

The Complete Palladium

Skills Book v6.5

By: *Mad Dog*
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Dedicated to the insane folks on the Official Palladium Mailing List; who had to suffer with the cumbersome HTML version of this Netbook for so long. Now you can create your characters without your computer having to be right in front of you. <G>

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P.S.: Please don't sue my *ss off. If a skill is listed here that you created and you wish it removed, send me a polite e-mail asking me to do so, and I'll remove it in the next version of the Netbook.

P.P.S.: Kevin Siembieda and the folks at Palladium Books; please don't think of this as competition or a blatant theft of your hard work. Digging through 10+ books to create a character gets tiring *very* quickly.

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Note about this Netbook: Most of the skills present here are true to the original versions of those skills. However this does not mean *all* of the skills are identical to the ones created by the folks below.

I have tried to consolidate identical skills in the same categories as much as possible for some measure of uniformity among the various genres. As you all know, a skill in the Rifts® RPG may not be the same as the one listed in Heroes Unlimited™; even though they have the exact same name; Add in typos, bonuses here but not there, etc. and you have a wonderful headache waiting to form. Hopefully this will help end the confusion between these skills.

If you notice any errors (e.g. spelling, grammar, etc.) in this Netbook please send the correction my way; making sure to reference which category the skill is in, the name of the skill and the correction to be made.

Skills borrowed from the following books published by **Palladium Books**: (possibly others which I might have forgotten. ;)

Rifts® RPG	Palladium Fantasy RPG® 2nd edition
Rifts Conversion Book One™	Adventures on the High Seas™ 2nd edition
Rifts® World Book Five: Triax & the NGR™	Dragons & Gods™ 2nd edition
Rifts® World Book Six: South America™	Mystic China
Rifts® World Book Seven: Underseas™	Ninjas & Superspies™
Rifts® World Book Eight: Japan™	Robotech® RPG
Rifts® World Book Ten: Juicer Uprising™	The Sentinels® RPG
Rifts® World Book Eleven: Coalition War Campaign™	Heroes Unlimited™ 2nd edition
Rifts® World Book Twelve: Psyscape™	Heroes Unlimited™ revised edition
Rifts® World Book Thirteen: Lonestar	Aliens Unlimited™
Rifts® World Book Fourteen: New West™	Transdimensional TMNT®
Rifts® World Book Sixteen: Federation of Magic™	Mutants in Orbit™
Rifts® World Book Seventeen: Warlords of Russia™	Turtles Guide to the Universe
Rifts® Sourcebook Three: Mindwerks™	TMNT Road Hogs
Rifts® Sourcebook Four: Coalition Navy™	Nightbane® RPG
Rifts® Mercenaries	Macross II
Rifts® Dimension Book Two: Phase World™	
Rifts® Dimension Book Four: Skraypers™	
The Rifter™ #3	
The Rifter™ #4	
The Rifter™ #7	

Misc. skills borrowed from the following sources:

- THE THIRD INVID WAR, a fan supplement by Dave Deitrich <<http://www.mcs.net/~deitrich/home.html>> and Chris Meadows <<http://www.eyrie.org/~robotech/index.html>>.
- Some skills were taken from the UG Skills list on the old Avatar Industries Web site by Edward Paul.
- Diplomacy by Steven "Conan" Trustrum, strust@interlog.com
- The BS Smooth Talking (renamed to Confidence Talking) and BS Writing Skills are by Bizarro, nguyen@iquest.net
- Lip Reading Skill by Colin Heacock, heacock@cuug.ab.ca
- Balloon Animal Making, WP Broken Bottle and WP Barstool were created by Robert J. Allan, n9708952@garbo.nepean.uws.edu.au
- Psychological Warfare by Colin Heacock, heacock@cuug.ab.ca
- Regional Knowledge by Nathan Taylor, taylorn@cadvision.com
- Crystal Lacing by TDragon, t_dragon@geocities.com
- Pool by Spires, Spires05@aol.com
- Combat Sniper; Shawn Merrow (ShawnM011D@aol.com), bertra02@potdams.edu (Wachunga), cindgulb@enoreo.on.ca (Wade Gulbrandsen), rchaulk@efni.com (CowMan), and some minor editing from yours truly.
- Aircraft Missile Evasion; Jamie Borg, borgstar@mpx.com.au
- Italian School of Fence Martial Art Form; FlashFire, chadu@pacifier.com
- ***; Legate Legion, legate@futureone.com

As I remember the other sources I've raided over the years I will be including them into this credit area. Please if you know who created any of these skills please send me their name and email address. Thanks.

Based on the RPG rules, characters, concepts and Megaverse® created by **Kevin Siembieda**.

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W.P. Bow
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W.P. Crossbow
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Italian School of Fence

Communications

Cryptography: Skill in recognizing, designing, and cracking secret codes and messages. These codes can be transmitted via radio, microwave, laser and other communications systems. These include ultra modern codes that require computers to decode them to the simple such as Morse Code that uses "dots and dashes". Only the person with the code key or a master hacker can decipher the message. Most codes will take months or even years of deciphering before the encryption is cracked. The character must study the code for two hours to attempt to break it successfully. A failed roll means the individual must study the code for an additional two hours before he can try to break it again. The character may attempt to break the code sooner, after only 10 minutes of study, but suffers a penalty of -30%. **Base Skill:** 25% + 5% per level of experience. **Requires:** Literacy.

Electronic Counter-Measures (Jamming): Useful for preventing the enemy's communications from working. Since all armor, power armor and robot vehicles are linked by radio transmissions, jamming can cause unit confusion and disrupt communications. Military organization breaks down, causing a loss of effectiveness for all but the best units.

Just about any high powered radio can be used for jamming. Armed with a radio, a small guerrilla unit can completely disrupt the maneuvers of large enemy groups. This skill also enables the radio operator to "follow" the enemy's attempted transmissions over jammed frequencies to trace their general location, a specific building, or direction. This tactic is extremely useful in finding and eliminating lone power-armor troopers. **Base Skill:** 30% + 5% per level of experience. **Note:** If the G.M. likes, he can make this part of the Radio: Scrambler skill, but still with a base of 30%.

Flag Signaling: Ships at sea in a medieval setting, often miles apart, have developed a "language" based on the display of colored flags. Those with this skill can read and compose messages, as well as be able to recognize banners, ensigns, pennants and standards used to communicate ship's origins and status. Communicating basic naval messages ("Turn to starboard." "Do you have any fresh water to spare?" or "Beware! Pirates sighted to the northeast!") are easy for anyone with 2nd level, or better, expertise. However, non-naval messages, including names (Sir Bertrand, Port Jarl) or messages related to other subjects (magic, money or religion), are more time consuming, and more difficult to compose or decipher. Since each ship usually displays banners showing their nationality and other information, those with this skill have the chance of identifying a fake (pirates often fly false flags). In addition to the common signal code (used by every seafaring nation), certain navies and merchant companies have developed their own secret systems of communicating. **Bonuses:** +5% if the heraldry skill is known. **Base Skill:** 18% + 6% per level of experience.

Laser: This skill provides the character with an in depth

knowledge of sophisticated laser communication systems and fiber optic communications. **Base Skill:** 30% + 5% per level of experience. **Requires:** Radio - Basic, Electrical Engineer, and Computer Operations skills.

Microwave Communications: Experience in the use of microwave equipment, transmitters and receivers for communications. **Base Skill:** 40% + 5% per level of experience.

Optic Systems: Provides expert training in the use of special optical enhancement equipment such as telescopic lenses, laser targeting, thermo-imagers, passive light intensifiers, infrared and ultraviolet systems, polarization, light filters, optical scanners, and related devices. **Base Skill:** 30% + 5% per level of experience. Adds a special one time bonus of +5% to T.V./ video skill if both are selected.

Photography: Training in the art of still photography, the use of lighting, cameras, lenses, filters, and other camera equipment, as well as storage, development, enlargement, and duplication of film / photos. **Base Skill:** 35% + 5% per level of experience.

Radar/Sonar Operation: Use of radar (radio echo bounces) and sonar (underwater sound echo bounces) to precisely locate aircraft, ships and submarines. **Base Skill:** 45% + 5% per level of experience.

