.
15	Advanced technology makes this weapon extra effective against armor, giving it +2 AP.
16	Breaking things is fun, and so is smashing skulls. With this weapon, add +2 damage with The Drop, against Vulnerable targets, or when Breaking Things.
17	The design of the weapon incorporates special guards or other techniques to provide the wielder +1 Parry.
18	For some, it's about the surprise. For others, it's about not having to switch weapons during an engagement. Your hero's melee weapon has an embedded laser (Range 15/30/60, Damage 2d6+2, RoF 1, AP 4, Shots 16).
19–20	You may choose any one of the results on this table.

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CYBERNETICS

Whether through medical necessity or voluntary upgrade, your hero has undergone major surgery to have one or more artificial replacements or additions grafted to his body. If any roll results in an upgrade that requires another form of cybernetics be installed, and your hero doesn't have that piece, replace the roll with the required piece.

TOO MUCH CYBERWARE

Cybernetics cause Strain on the body of any organic being, which must be accounted for when adding things to your character. If a roll results in your character taking on more Strain than he can handle, replace that roll with the Upgradeable Edge (page 76).

If he already has Upgradeable and still goes over, you have a choice to make—either keep the excess cyberware and suffer the attendant penalty (constant Fatigue) or re-roll on another table.

D20	RESULT
1	Your hero wanted maximum capabilities, never mind others seeing her as a freak. She got an Extra Set of Arms installed, see page 113.
2–3	When the armor-piercing lasers and flechettes fly, your cyborg's level of Reinforced Frame is the best, see page 113.
4	Your hero wants to give that Juicer a run for his money, so he got a level of Cyber-Wired Reflexes installed, see page 113.
5–6	Your cyborg is built for speed. Gain one level of Leg Upgrades, see page 114.
7	Your cyborg is one with the machine when jacking in using his Vehicle Interface Package, see page 114.
8	Who has time to actually train? Not your character, which is why he has a level of Embedded Combat Coding, see page 114.
9	Booster Jets (see page 114) make for great tactical options, and they're fun, too!
10–11	Nothing like a Range Data System (see page 114) to make hitting all those pesky enemy targets diving for cover that much easier.
12	There's a good chance your cyborg was meant for amphibious operations with his Internal Life Support Upgrade, see page 113.
13–14	Stronger is always better as far as your character is concerned, so he has a level of Bionic Strength Augmentation, see page 113.
15	Whoever put your hero back together didn't want her checking out any time soon. She has a level of Synthetic Organ Replacement, see page 113.
16	It is all about combat efficiency for your cyborg. He has Hand-to-Hand Reaction Wiring, see page 114.
17–18	Let's face it, everyone expects your hero to take point, so that extra level of Armor Plating is always a good idea, see page 113.
19–20	Choose any single cybernetic upgrade you wish and qualify for.

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EDUCATION

Your character places great value on understanding the world around him. He's studied extensively, reads whatever he can get his hands on, and values learning whenever the opportunity is presented. His parents instilled this in him as a child, or a guardian or colleague gave him a love of learning.

Characters should have at least Smarts d6 when rolling on this table. With repeat results, the Game Master should allow for a new roll.

D20	RESULT
1–2	Your hero's voracious appetite for knowledge led to her picking up a little something about pretty much everything. She has the Jack-of-All-Trades Edge.
3–4	Your character is a talented medic and a huge boon for any group he runs with. He has the Healer Edge and the Healing skill at d4.
5	Communication is the key to understanding. Your character has a passion for languages, and a real gift for them as well. She has the Linguist Edge and any one Language skill at d8.
6–7	Following in the footsteps of Erin Tarn, your character is a student of the past. Only by understanding what has come before can he hope to make the most of what is to come. He gets Academics at d6 and increases Common Knowledge one die type.
8	The principles of technology are vital to building a future out of the catastrophes of the past. Your hero has the necessary foundation to be a part of that with a d8 in Electronics.
9–10	He's traveled far and wide, and he knows a lot about the world that could come in handy. Your character gains a +2 on any Common Knowledge rolls related to geography and understanding the people and places of North America. He also gains a +2 on Survival and Networking checks in North America.
11	Understanding the ebb and flow of power in the habitable lands of North America may very well mean the difference between life and death, making your hero's grasp of such matters extremely valuable. She gains Academics at d6. She also gains +1 to Persuasion and Performance rolls.
12	The world was ended in war, reborn in war, and war remains the most prevalent truth of the age. Your character understands this better than anyone, and he gains a d6 in Battle to prove it. He also has the Command Edge (or one Leadership Edge of her choice if he already has Command).
13–14	Your character's innate understanding of computers makes her one of the most valuable people in the world, whether most folks understand that or not. She gains Hacking at d6, as well as +1 when dealing with electronic security using Thievery.
15–16	Born with a natural inquisitiveness, your hero has a gift for research and finding things out. He has the Research skill at d8.
17–18	Either her parents did everything they could to educate her, she attended one of the few schools left in the world, or she might even have found and lived in an ancient library. However managed, she has three additional skill points to spend at character creation, but they may only be spent on Smarts-based skills.
19–20	You may choose any one of the results on this table.