Radio - Basic: This is the rudimentary knowledge of the operation and maintenance of field radios and walkie-talkies, wire laying, installation, radio procedure, communication security and visual signs / communications, as well as Morse code. It does not include the ability to make repairs. **Base Skill:** 45% + 5% per level of experience.

Radio - Advanced: This is the knowledge of installing transmissions towers, includes UHF and VHF, TV towers, FM and AM, radio towers, and certain towers such as cellular communications, towers for airports. Also, has the knowledge of power ratings, frequencies, and what it takes to keep and maintain a tower. All of these towers are used for Broadcasting and receiving the old analog signals. The character has received additional training in the use of radio, orbital and suborbital satellite communication relays. The character has learned how to repair radio and has the ability to jury-rig a make shift radio from spare parts. **Base Skill:** 25% + 5% per level of experience.

Radio - Deep Space: This is training in the use of deep space communications equipment normally found on spacecraft and starbases. The technology varies by culture (Robotech & Macross, Phase World & Mechanoids universe or Manhunter), but generally these systems involve some sort of contact through another dimension (using phase or subspace technology) that is receivable by any equal receiver with an open receiving window. The speed of such transmissions is roughly 1000x normal; a message sent this way from Earth to Alpha Centauri (4.3 light years) would take about 37.7 hours to reach its destination.

While these are for the standard communications systems of these spacefaring societies, faster systems do exist, but are usually found only in the hands of the military forces, and cannot access or be accessed by standard transmitters. These systems are 1000 to 1 million times faster than the standard systems, but have problems with signal integrity, requiring heavy coding and redundancy to insure the message gets through as intended (and whole). They also require equipment larger than some small shuttlecraft, meaning only fleet flagships, stations and planetary installations possess this type of equipment.

The Zentraedi, for example, have the fastest type, meaning that (counting processing time) messages have only a 1 second delay per 300 light years between the sender and receiver. Within 400 ly, this is less than what NASA had to deal with during the Apollo missions to the moon. **Note** that distress beacons use the standard system, and ships/life pods without an automated distress beacon require this skill to activate the manual distress call, or to specifically target an area for the beacon to call (automated beacons broadcast in all directions on set emergency frequencies). Phase World /Mechanoid & Robotech /Macross type transmitters use 10 Mb data packets in the transfer process. **Base Skill:** 45% + 5% per level of experience. **Note:** The Manhunter comm system, though just as sophisticated in terms of access to the subdimensions used for transmission, requires 5 minutes per packet to decode. However, that system transmits 100 Tb packets (10¹⁴ Bytes, to the others' 10⁷ Byte packets).

Radio - Scramblers: This is training in the use of electronic masking and scrambling (unscrambling) equipment, and codes for increased security. This enables the character to create new codes, that even the advanced people would have a hard time cracking. For use with digital and analog waves on satellites and radio communications. **Base Skill:** 15% + 5% per level of experience. **Time to use the skill:** Depends on length of the task and is provided that the character has made his/her skill correctly.

Radio - Satellite Relay: This is an understanding in the methods and operations of satellite transmissions. **Base Skill:** 25% + 5% per level of experience.

Surveillance Systems: This is the study and understanding of the operation, methods, and techniques in the use of surveillance systems. Includes motion detectors, simple and complex alarm systems, audio/visual recording and display equipment, recording methods, amplified sound systems, miniature listening devices (bugs, line tapping), and some optical enhancement systems (specifically as they relate to camera lenses).

Tailing, or following someone without their knowledge, is another form of surveillance. This also includes stake-out procedures. A failed surveillance roll indicates that the subject has spotted the tail and is aware that he is being followed/observed.

A failed roll in the use of surveillance equipment means that the equipment does not function as desired, impairing or preventing surveillance; i.e., bug does not transmit, re-

ording garbled, film blurred or fails to record, etc.

A failed roll when hiding listening devices means the bug does not function and is easily discovered through the course of casual activity.

Base Skill: 30% + 5% per level of experience. **Requires:** Electronics - Basic or Electrical Engineering and Computer Operation and Literacy (the latter two are needed only for complex, high-tech systems).

Telephone Networks: The character knows everything from the wiring of telephones, phone taps and tracing calls to international switching methods. **Time to trace a call:** 2D4x10 seconds, modified as follows -

Local - cut time by 75%;

LD, same Area code - cut time by 50%;

LD, out of Area Code - normal;

International - add 3D4 rounds;

Call being forwarded: add 1D4 rounds;

Caller also using skill; double time and skill levels must be rolled in competition (first to miss loses).

Base Skill: 40% + 5% per level of experience.

TV/Video: This is the understanding of VCR's, Camcorders, television monitors, and VHS equipment. This also includes understanding the techniques involved with video (for television broadcasts, Betacam, 3/4 machines, and cameras), editing of video, special video effects and film making. The character with this skill can make motion pictures, edit the film, is an expert with video equipment and can transfer film to video tape (DVD, etc.). **Base Skill:** 35% + 5% per level of experience. **Time to use the skill:** Depends on length of the task and is provided that the character has made his/her skill correctly.

Computer

Artificial Intelligence: There are a variety of artificial intelligences scattered among the settlements of the orbital community. They range from simple computers and devices using fuzzy logic and heuristics to control simple devices, such as ship temperature and power output, to rogue devices modeled on the neural network of the human mind, installed in pre-Flash satellites, some of which are still orbiting and able to defend themselves.

A character with this skill is able to understand how artificial intelligence systems work, how they "think" and "understand" the world around them, how to communicate with them and how to reprogram them, either directly or by argument. Experts are able to build and repair computer (50% base proficiency). **Requires:** Computer Operations. **Base Skill:** 30% + 5% per level of experience. Adds bonus of +5% to all other computer skills.

Computer Engineer: The electronics of computers involve engineers in design and manufacture of memory systems, of central processing units, and of peripheral devices. Fore-

most among the avenues, of central processing units, and of Very Large Scale Integration (VLSI) and new computer architectures. The field of computer science is closely related to computer engineering; however, the task of making computers more "intelligent" (artificial intelligence), through creation of sophisticated programs of development of higher level of machine languages or other means, is generally regarded as being in the realm of computer science.

One current trend in computer engineering is micronization. Using VLSI, engineers continue to work to squeeze greater and greater numbers of circuit elements onto smaller and smaller chips. Another trend is toward increasing the speed of computers operations through use of parallel processors, superconducting materials, Multi-tasking, etc. The main concern is how to link humans to the machines. Currently they have been connecting the brain waves of a human into virtual reality type helmets to tell a computer what to do. This should explain how the all of the Rifts mecha works. **Base Skill:** 20% + 5% per level of experience. **Requires:** Computer Operation, Computer Programming, Computer Language, Literacy, and Writing.

Computer Hacking: This is a computer skill similar to computer programming; however, the emphasis of the skill is breaking computer access codes to gain illegal access to other computer systems and steal or sabotage its data. The character is an expert in tracing computer data, bypassing defense systems, and breaking ("hacking") codes; add a one time bonus of +5% to the cryptography, surveillance, and locksmith (electronic and computer controlled locks only) skills if the character is a hacker. **Base Skill:** 15% + 5% per level of experience. **Requires:** The ability to read and write, Computer Operation, Computer Programming, and at least Mathematics - Basic.

Computer Imaging: This skill deals with scanning images and enhancing them to the artist's whim, making soldiers more heroic, monsters more fierce, etc. Can also be used to parody and blackmail as well. The CS Department of Propaganda Ministries deals harshly with anyone using this ability against the CS, even in jest. **Base Skill:** 25% + 4% per level of experience.

Computer Keyboarding: This skill allows the PC to type at a keyboard at a good speed of 5 times their I.Q. without making a mistake. They can write at 6 times their I.Q. 80% mistake free. This skill is good for typing programs and transfer of data.

Computer Language: In Rifts there are approximately 12,000 different computer languages. The character can specify in only one. There are many languages that are used by the military alone here is an example of some of them: Digital RAD (helps in programming radar) Digital COM (helps in translating current digital signal into audio and vice versa, for use in communications) Digital COP (helps in scrambling codes and unscrambling codes), etc. Civilian uses can be as many as 5,000 different languages COBOL, Binary, Basic, Machine Language, Tech-Lang1 are just

some examples.

GM's can create their own, but it has to do something with either the Civilian population, or the military, high tech bandits, etc. Plus, there has to have a purpose and doesn't have to be an outrageous language, just something straight forward. It is impossible for a character to be able to know all of the different languages, but not impossible for a character to learn at least 100 or more different ones, so keep this mind.