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ENCHANTED ITEMS & MYSTIC GADGETS

In a world full of massive guns and walking tanks, magic is not only a wonder but a fine equalizer for many trying to survive. Your hero's journey resulted in one or more items of arcane wonder or spiritual importance winding up in her possession.

Characters without ISP or PPE should not roll on this table. Any usage that doesn't fall under other obvious categories (Fighting for melee, Shooting for ranged), heroes roll their Arcane Background skill (or Spirit if they have none). For any result that grants a character an item he already has, the player may elect either to re-roll or add a Techno-Wizard Minor Upgrade to that item.

D20	RESULT
1	You can be protected from energy attacks while launching powerful ones of your own. Gain a TW Lightning Rod, see page 103
2–3	Things get ugly out in the world, and the Ley Line Walker Medium Armor (see page 90) is a good insurance policy for dealing with a lot of those things. Cyber-Knights should re-roll on this result.
4	Going covert is much easier with a Shadow Cloak on, see page 87.
5–6	Great for both damaging and slowing down enemies, an Iceblast Shotgun is an arcane favorite, see page 103.
7–8	This cunning pair of goggles speaks of a fashion that never goes out of style. But this eyewear is no mere adornment: your character's Magic Optic System is a magical blend of form and function and a favorite accessory, see page 86.
9–10	Your hero is in good shape with a Snare Gun at her side, see page 104.
11	For up-close and personal encounters, a Flaming Sword is a good thing to have. It's also great for barbecues, see page 98.
12–13	When it's time to negotiate with strange visitors just arrived through a new Rift, your character's Communications Band is a vital asset, see page 85.
14–15	The TK Revolver is a favorite among Techno-Wizards and those who don't like keeping up with ammunition, see page 104.
16	Your hero has a rare and coveted suit of TW Combat Mage Armor (see page 77), which may or may not place him on a few bounty lists in both the Coalition and the Federation of Magic. Alternately, if he's a Cyber-Knight, he gains a suit of TW Cyber-Knight Heavy Armor, see page 91.
17	The ability to short out robot vehicles and power armor can be incredibly effective. Gain a TW Lightning Axe, see page 98.
18	Whether your character's a Techno-Wizard or just wants to travel like one, the Wingboard is a great choice for him, see page 108.
19–20	You may choose any one of the results on this table.

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EXPERIENCE & WISDOM

There's no greater teacher than experience, at least for those who survive it. Wisdom comes from enduring the worst and understanding the lessons therein. Your character is someone who's been there, done that, and brought away far more than a t-shirt for her efforts.

As with most tables, a repeat roll here should result in a reasonable modification, as approved by the Game Master, or else a simple re-roll.

D20	RESULT
1–2	Your hero knows how to put on a show, and cultivate fans. Gain the Fame Edge.
3–4	Your character doesn't take kindly to threats, and no one messes with her head. She is Strong Willed.
5	With a nose for opportunities, horse-trading, and five-fingered discounts, your hero is the go-to person for getting what's needed in a crunch. He has the Scrounger Edge.
6	Some folks come to understand that lone wolves don't make it in a world as dangerous as this one. Your hero has Common Bond.
7–8	She always gets a strange tingling in the back of her neck when things are about to go all pear-shaped. She's seen enough trouble to know when it's coming. Your character has the Danger Sense Edge.
9	A split second often means the difference between alive and a smear on the landscape. Your character has the Quick Edge. If he already has that Edge, he gains the Level Headed Edge instead.
10–11	Some experiences take a person back to the beginning, reconnecting her to her foundations. Select one Background Edge, regardless of requirements, so long as it makes sense and the GM agrees with it.
12–13	He's traveled far and wide, and he knows a lot about the world that could come in handy. Your character gains a +2 on any Common Knowledge rolls related to geography and understanding the people and places of North America. He also gains a +2 on Survival and Networking checks in North America.
14	There are times when no amount of skill, talent, or training is enough. Fortunately for your character, Lady Luck is in her corner. Take the Luck Edge, or Great Luck instead if she already has Luck.
15–16	Life on the road, in the wilderness, and wandering the streets of the cities that remain gave your character special insight and some key experience with a particular calling. You may give her one Professional Edge, ignoring requirements, so long as it makes sense and the GM agrees with it.
17–18	There are moments when everything comes together and an opportunity presents itself. Your hero knows how to make the most of just such a moment. Gain the Elan Edge, Luck if you already have it, or Great Luck if you have Luck.
19–20	You may choose any one of the results on this table.