Another thing to remember is the actual spoken language of the creator that has encoded computer language. There are different programs for the various languages in the World of Rifts. **Base Skill:** 35% + 5% per level of experience.

Computer Networks: Getting information out of national and international computerized data networks is a job for a specialist. Characters with this skill can use their abilities to track down names, addresses, phone numbers, license plates, and just about anything else. **Base Skill:** 55% + 5% per level of experience.

Computer Operations: A knowledge of how computers work, along with the skills to operate peripherals like keyboards, printers and modems. Characters can follow computer directions, enter and retrieve information, and similar basic computer operations. However, this does NOT include programming or hacking. **Base Skill:** 40% + 5% per level of experience. **Requires:** Literacy.

Computer Programming: Advanced computer knowledge that includes designing, programming, debugging and testing computer programs and software. Hacking is possible, but at a penalty of -40% unless the character also has the computer hacking skill. **Base Skill:** 30% + 5% per level of experience. **Requires:** Computer Operation and Literacy.

Cyberjacking: Some computers allow their users to go beyond the normal "interface" of a keyboard, joystick or mouse, and to communicate directly with the computer via a socket ("dataplug" or "headjack") implanted in the back of their necks. This means that the computer operator's mind effectively enters the computer, seeing its memory and processors as a kind of virtual reality. Once accessed, the cyberjack can alter data, add data, change files, and redesign the computer's programs, all with his mind. If the computer is linked to others in a network, such as the Link that connects all the computers in and around the Freedom station or the Matrix that connects all of the computers of Fort Knox and the Armory, the user can communicate with other cyberjacks within the network. If cyberjacking is used in conjunction with a ship's weapons using a targeting computer, it will add +2 to strike.

Cyberjacking is much more direct and up to ten times faster than normal computer programming, but not without its perils: software bombs, viruses and trojan horses may lurk within the computer's memory; other cyberjacks can ambush you or design programs to trap your mind within the computer; and if the computer itself is artificially intelligent anything might happen.

Characters must have the computer operator skill to take Cyberjacking. Any player character starting with this skill automatically has a dataplug implant. Others must pay for the dataplug and its implantation later. **Base Skill:** 50% + 5% per level of experience.

Neural Interface & Networks: This is the detailed information needed to effectively use the high tech computer systems that are controlled by the mental interactions of the operators brain. This is similar to cyberjacking but is a much more advanced and refined method. Instead of just "visualizing" the computer landscape and interacting with it by symbolically, this a direct connection to a characters brain and nervous system. This enables robots, vehicles and other computer controlled devices to react with the speed of thought. In some cases this will act like an autonomous response (like when a human dodges out of the way when something is thrown at them). This adds incredible bonuses when using Power Armor and other Ultra-tech machines. **Base Skill:** 25% + 5% per level of experience. **Bonuses:** When using "Man" size Power Armor, ALL the characters' hand to hand skills come into play. This means that if the character has PA Combat Elite, they would get those bonuses PLUS those of his own Combat skills. When using giant size robots the bonuses from his HtH combat skills are 2/3.

Supercomputers: These ultrafast, ultra-expensive machines are so fast that they would melt without a constant flow of liquid nitrogen running through the system. They operate thousands of times faster than normal computers and are used for the most sophisticated problems **Base Skill:** 25% + 5% per level or experience.

VR/ 3D Systems: This is the technology to create computer generated virtual landscapes. The knowledge to create the physical interfaces such as VR/3D helmets that incorporate visual and auditory stimulus to a character. This is not as advanced as cyberjacking or Neural Interfaces so it is not a effective way to control any machines that require quick reaction times, but it also does not subject the character to the dangers of a connection to the nervous system. Thus protecting the character from damage from hostile computer programs designed to screw up the "software" of the character's nervous system.. **Base Skill:** 30% + 5% per level of experience

Cowboy Skills

Branding: The techniques and methods for tethering, controlling and marking, or "branding," animals. A brand is a mark burned on the skin to identify and show ownership of an animal - typically used on horses and cattle, sometimes on humans and D-bee slaves. This skill also includes a basic knowledge of common and notable insignias and emblems. **Base Skill:** 50% + 5% per level of experience.

Breaking/Taming a Wild Horse: To "break a horse, first the trainer must get the horse used to being around people, then used to having a saddle on its back (this takes 3D4 days), and then you "bit" train it (get's used to having a bit in its mouth and reins). Finally, the trainer must get the horse used to having a rider on its back. Depending on the horse, this can take a couple weeks (making an attempt every day) or several weeks with moderate success. It takes a lot of skill to stay on a wild horse when he wants you off. Some horses are never completely tame, and some will allow certain people to ride it, while bucking and throwing other riders. During this initial training period the rider must hang on for dear life while the horse does everything it its power to throw him. This battle of wills can last hours and take up to 12 weeks. **Base Skill:** 20% + 5% per level of experience.

Also includes riding wild bulls (cannot be broken), wild broncos, and other wild animals, as well as steer wrestling, but all at -15%.

Herding Cattle: The techniques and methods of leading, directing and controlling cattle in a contained and orderly herd. Also includes keeping animals calm, basic care and feeding, how to tend cattle, recognize disease and illness, give birth to young, how to survive and regain control of a stampede, gather strays, how best to pen and corral livestock, mend fences, etc. **Base Skill:** 30% + 5% per level of experience.

Horsemanship - Cowboy: **Base Skill:** 66% / 50% + 3% per level of experience. Not available to most O.C.C.'s.

Combat: All bonuses are in addition to other combat skills, weapon proficiencies, or attribute bonuses. Applies to the rider, not the horse. the rider gains a combat advantage from the height and speed of being mounted.

+1 on initiative when on horseback at levels 2, 5, 10 & 15.

+1 to roll with fall or impact when knocked from a horse.

+2 to parry or dodge while on horseback.

Inflicts +1D4 S.D.C. or M.D. when on horseback, depending on the weapon (M.D. weapons like Vibro-Blades get the M.D. bonus; not applicable to ranged weapons like rifles and blasters).

Charge Attack (running horse) with a pole-arm or spear: +2D6 S.D.C. damage. The attacker must roll under the second percentile number to avoid being dismounted.

Charge attacks count as two melee actions/attacks.

Horsemanship - Exotic: Basically the same as the general horsemanship skill, except that the character is experienced in riding "tame" animals other than the horse. This can include elephants, camels, lamas, pegasus, gryphons, dinosaurs, giant insects, and other monstrous beasts trained (or willing) to be riding animals. Wild, untamed creatures cannot be ridden, except by Simvan and others with special animal skills or powers. **Base Skill:** 30% / 20% + 5% per level of experience.

Note: Characters with the traditional "horsemanship" skill for riding horses and other very horse-like animals can quickly figure out how to ride exotic animals and alien

riding beasts, but at a skill penalty of -12% to ride ground/running animals and -16% to ride flying or tree climbing and leaping animals. Similarly, beings from other dimensions not familiar with riding the fast and sleek Earth horse are -10% to ride them.

Lore - Cattle/Animals: This is a general knowledge about cattle, horses, livestock, and other notable animals of the West. This knowledge includes what they eat, where they live in the wild, means of defense, the value of their meat, fur, hides and horns, and their natural predators, as well as the most notable tales about supernatural animals, spirits, gods and magic attributed to or involving animals (including some Indian spirit and totem lore). **Base Skill:** 30% + 5% per level of experience.

Lore - Indians: Characters with this skill can recognize the different tribes and nations, warriors and shamans, totems, fetishes and warnings, identify the people by their housing, clothing and weapons, and has a fundamental understanding about the Native Americans' society, beliefs, customs and laws - at least the most notable. They also know about Indian gods, spirits, and magic. **Base Skill:** 25% + 5% per level of experience.

Roping: The rope is the cowboy's most important and famous tool. Characters with the roping skill can expertly throw a rope to snare/lasso a cow's horns, a horse's neck, or the hoofs of either, to enable a 140 pound man to capture and subdue a half ton animal! Hitched around the saddle horn, a lariat can be used to pull a mired animal out of a bog, mud or river, as well as keep a hobbled horse or other animal from straying away in the night or rain, and the rope can even be used to create an instant, make-shift corral, when stretched taut by several men, to contain and hold a herd of animals - and even for quick justice at the end of a hangman's noose.

The roping skill includes knowledge and training in how to use a lariat, lasso, tie knots, expertly handle roped animals after they are snared, bring them to a stop by taking quick turns of the lariat around the saddle horn (known as "dally" or "da la vuelta"), tethering animals, and how to "hog-tie" animals (after the animal has been lassoed, the horse backs up to make the rope taut while the cowboy "tips" over the animal and ties three legs with a half shank; used in separating stubborn animals from the herd, capturing wild animals, and branding). The rope/lariat can be used for the roping and tying of animals, including cattle, horses, similar alien animals, and even small dinosaurs and people. This skill with a lariat can be executed standing on the ground, but is designed and intended to be done from horseback (or hovercycle).

A failed roll to tie a knot means that it is loose, sloppy and easy to untie, slip out of, or likely to unravel or snap when strained. A failed roll to lasso an animal or stationary target, means it misses its mark or slips off.

Against human and intelligent opponents, roll to lasso as if it were a combat attack to strike and ensnare. The intended victim can try to dodge; parry is not applicable. A successful strike means the character is caught in the lasso.

Ensnaring a foot, leg or hand means the victim can be tripped, knocked down and pulled/dragged by hand or horse. Ensnaring the upper body means one arm is pinned (useless). Two or more lassoes around the upper body means both arms are pinned and attacks requiring the use of one's hands are impossible, and the lassoed individual can be pulled off his feet and dragged. Multiple lassoes can also be used to snare each limb and "spread-eagle" the character. It takes 1D4 melee actions to cut through a lasso, but it is impossible to draw a weapons and cut oneself loose if both arms are pinned or while being dragged. In this combat usage, the roping character is +1 to strike for every 20 points of skill, so a skill of 65% means a +3 to strike/ensnare. **Base Skill:** 20% + 5% per level of experience.

Trick Riding: Riding bareback, standing on the animal's back, hanging from the side, or under its belly (usually for rodeo tricks or to hide from enemies), side saddle, as well as quick mounts and dismounts, mounting a horse by leaping down from above or with a running start, leaping from the back of a horse onto another horse or wagon, and similar. **Requires:** Must know one of the horsemanship skills, or trick riding cannot be selected. **Base Skill (Special):** The trick riding character can attempt all tricks and stunts without penalty; roll on the first/greater of the horsemanship skill percentages for success.

Note: Characters without this skill can try any of these tricks, but must roll on the second percentage number of their horsemanship skill after reducing it by half. Roll for each attempt. Likewise, these stunts can be tried while riding mounts other than a horse, but reduce the skill by half, unless the character also has the skill Horsemanship: Exotic Animals.

Cultural/Domestic

Note: Characters can attain professional quality by selecting the same domestic skill twice. Add a one time bonus of +10% and note that the end result is of superior quality.

Animal Husbandry: This area of study provides the character with a knowledge of the care, feeding, breeding, reproduction, treatment and behavior of domestic animals. This includes cattle, sheep, goats, horses, ducks, chickens, and similar creatures. The percentile number indicates the degree of knowledge and skill one has about animals and their care. Reduce the skill ability by half when caring for captive or injured wild animals. Making this skill professional means only ONE type of animal gets the +10% bonus. **Base Skill:** 35% + 5% per level of experience.

Animal Trainer: With this skill the character is able to tame and train wild animals. When selected the character must select the type of creatures that he/she wishes to be able to tame, (Wild Cats, Horses, or a particular type of Animal from the Rifts). The types of creatures that are available

under this skill should be decided on an individual basis, by the Game Master, and what is appropriate for the campaign setting. This skill takes about 4-6 weeks, to train the animal in all the basic areas. Advanced training should take an additional check at -10% and 1-12 weeks depending on the type of skill that is being taught to the animal. **Base Skill:** 40% + 5% per level of experience.

Art: The ability to draw or paint or sculpt or do craft-work. Scholastic art training indicates a professional quality, while a secondary skill indicates a talented amateur. **Base Skill:** 35% + 5% per level of experience.

Barbering: Skill in cutting and styling hair, shaving and trimming beards. A failed roll means the end result is not as desired (too short, not even, ugly, etc.). **Base Skill:** 35% + 5% per level of experience.

Bonsai: Tending, trimming and growing tiny miniature trees known as the "Bonsai." Experts can tell the difference between new (under 50 years old) and truly ancient bonsai (hundreds of years old). The character can also estimate the value and quality of the miniature tree. Bonsai is a common pastime of the noble castes in the New Empire. **Base Skill:** 50 + 5% per level of experience.

Breed Dogs: The first percentile number indicates the art of raising, breeding, taming and training domestic and wild canines, as well as knowledge about canines in general.

The second percentile number is used to attempt to tame a wild canine, teach a dog tricks, or to train the animal for a specific task like tracking, retrieving, pointing, herding animals, attack on command, and so on. A failed roll means that the animal refuses to learn that particular trick or specialty. **Base Skill:** 40%/20% + 5% per level of experience.

Calligraphy: The ability to produce beautiful Japanese letters using a brush, ink and paper with great skill and legibility. He can also copy Chinese character symbols and, if the character has taken the Chinese language and literacy skills, he can write Chinese.

Traditionally, any person of culture and education, especially a noble, is expected to be able to produce gorgeous ideograms. Calligraphy is a skill almost as necessary as literacy for traditionalists. **Base Skill:** 35% + 5% per level of experience.

Chess: By selecting this skill, the character knows the fundamentals of this ancient board game. A percentage chance skill roll is not required to play, but to determine a victory. **Base Skill:** 30% + 3% per level of experience.

Cook: Skill in selecting, planning, and preparing meals. A cooking roll failure means that the cooked food is not properly prepared. It is edible but tastes bad (greasy, too spicy, sour, burnt, leaves a bad aftertaste in mouth, etc.). **Base Skill:** 35% + 5% per level of experience.

Dance: A practiced skill in the art of dancing. The character is especially smooth and graceful, a joy to dance with.

Can learn new dance steps/moves much more quickly than somebody who can not dance. **Base Skill:** 30% + 5% per level of experience.

Drawing - Pencil/Ink/Chalk: This skill includes a basic rudimentary knowledge of drawing techniques and tools (specifically pencils, chalk, pastels, and ink). A person with this skill is able to put on to paper images that reflect his/her moods, thought, what he sees and so on. A successful roll under the skill proficiency indicates a successful drawing; meaning it clearly reflects the idea, description, or feeling that it was meant to convey. Only an extremely high skill proficiency (89% or higher) reflects a better than average quality. **Base Skill:** 36% + 6% per level of experience.

Editor: This is the understanding of editing certain types of media, the character will have to choose from one of the selections below: (Reminder that video editing and film is learned under TV/Video: Advanced, Expert.).

Books: The person can edit and construct books. Books of all types, including ones like this one. A successful roll means no problems and the job is complete. On the other hand a failed roll means that the job is incomplete and can take weeks to fix and/or finish. **Base Skill:** 30% + 5% per level of experience. **Requires:** Literacy, Writing, and Language are required; Journalism will help to become a professional.

Newspaper/Magazine: The person can edit newspapers and magazines as well as layout design. A successful roll means no problems and the job is complete. On the other hand a failed roll means that the job is incomplete and can take weeks to fix and/or finish. **Base Skill:** 30% + 5% per level of experience. **Requires:** Literacy, Writing, and Language are required; Journalism will help to become a professional.

Farming: This skill is the techniques used to farm properly. You know how to till your land, when to leave it fallow. Also know rudimentary knowledge in herbicides, and fertilizer. You know which ones work but not why. Can estimate when it is going to rain and so on. **Base Skill:** 30% + 5% per level of experience.

Fishing: The fundamental methods and enjoyment of the relaxing sport of fishing. Areas of knowledge include the use of lures, bait, poles, hooks, lines, and the cleaning and preparation of fish for eating. Also includes a basic knowledge of freshwater fish, their habits and taste. **Base Skill:** 40% + 5% per level of experience.

Flint Working: The ability to chip flint and obsidian into useful tools. The character can recognize useful rocks and knows how to locate flint and obsidian in the wild. Actually making useful tools, like blades, needles, and arrowheads, is incredibly difficult. Even experts will waste a lot of stone before creating exactly what they want. **Base Skill:** 15% + 4% per level of experience.