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MAGIC & MYSTICISM

Wielders of various arcane powers — those who channel PPE — are often very gifted in some fashion. They might also pick up a trick here or an unknown technique there, constantly improving their art as they survive the perils of Rifts Earth.

The following table works for Ley Line Walkers, Mystics, Techno-Wizards, and anyone else with the Arcane Backgrounds of Magic or Miracles. If your character doesn't have such an AB, you should choose a different table.

D20	RESULT
1–2	There are times to put it all on the line, no matter the cost. Your character is always prepared to do just that, thanks to having the Soul Drain Edge. Techno-Wizards may reroll this result.
3–4	Some battles are lengthy affairs, and the magic user playing the long game will win in the end. Begin with the Concentration Edge.
5–6	Your character has a knack for recovering PPE when the cards are right. Start with the Power Surge Edge.
7–9	Magic users benefit from a variety of spells. Your hero gains either the New Powers Edge *or* any one power normally unavailable (except *resurrection*).
10–11	Often, one crisis is quickly followed by another, and your caster needs to get his energy back quickly. He has the Rapid Recharge Edge, or Improved Rapid Recharge if he already has Rapid Recharge.
12–13	Some arcane wielders learn how to use certain spells as almost second nature. Choose one power your hero knows; if she casts it successfully, she automatically gains the raise effect.
14–15	Conservation of magical energy is an incredibly powerful talent. Your hero gains the Channeling Edge.
16–17	Born to fight the toughest threats, your hero is adept at customizing combat spells to take advantage of an opponent's weakness. Your hero gains the Wizard Edge. Those with Arcane Background (Miracles) reroll this result.
18	Putting down opponents before they end you is a powerful lesson in this dangerous world. Your hero gains +2 damage when using direct damage spells and TW weapons by expending one extra PPE per attack.
19–20	You may choose any one of the results on this table.

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PSIONICS

Psionic powers are, by some scholars' reckoning, representative of humankind's inevitable evolution. Others maintain these powers are an adaptation forced on the species — and many other races, besides — by the terrible traumas and challenges brought on by near-annihilation. Despite the Coalition's desire to restrict the presence and use of psionics where humanity is concerned, the genie is out of the bottle. Psionics are one of the more powerful means people have to fight back, and sometimes fight for something better.

The following table is for those who channel ISP via Arcane Background (Psionics). It holds little utility for anyone without psionic powers to begin with.

D20	RESULT
1	Some psionics learn to dig deep within, risking their very lives to call on even more power. Your character has the Soul Drain Edge.
2–3	With deep concentration, meditation, or prayer, your hero regains her ISP at a faster rate than most. She gains the Rapid Recharge Edge, or improved Rapid Recharge if she already has that Edge.
4–5	More ISP means more power to work with, and your character has it. He gains the Power Points Edge. Psionics who already have this Edge should reroll.
6–7	Some battles are lengthy affairs, and conserving inner strength gives a psionic the advantage she needs to win. Your hero gains the Channeling Edge, or Concentration if she already has that Edge.
8–11	Your psionicist gains either the New Powers Edge *or* one power chosen from the Mind Melter's list (Rank permitting).
12	Some powers become second-nature to the psionic. Choose a power your character knows; when she successfully activates it, she gains the raise effect automatically.
13	Some psionic characters become expert at breaking the influence others have on people. As an action, your character can give an ally an immediate attempt to break out of *illusion* or *puppet* at +2, and he can do this once per round until they break free. This benefit also aids anyone under the effects of the *mind walk* Mega Power Modifier.
14–15	Overcoming the will of others is something many psionics strive to perfect. Your hero is a master of such techniques, granting her the Mentalist Edge.
16	Many psionics strive for a level of enlightenment that transcends matters physical, focusing ever more energy and effort via their will. Your hero is able to spend a Benny to use her Spirit in place of any other Trait roll for a round.
17–18	Many psionics develop a powerful presence that aids them in influencing and unnerving others. Your hero gains +1 on all social skill checks. If he has *empathy*, or *fear*, he gains a free reroll when using those powers.
19–20	You may choose any one of the results on this table.