Floral Arrangement (Ikebana): The artful and creative ar-

rangement of flowers appreciated by everyone throughout the orient. A painstakingly difficult art that takes years to really master. The creation of a good floral arrangement is a matter of honor to those who practice ikebana; a bad job will be scorned even if done by the most heroic of warriors. This 'art' is appreciated in modern and traditional Japan. **Base Skill:** 30 + 3% per level of experience.

Game: Characters may pick this skill repeatedly, once for each game they wish to be proficient in. Games can be anything from ping pong to chess or go. Characters will know all basic rules, many strategies, and will be able to be competitive players. **Base Skill:** 30% + 5% per level of experience.

Gaming (strategy): Various types of strategy games are popular around the world. Chess is the most widely accepted intellectual game of the West; Go is accepted as the most "enlightening" game of the eastern world. Other games, such as Shogi (Chinese Chess), Checkers, Chinese Checkers, have appeal as well. Taking this skill once gives a general knowledge of such games; but totally amateur. For each additional skill spent on this category, Competitive level ability in one specific game is gained. Other categories of games (each count as one slot) could include miniature wargames (ancient), miniature wargames (modern), naval games, railroad games, and world domination games (such as Risk or Axis & Allies). **Base Skill:** 30%+5% per level of experience.

Competitive Level Base Skills:

Chinese Checkers: 24% + 4% per level.

Shogi: 15% + 5% per level.

Other games: As base skill.

Gardening: This skill offers a basic understanding of plant care and garden design. It can be both the ability to grow enough food to eat well, and/or the skill at creating beautiful, decorative gardens (with plants and rocks) that create a feeling of tranquility and harmony with nature; Zen gardening. This "art" is appreciated in modern and traditional Japan. **Base Skill:** 34% + 4% per level of experience.

General Repair & Maintenance: Not everyone can be a blacksmith or a carpenter, but many are good with their hands and capable of doing satisfactory repairs on simple mechanisms, gears, pulleys, wheels and so on. General repair/maintenance skill includes: sharpening blades/weapons, sewing tears in sails and clothes (it may not look pretty, but does the job), replace a wagon wheel, repair furniture, paint, varnish, and assist in basic woodworking, and even do minor patchwork on armor (restores 2D6 S.D.C.).

Roll once to see whether the character can figure out what's broken, what must be done to fix it, and whether it's beyond his meager abilities. Roll again to determine success or failure in making the actual repair. IF failure, the player may try again. **Base Skill:** 35% + 5% per level of experience. Reduce skill proficiency by half if the item is extremely complex or alien.

Go: As chess is the most widely accepted intellectual game

of the west, so Go is accepted as the most "enlightening" game of the eastern world. In many cases one's skill at Go is seen as much more important than ability in the fighting arts. A victory at the intelligent game of Go easily outweighs any ten wins in single combat. **Base Skill:** 30% + 5% per level of experience.

Lighting Technician: This is the rudimentary understanding of lights, wattage, how to set mood, in the various types of media. The character must choose from one of the categories below:

Film: The character can recreate sunlight, moonlight, and various other forms of light, with actual studio lighting and shading. The character can even set the lighting up at the dead of night and recreate the sun's light with this specialized ability. This helps cut down on costs of having to do location shots during the day. **Base Skill:** 30% + 5% per level of experience. A failed roll means that the lights are in correct and have to readjusted taking an extra 1 to 2 hours.

Live Shows: This is the technique of using lights in live performances, such as a Yellow Dancer concert. This enables the character to add a visual aid with the sound. The character can use various colors to express the music. The character can add a whole new dimension to the performance if done correctly. **Base Skill:** 25% + 5% per level of experience. A failed roll means the character has fouled up and could possible darken the stage while in the middle of the bands performance.

Photography: The character can set up the lights on a model shoot and be able to light their hair properly, or not cast face shadows, etc. **Base Skill:** 30% + 5% per level of experience. A failed roll means that when the pictures come back the shots are incorrect, due to lighting problems, for what the photographer wanted.

TV: TV is different than film in the fact that film reproduces colors and lighting techniques better than a TV camera can. The character is taught three point lighting techniques. With video the character doesn't have to be pin point accurate. **Base Skill:** 40% + 5% per level of experience. A failed roll means that the lighting was improper done for that scene or shot and only requires 30 to 60 minutes to correct.

Live Engineer: This is the art of reproducing sounds as they happen, in a live show environment. This skill will enable the character to create sounds live. The best example is when band performs live the character would be behind the main house console, set up a P.A. system, constructing the stage, operation and maintenance of the power amps, and knowledge of speakers and how to aim them in order to achieve the best sounds covering the most area. This skill also, enables the character to work the monitor console behind the stage. The character will also have knowledge of mixing consoles, effects, equalizers, crossovers, etc. This skill is separate from Recording Engineer, because the recording engineer 9 times out of ten is working in a build-

ing which has separate rooms, all of which are sound proof. Live is dealing with the acoustics of a building or an out door show. In order to become a professional at this, the skill must be picked three separate times, plus adds a one time bonus of 20%. **Requires:** Basic Electronics, Basic Math, and Literacy. **Base Skill:** 15% + 5% per level of experience. **Note:** You do not have to be a musician to have this skill. This means you can mix one of Emperor Prosek's award winning inspirational speeches to the public.

Meditation: Involves engaging the mind and body so that the body remains motionless, but without fatigue or pain, and the mind stays in a clear, calm and rested state. While meditating a character recovers Chi, I.S.P., P.P.E. and other internal resources at an accelerated rate. Although it is not a substitute for sleeping, characters will usually feel alert and refreshed after any period of meditation. When in a meditative state they character is, at a subconscious level, well aware of what is happening in the environment and can instantly leave the meditation position with no combat penalties.

Base Meditation Skill: Rolls based on meditation should be done as a check versus the character's Mental Endurance (M.E.) attribute.

Base Meditation Time: The amount of time that a character can continue to meditate: One hour at first level, with an additional fifteen minutes at 2nd, 3rd, 4th, and 5th levels. At 6th level the meditation time jumps to three hours, and the character picks up another advancement into 7th level and beyond.

Music - Composition: Is the practiced study of musical arrangements, lyrics, rhythm, aesthetic consideration and creativity. **Base Skill:** 32% + 4% per level of experience. The writing will be competent and pleasant to listen to, but two skill selections in this same category must be taken for the writing to be of professional quality. Add a one time bonus of 15% if this is done.

Music - Play Musical Instrument: A character with this skill has the ability to play a particular musical instrument and to read music. Each specific type of instrument counts as an additional skill selection. This means that a character who can play a guitar must select the musical instrument skill a second time to play a violin and a third time to play the drums. However, skill in a guitar includes all types: acoustic guitar, electric guitar, etc. Some specific categories of musical instruments include: guitar, banjo, violin/fiddle, piano and organ, electric keyboards and synthesizers, drums and cymbals, flute, harmonica, horns, saxophone, and trombone. In order to be a professional, the character must pick the skill three separate times, unless otherwise stated. **Base Skill:** 30% + 5% per level of experience. The playing will be competent and pleasant to listen to, but two skill selections in the same instrument must be taken for the playing to be of professional quality. Add a one time bonus of 15% if this is done.

Music - Sing: The simple ability to read music and carry a pleasant tune. **Base Skill:** 40% + 5% per level of experi-

ence. The character's singing ability is nice, but not of professional quality, unless two skills are spent. Add 20% if this is done.

Painting - Oil/acrylic/watercolor: The character is familiar with the tools and techniques of painting. Types of paints include are oil, acrylic, and watercolor. The same conditions apply as noted under drawing. **Base Skill:** 30% + 6% per level of experience.

Poetry (Haiku): Creating good, and sometimes a inspirational, poetry. Haiku" are short, three line, seventeen syllable poems that are the national poetry of Japan. Poetry often accompanies important events in society. For example, a samurai compelled to commit ritual suicide is expected to compose a "death poem." **Base Skill:** 35% + 5% per level of experience.

Pool: Pool is played using 2D10 or 1D20. A roll of 13 or better is needed to sink a ball. A roll of 1-3 results in a critical miss (see chart). Pool is played either 8 ball, 9 ball, or trickshot! Bets can be made in the game by price per ball. The party with the most ball sunk out of the given game wins money equal to the number of balls sunk times the wager per ball (example. Your team plays a 100 credit per ball game. You manage to sink 10 balls and win. Your groups winnings is 1000 credits [10 X 100, and this money is to be split up between the players on 1 side as seen by the players]). Trick shots are bets and the player has a -3 to called shots. If a player scores a ball, they get to roll again if not the dice are surrendered to the next player.

1st - (1-5 games) Natural 20 sinks 2 balls (Critical strike)

2nd - (5-12 games) W.P. Pool Cue, +1 to hit

3rd - (13-20 games) Critical strike on Natural 19-20

4th - (21-29 games) 3 is no longer a critical miss

5th - (30-44 games) +1 to hit

6th - (45-56 games) a roll that adds up to 19 is equivalent to a Critical Strike.

7th - (57-66 games) 25% chance of being recognized as a famous pool player.

8th - (67-77 games) +1 to hot called strike penalty

9th - (78-87 games) People pay 1D6x100 credits to watch you play

10th - (88-97 games) You may instruct people in the fine art of pool and you can get payed 1D4x100 credits a lesson.

11th - (98-107 games) +1 to hit, 60% chance of being recognized

12th - (108-117 games) Skill ability to not sink the cue ball

13th - (118-126 games) The bar pays you 3D6x100 credits to play there

14th - (127-139 games) +1 to hit, 80% chance of being recognized

15th - (140+ games) +2 to hit. At this level you become the Micheal Jordan of pool and you are payed an extra 1D6x1000 credits per game.

Critical Miss Chart

01-10 You hit your opponent and might get into an old fashioned brawl.

11-15 Lucky you bounced a ball and scored.

16-31 You break the pool cue. You must play 100 credits to replace it.

32-60 Scratch! You've ripped the felt. You have to pay 400 credits to replace.

61-69 You sank a ball for your opponent.

70-85 You sunk the cue ball. Three times you lose.

86-00 You sunk the eight ball. You lose.

Recording Engineer: This is the art of putting sounds on tape. The character will be able to take acoustical sounds and put them on cassette, reel to reel, multi-track, etc. The character will also have a limited knowledge on micro-

phones and placements to get the best sounds. The character will also have a limited knowledge of sound equipment, such as, mixing consoles, effects, equalizers, etc. There's more to it than what is stated, but the character will have a limited knowledge on sound and how to reproduce it. This also gives the character the ability to work with TV, video, and movies. A reminder that TV/Video is a separate from this skill. In order to become a professional at this, the skill must be picked three separate times, plus adds a one time bonus of 20%. **Requires:** Basic Electronics, Basic Math, and Literacy. **Base Skill:** 15% + 5% per level of experience. **Note:** You do not have to be a musician to have this skill. This means you can record Emperor Prosek and his weekly inspirational tapes.

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

Sculpting & Whittling: The art of molding or carving a three dimensional figure, object or design out of clay, stone or wood. The percentile number indicates the quality of technique and appearance. Taking the skill twice indicates a professional quality and gets a bonus of +10%. Selecting it once, indicates a talented amateur. **Base Skill:** 36% + 6% per level of experience.

Sewing: The practiced skill with the needle and thread to mend clothing, do minor alterations, and layout, cut and sew simple patterns. This is not a tailoring ability, but can become tailoring if the player selects this skill twice. **Base Skill:** 40% + 5% per level of experience.

Shepherding/Goat Herding: This skill include knowledge of how to keep sheep and/or goats from straying, how to care for them, what kind of pastures to take them to, and how to act as a midwife for one (or most other small quadrupedal mammals for that matter). This skill also includes knowledge of how to train and utilize other animals to help manage sheep and goat herds, including sheep dogs and llamas. **Base Skill:** 70% + 4% per level of experience.

Sports: Can include any team sport such as Baseball, Basketball, Football, Hockey, or Soccer. **Base Skill:** 30% + 5% per level of experience. **Optional:** If a character buys any sport skill twice, then that gives him professional status. That means the character can have a secret identity working as a member of a professional sports team or traveling as a participant in international sporting events. Particularly valuable as good covers are Golf and Tennis, both of which allow the character to travel widely. **Bonuses:** Adds 2D4 S.D.C. and +1 to roll with a punch or fall

Steward: The individual is experienced and capable in the care & feeding of passengers.

Steward skill represents a general knowledge of cook-

ing, personal care & attention, & the other areas of experience which will make passengers & crew happy & content with their conditions of passage.

Base Skill: 20% + 5% per level of experience.

Acts as Cooking at -25%.

Tiao Qi (Chinese Checkers): The skill involves being able to play Chinese Checkers (with marbles, on a six-cornered board, where the object is to get all your pieces to the opposite side), at a professional level. There is also an *advanced*, or *blitz* version of the game where the rules are a bit more complex, where entire groups of marbles can be moved simultaneously. **Base Skill:** 24% + 4% per level of experience.

Weaving: Practiced skill of creating garments, tapestries, and draperies from wool or cotton. The weaver requires a spinning apparatus and a loom. This skill only represents the characters ability to weave, not raise/grow the sources of their raw material (other skills should be used instead). **Bonuses:** +5% if the sew skill is known. **Base Skill:** 20% + 5% per level of experience.

Xiang Qi or Shogi: The Chinese version of chess, where each side, red and black, received two *Ju*, or Chariots; two *Ma*, or Horsemen; two *Pao*, or Cannons; five *Zu*, or Pawns; two *Xiang*, or Ministers; and two *Shi*, or Officers. The piece corresponding to the King is called a General, but the red General is called *Shuai*, and the black General is called *Jiang*. Unlike the checkerboard used in chess, the board for *Xiang Qi* is played on 90 intersections of vertical, horizontal and diagonal lines, and the board contains special domains for each general, as well as a "river" that separates the two sides. **Base Skill:** 15% + 5% per level of experience.

Electrical

Avionics: This is the specialized skill in repairing the electrical, navigational and control systems in aerospace craft. A character with this skill can repair the "Black Boxes" in these vessels. They can also debug the code so that the craft flies correctly. **Base Skill:** 20% + 5% per level of experience. **Requires:** Computer Operations and Computer Programming.

Basic Electronics: This enables a character to understand simple wiring and diagrams. These characters can do basic wiring in a home or building, and can even do some basic wiring for TVs, VCR's, etc. If it relates to circuit boards and/or anything more complicated than simple and basic wiring, the character will have to seek a professional. GM's remember there is a difference between the military use and the civilian use of electronic systems and their functions. Please keep this in mind when the characters are using this skill. **Base Skill:** 50% + 5% per level of experience.

Circuit Board Micro-Electronics: Soldering connections, boards, wiring, and power supplies to construct microchip based electronics. **Base Skill:** 55% + 5% per level of experience.

Computer Repair: Knowledge of the internal electronics of computers and related devices (terminals, printers, modems, etc.). The character can attempt to repair or sabotage computers. Note that figuring out the repair or sabotage procedure counts as one roll, and the actual repair is a second roll. A failed roll means the repair is faulty and does not work (try again). No computer operation or programming skills are included nor required to fix computers. Many computer repair personnel don't even know how to turn the computer on! **Base Skill:** 25% + 5% per level of experience.

Electrical Engineer: This character is a professional and can build, design, and repair most circuit boards and is the key man to call when you lose electricity. Characters can diagnose and locate electrical problems, repair complex electrical devices, wire entire buildings or vehicles, and build electrical equipment. The character can also attempt to bypass security systems, alarms, and surveillance systems, but at a penalty of -20% for simple systems and -50% for complex systems (reduce these penalties by half if the character also has the surveillance systems skill).

Electrical Engineering also deals with the research, design, integration, and application of circuits and devices used in the transmission and processing of information. Information is now generated, transmitted, received, and stored electronically on a scale unprecedented in history, and there is every indication that the explosive rate of growth in this field will continue unabated.

Electronic Engineers design circuits to perform specific tasks, such as amplifying electronic signals, adding binary numbers, and demodulating radio signals to recover the information they carry. Circuits are also used to generate waveforms useful for synchronization and timing, as in television, and for correcting errors in digital information, as in telecommunications.