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RANGED WEAPONS

Your hero has a modified version of his starting ranged weapon, as provided by his Iconic Framework's Starting Gear or the Rich Edge. Only one of each indicated modification can be added to any single weapon, unless otherwise indicated.

At the GM's option, a personal ranged weapon may be upgraded up to two times, choosing from the following results. Each upgrade costs the item's base purchase cost at a −4 modifier to the Gear Availability check.

D20	RESULT
1–3	Add any Personal Ranged Weapon listed in this book to your character's gear list. Apply all other results from rolling on this table to your new weapon as you wish.
4	Your hero came across a cache of grenades! She's got 1d6 armor piercing, 1d8 fragmentation, 1d6 high explosive, and 1d4 plasma grenades, see page 99. Even after these run out, she always seems to find more, beginning each session with 1d4 fragmentation grenades (unless the GM feels circumstances prevent it).
5–6	Exceptional crafting and fine-tuning grants your hero a +1 to Shooting with this weapon.
7–8	The superior balance of this weapon allows you to ignore up to 2 points of penalties to Shooting rolls, including those from Called Shots, Cover, Illumination, Range, and Relative Speed.
9–10	This weapon is extra deadly, granting a +1 to all damage rolls made with it. This result may be applied a maximum of two times.
11	The weapon utilizes lightweight construction techniques and materials, reduce weight by a third and Minimum Strength by one die type.
12	The JA-11 Energy Rifle (see page 102) is a marvel of design and effectiveness. Most Juicers give inexperienced punks the side-eye if they're carrying one.
13	This weapon was customized for concealment, and can be carried concealed. Detecting it requires a Notice roll made at –2, or –4 if it already provides this bonus. Can only be applied to pistols. Players may choose to reroll this result.
14	This weapon is especially sturdy and well-made. You may spend a Benny to avoid making a Technical Difficulty roll any time one is called for. In addition it has +2 Hardness if attacked.
15	Advanced technology makes this weapon extra effective against armor, giving it +2 AP.
16	This weapon has an integral Vibro-Knife (see page 97) mounted bayonet-style (Str+d8 Mega Damage, AP 8, Parry +1, Reach 1, Two Hands)—rifles only.
17	This weapon is a favorite of your character. Gain the Trademark Weapon Edge for it. In addition, when you spend a Benny to reroll any Trait roll made using this weapon, add +2 to the total (stacks with Elan and similar bonuses).
18	Your weapon is upgraded with a Multi-Optics Scope, see page 86.
19–20	You may choose any one of the results on this table.

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TRAINING

Your hero's done some things here and there, or he's had a chance to learn the tricks of trades from some of the best. He may have been a member of a military or paramilitary group, and there received extensive training. However he came by his expertise, he practices extensively, incorporates lessons learned adeptly, and seeks out new experiences frequently.

As with most tables, a repeat roll here should result in a reasonable modification, as approved by the Game Master, or a simple re-roll.

D20	RESULT
1–3	After serving in a military, paramilitary, militia, or security force for some time, your hero has some solid combat training. She gains +3 Skill Points which may be spent on Athletics, Fighting, or Shooting in any combination.
4–5	Whether via formal training in a dedicated school, learning at the hands of a master, or just surviving a dangerous world, your hero's picked up some serious fighting skills. He's got the Martial Artist Edge, or Improved Martial Artist, if he already had Martial Artist.
6–7	Your character has extensively trained in a professional area of expertise, and has a trick or two up her sleeve. You may give her one Professional Edge, ignoring requirements, subject to the GM's approval.
8–9	While the cities of *Savage Rifts®* are deadly in their own right, your hero understands the dangers of the wilderness in ways few ever grasp. He has the Woodsman Edge and gains a one die type increase in Survival.
10–11	Functional machines and technology often mean the difference between life and death in the world of Rifts®. Fortunately for any group your hero runs with, she's pretty good with tech, giving her a one die type increase for the Repair skill, and the Mr. Fix It Edge.
12–13	There are a lot of broken elevators and overgrown mountain trails across the world, making trained climbers a valuable addition to any group. Your character is one of those folks who knows his way around ropes and harnesses, granting him a die type increase to Athletics, and +2 on rolls made to climb.
14	When it gets up-close and ugly, your hero knows how to set up her opponents for a nasty fall, while protecting herself. She has the Dirty Fighter Edge, or Tricky Fighter if she already has Dirty Fighter.
15–16	Constant battle, for cause or survival, means your hero knows a great deal about combat. Select one Combat Edge; you may ignore all requirements except other Edges (e.g. to take Improved Frenzy your character must have Frenzy first).
17	Though lots of folks can jump behind a wheel or grab a stick, your hero understands the nuances of guiding a machine effectively through the worst conditions. She gains the Ace Edge, or Combat Ace, if she already has Ace, as well as a one die type increase in her choice of Boating, Driving, or Piloting.
18	There are moments when everything comes together and an opportunity presents itself. Your hero knows how to make the most of just such a moment; gain the Elan Edge, Luck if you already have it, or Great Luck if you have Luck.
19–20	You may choose any one of the results on this table.