This is the person you call on when something malfunctions in a base and/or town. They have the knowledge of all electrical properties and is probably the same person that built the base and/or town. This person designs the electrical conducts in the house, base, building, etc. **Base Skill:** 35% + 5% per level of experience. **Requires:** Advanced Mathematics and Literacy. **Note:** There is a -30% penalty when working on alien or extremely unfamiliar electronics. This includes techno-wizard devices. The electrician may be able to puzzle out some of the basic aspects of a device created by techno-wizardry, and may be able to figure out how to operate the machine, but will not be able to fully fathom how it works nor repair it. **GM's Note:** Remember there is a difference between the military use and the civilian use of electronic systems and their functions. Please keep this in mind when the characters are using this skill.

Electricity Generation/Power Systems: Electricity is gen-

erated in two ways: from sunlight, using solar panels, and from small nuclear generators. This skill allows a character to understand and repair such generation systems, but not to build them. **Base Skill:** 50% + 5% per level of experience.

Glitter Boy Electronics: The Glitter Boy is an advanced power armor. The electronics use nanotechnology and computer chips the size of a flea. This form of power armor works on the thought processes and certain nerve pulse of the brain of the pilot. All of the electronics are complex and very greatly from the ordinary power armor. Most Glitter Boys are powered by a fusion device no bigger than a lap top computer, using a non-radioactive element. The element has the same power as a nuclear energy, but with out the radioactivity. The older Glitter Boys still functions off of nuclear power. Most engineers that acquire this skill can work on normal power armor, but at -30% skill level.

The training includes how to program the nanites to perform their specified jobs. The character must have an I.Q. of 12 or better to even have this skill. Those characters with an 11 or below that want the skill, they will have to start off at half the base and it will cost three separate skill selections. **Base Skill:** 30% + 5% per level of experience. **Requires:** Electrical engineering and Computer Operations. There is a -40% penalty when working on alien or extremely unfamiliar robot electronics (for Glitter Boys not built and designed in that particular region).

Mecha Electronics: First hand knowledge of the electrical systems built into RDE, REF and Southern Cross mecha. The character knows exactly how they interact with proticulture and the intricacies of Robotechnology. Other skills in electrical systems do not apply to mecha, making this an invaluable skill for repairing the famous war machines. **Base Skill:** 35% + 5% per level of experience.

Power Armor Electronics: This is the skill that enables the character to work on these complex and efficient form of mecha. The power armor is more advanced than a robot, but not as advanced as the Glitter Boys. Just like the Glitter Boy the Power Armor use thought and brain waves to control it. Most Power Armor is powered by a fusion device no bigger than a lap top computer, using a non radioactive element. The element has the same power as a nuclear energy, but with out the radioactivity. The older Power Armors still functions off of nuclear power. A note to the GM This skill applies to all Power Armor not just to Coalition/military Power Armor. **Base Skill:** 30% + 5% per level of experience. **Requires:** Electrical engineering and Computer Operations. There is a -40% penalty when working on alien or extremely unfamiliar robot electronics (Power Armors not built and designed in that particular region).

Robot Electronics: This is the complex and specialized study of robotics and robot/military engineering, micro-circuitry, and artificial intelligence. It includes knowledge of the Coalition robot assault units, exoskeletons, and robot systems. **Base Skill:** 30% + 5% per level of experience. **Requires:** Electrical engineering and computer sciences.

There is a -40% penalty when working on alien or extremely unfamiliar robot electronics.

Veritech Electronics: First hand knowledge of the electrical systems built into RDF, REF and Southern Cross Veritech's. These include the VF series, Logan's, Alpha's, Beta's (including the Logios configuration). The character knows exactly how they interact with proticulture and the intricacies of Robotechnology. Other skills in electrical systems do not apply to Veritechs, making this an invaluable skill for repairing the famous war machines. **Base Skill:** 35% + 5% per level of experience. **Note:** Characters with Mecha Electronics can attempt to repair the Veritech Mecha but with a -20% penalty.

Espionage

Binding: This is the practiced art of knot making and binding. Character will know the best way to tie someone/something down tightly and securely. The character will know a wide array of knots, the abilities of each one, and when each one should be used. Anyone tied up in this manner will find it nearly impossible to escape (-15% for escape artists). This skill also adds a one time bonus of +5% to climbing, since superior knots are used. **Base Skill:** 30% + 5% per level of experience.

Confidence Talking: The ability to smooth talk oneself out of danger or potentially embarrassing situations, and the ability to come up with a completely bullshit explanation for any occurrence. This is the art of making lame-ass excuses and being able to get away with it. **Base Skill:** 35% + 5% per level of experience.

Calligraphic Forgery: A special skill that allows the character to imitate the calligraphy of the ancients and to reproduce copies of exotic styles. This is an advanced version of artistic calligraphy, and the character must take both skills. To successfully pass off a forgery as an ancient work requires a roll under the base skill on percentile. Attempting to forge the penmanship of a particular author is more difficult (-25% penalty on the roll). **Base Skill:** 25% + 5% per level of experience.

Command: Command is used to make an NPC do what the user wants by ordering him in a persuasive and authentic tone. When successful, the target snaps to and does as ordered. To look at it another way, a character with a high command skill can take charge of a situation when leadership is needed, and get other characters to cooperate without debate or question.

How to use this skill, well the characters commands will be based on M.A. and/or P.B., against the NPC's I.Q. and/or M.E. The characters M.A. is matched against the NPC's I.Q. and/or the characters P.B. against the NPC's M.E. Use percentile dice for the chart below will show you what we

are talking about:

For this chart shows how you can talk someone into doing something without question or dispute. EX: The characters M.A. is 13 and the NPC's I.Q. is 9. The character and NPC(s) both roll percentile dice and the higher of the two wins, since the character has a 13 M.A. he/she gets a bonus of 15% to that particular roll. The NPC(s) has a 9 I.Q. and gets no bonus to his/her roll therefore the player character has the advantage.

Characters M.A.:	3 - 5	6 - 8	9-12	13-16	17-24	25-30	31 & above
Bonuses on roll:	-35%	-20%	0	+15%	+30%	+45%	+65%

All this goes against the NPC's I.Q.

NPC's I.Q.:	3 - 5	6 - 8	9-12	13-16	17-24	25-30	31 & above
Bonuses on roll:	-35%	-20%	0	+15%	+30%	+45%	+65%

For this chart shows how beauty can influence someone's decision making process. This means you can tell an NPC do something and they will just based on you physical beauty whether it is male or female. EX: The characters P.B. is 13 and the NPC's M.E. is 9. The character and NPC(s) both roll percentile dice and the higher of the two wins, since the character has a 13 P.B. he/she gets a bonus of 15% to that particular roll. The NPC(s) has a 9 M.E. and gets no bonus to his/her roll therefore the player character has the advantage.

Characters P.B.:	3 - 5	6 - 8	9-12	13-16	17-24	25-30	31 & above
Bonuses on roll:	-35%	-20%	0	+15%	+30%	+45%	+65%

All this goes against the NPC's M.A.

NPC's M.E.:	3 - 5	6 - 8	9-12	13-16	17-24	25-30	31 & above
Bonuses on roll:	-35%	-20%	0	+15%	+30%	+45%	+65%

If the user rolls equal to or higher than the NPC(s), targets of the command do as he/she requests. As usual, there is room for game master interpretation; The higher the difference might mean immediate and enthusiastic compliance. The closer the two rolls are, this means that the target does as ordered now but may question the commander's authority later on. ("I didn't know that there was a commander on this level. What in the hell is going on here. Wait a minute...").

Concealment: Is the practiced ability of hiding something on ones body or in hand, usually by continually moving it around from hand to hand or place to place unnoticed. Objects must be no larger than 14 inches in height and length, 6 inches in width and weigh 10 lb or less. The smaller and/or lighter the item, such as a knife, gem, small sack, etc., the easier it is to conceal (add a bonus of +5%). Larger items such as a book or club or statue or other similarly larger and heavier objects are more difficult to conceal on ones person for obvious reasons. A penalty of -5% applies to items over 7 inches (remember 14 inches maximum) because it is more difficult size. Larger than 14 inches are impossible to conceal. **Base Skill:** 20% + 5% per level of experience.

Desert Survival: Specifically, the ability to find water out in the desert. Also includes survival to exposure, path finding and other desert survival skills. **Base Skill:** 50% + 5%

per level of experience.