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UNDERWORLD & BLACK OPS

Nascent nations struggle to grow out of the ashes of global disaster. Credit-hungry corporations seek to once again flex the power and influence of their pre-Rifts predecessors. Many other factions impose their own versions of order upon the chaos of existence. Covert operatives are always in high demand.

As with most tables, a repeat roll here should result in a reasonable modification, as approved by the Game Master, or else a simple re-roll.

D20	RESULT
1–2	When all else fails, your hero knows how to take any available resources and jury-rig her way into or out of situations. She has the McGyver Edge, and she gains a die type in Repair.
3–4	Your character's innate understanding of computers makes him one of the most valuable people in the world. He gains Hacking at d6, as well as +1 when dealing with electronic security using Thievery.
5–7	She's traveled far and wide, and she always seems to know someone, somewhere, she can call on for information or aid. Your hero has the I Know a Guy Edge and gains +2 on all Networking rolls to contact and gain assistance.
8	Your character has a knack for taking full advantage of his opponents in all manner of desperate circumstances. He has the Dirty Fighter Edge, or Tricky Fighter if he already has Dirty Fighter.
9–10	Though few and far between, the cites of Rifts Earth are the hubs of what remains of civilization, vital as sources of information. Your character understands the ebb and flow of the streets and alleys, gaining the Streetwise Edge. She is also good at creating fakes of necessary papers, badges, and the like; she's got experience and training in forgery (treat as Common Knowledge), with a +2 to related checks.
11–13	Your character is inherently gifted at larceny, possessing the Thief Edge without concern for requirements. He also gains +1 Skill Point to spend on Athletics, Stealth, or Thievery as he chooses.
14	Your hero is an infiltration specialist, skilled at blending into a culture or group for undercover work. She gains a +1 to any Persuasion, Research, or Stealth rolls related to being undercover, and a +2 to any Common Knowledge rolls for disguising herself and playing the role.
15–16	With a nose for opportunities, horse-trading, and five-fingered discounts, your hero is the go-to person for getting what's needed in a crunch. He has the Scrounger Edge.
17	Spies and provocateurs are regularly called upon to do just about anything to accomplish a mission; your hero's made it a point to learn a little something about everything. She has the Jack-of-All-Trades Edge.
18	There are many killers in the world, but your character is a wetwork expert with a particular set of skills. He gains the Assassin Edge.
19–20	You may choose any one of the results on this table.

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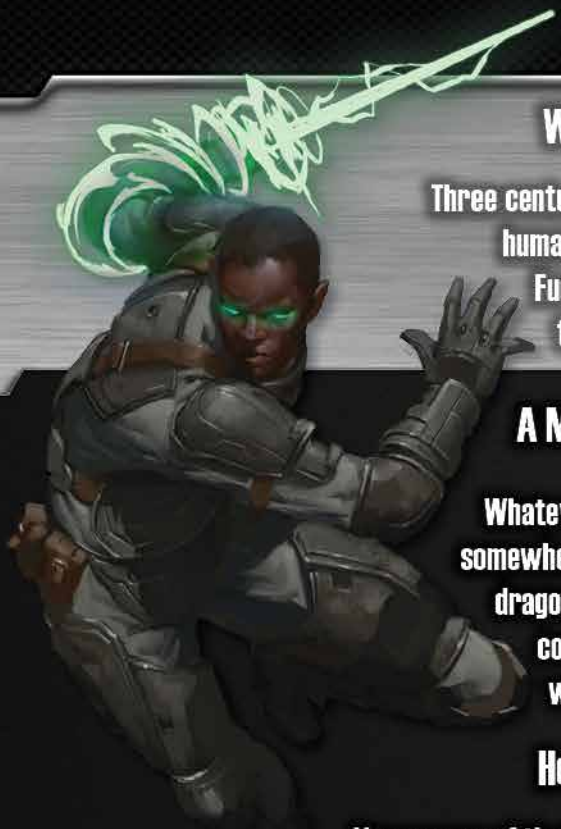
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