Detect Ambush: Training which develops an eye for spotting locations and terrains suitable for ambushes and being ambushed. It also provides a rudimentary knowledge of guerrilla tactics used by the enemy. **Base Skill:** 30% + 5% per level of experience.

Detect Concealment: This is a skill which enables the individual to spot and recognize camouflage, concealed structures/buildings and vehicles, as well as the ability to construct unobtrusive shelters, use camouflage and blend into the environment. **Base Skill:** 25% + 5% per level of experience.

Disguise: The character knows how to apply make-up, wigs, skin putty, dyes, and other special effects in order to alter his appearance or that of somebody else. **Base Skill:** 25% + 5% per level of experience.

Escape Artist: The methods, principles, and tricks of escape artists. Includes muscle control (tensing and relaxing muscles), flexing and popping joints, knowledge of knots, and the ability to conceal tiny objects on the person. The character can try slipping out of handcuffs, ropes, strait-jacket, etc. **Note:** Picking locks is a separate and distinct skill. **Base Skill:** 30% + 5% per level of experience.

Fieldcraft: This skill covers the common "tricks" spies use to exchange information covertly. Some fieldcraft methods include "dead drops" (the information is placed in a hiding place such as taped under a park bench, behind a brick, and so on; the other agent then comes by and picks it up, avoiding ever seeing his "contact"), ways to notice and avoid being shadowed (can be used in conjunction with the Perception rules in the Nightbane RPG, page 66) selecting code words and passwords to recognize other agents, and similar techniques. **Base Skill:** 40%+4% per level of experience.

Forgery: The techniques of making false copies of official documents, signatures, passports, I.D.s, and other printed material. The forger must have an original or photocopy to work from in order to make an accurate copy. Skilled forgers can recognize other counterfeits at -10%. **Base Skill:** 20% + 5% per level of experience.

Hojo-Jutsu: This is the Art of Binding, Japanese style. Tying someone up with Hojo-Jutsu makes it far more difficult to escape (-15% to an opponent's escape skill roll). **Base Skill:** 30% + 5% per level of experience.

Imitate Voice: Character can, with practice, attempt to imitate the voice, accent and expressions of another person. **Base Skill:** 45% + 5% per level of experience.

Impersonation: This skill enables a person to impersonate another person or type of soldier (in general). This means the person must have a rudimentary (if not comprehensive) knowledge of the person or general type of personnel that he is impersonating. This is likely to include a knowl-

edge of enemy/subject of impersonation, military procedure, dress, command, rank, and will usually require speaking the language fluently. This means the character can convincingly impersonate a general type of person/soldier/advisor by accurate disguise, proper action, and language. **Base Skill:** 40% to impersonate general personnel and 20% to impersonate a specific individual (which may require weeks of study and special disguise), +4% per level of experience.

The success of one's impersonation/disguise can only be determined after exposing oneself to those whom you wish to trick. A successful impersonation requires the player to roll under his skill for each of his first, THREE encounters. Afterward, the character must roll under his skill for each encounter with an observer. If interrogated/questioned, he must successfully roll for every other question or be revealed as an impostor. A failed roll means his impersonation has failed and is recognized as an impostor and is in immediate danger.

Intelligence: This is the specific training in the practices and principles of recognizing and analyzing sources of information about the enemy, observation techniques, counterintelligence measures and proper procedure. This includes the practical assessment of sights and sounds, estimation of ranges, what to report, handling prisoners of war, and handling captured documents and equipment (tagging and reporting to group leader or proper authority). This means the character will be able to accurately estimate ranges, the number of enemies, direction, purpose, and assess the importance of specific information.

Further intelligence training includes a working knowledge of indigenous guerrilla warfare, enemy practices, appearance, and current activities. This enable the intelligence officer to recognize suspicious activity as guerrilla actions and identify guerrilla operatives. For Example: A particular booby trap, or weapon, or mode of operation, may be indicative of guerrilla activity in the area. It may be up to the character to confirm the existence of the enemy and their strength, number, and location.

Another area of training made available to intelligence is the identification of enemy troops, officers, and foreign advisors. This means the person learns the many distinguishing ranks and marks that identify specific military units, special forces, groups, and leaders of the enemy. Such identification can pinpoint and confirm enemy operations, goals, and movement, as well as confirm outside intervention/aid.

Note: A failed roll in any of the areas of intelligence means that evidence is inconclusive, or that the character has incorrectly assessed the information/situation and is uncertain. A failed roll involving individual clues may mean the person has dismissed it entirely as being meaningless (GMs, use your discretion). **Base Skill:** 32% + 4% per level of experience.

Interrogation/Interrogation Techniques: This skill is learned by policemen, intelligence officers, etc. The character knows the techniques to get information from (typically unwilling) subjects. This includes such old methods

as “good cop/bad cop” (one interrogator is threatening and intimidating, the other is sympathetic and friendly), deceiving and misleading the subject into giving away information, and similar. The character can also judge if the subject is lying (the Game Master might assess bonuses or penalties depending on how good a liar the subject is, and/or on the victim’s M.E., M.A. and/or P.B.; the higher any or each of these attributes, the more convincing the lies). This skill also includes some basic knowledge on methods of torture, from basic tactics like depriving the subject of sleep, to old “medieval” instruments and new, sophisticated techniques like sensory deprivation, partial electrocution, drugs and psionics. **Note:** Only evil characters will engage in torture routinely. **Base Skill:** 40% + 5% per level of experience.

Jungle Survival: Stepping into jungle, true jungle, is even more alien than swimming down into a coral reef. The main problem is with depth perception. Most characters are used to judging distance based on objects sitting in open space. The jungle turns that upside-down, so that you have to contend with objects (leaves and branches) everywhere, and just a little bit of empty space scattered here and there. Without this skill most characters will experience the following in a jungle: “...I dash in [the jungle] after them, but get instantly fouled in low-hanging vines and fall on my face. All five dogs are now in full cry and K’in Bor has vanished behind them. I think, He must see better than I do, as everything before my 20/20 vision is a dark, impenetrable mesh of leaves, vines and branches, and all else underfoot in an impediment designed to make me stumble. Somehow I claw my way through the brush...” Beyond just being able to see clearly, Jungle Survival also provides techniques for avoiding trouble and keeping alive during extended jungle travel. The character will know how to avoid dangerous plants and insects, how to find nearly-invisible pathways, and how to find fresh water. **Base Skill:** 45% + 5% per level of experience.

Land Navigation: This skill allows the person to stay on course while traveling over land by means of observation. This includes mentally marking/recognizing geographic landmarks, estimating distance and movement, recognizing sounds, and other navigation tricks. Techniques include night travel. The player should roll once for approximately every three miles traveled. A failed roll means the character is drifting of course by 200-2000 yards (roll 2D10x100 yards). Do not roll again until the next three miles. A successful roll at that time will allow the character to recognize his error and correct it. Of course, errors mean lost time and traveling through unknown and potentially dangerous areas. A second (and third) failed roll means the character continues to travel 2D10x100 yards further off course. All failed rolls are cumulative unless corrected.

Note: A group of average men can cover approximately 5 miles an hour at a brisk, but relaxing pace, through grassland, along dirt roads or paved streets. Travel through dense forest or jungle at a cautious pace, with eyes open for danger, is about one mile per hour. At this pace, one can easily watch for booby traps, snipers, ambushes, wild animals,

tracks, and clues, make other observations, without fear of traveling too fast (and missing them). Only at a faster pace will one begin to miss details and court death. **Base Skill:** 45% + 5% per level experience.

Marxism/Leninism-Maoism: The character knows enough about Communist philosophy to be able to escape detection when under cover in a Communist country. Includes studies of all the major literature as well as participation in discussion groups. This skill is found in universes that still have major Communist influences (such as the various 20th century RPGs and the Earth of Robotech, which has the EBSIS and NMSR to contend with). **Base Skill:** 60%+6% per level of experience.

Microinformation Technology: Knowledge of producing, storing and reading of micro-sized text and pictures. This also involves learning to use the cameras, developing equipment and display devices. The character is also capable of developing or detecting hidden microdots. **Base Skill:** 40% + 4% per level of experience.

Palming: Simply the ability to pick up and seemingly make a small object such as a coin, key, playing card, knife, etc. disappear by hiding or concealing it in one’s hand. Adds a bonus of +5% to pick pocket skill. **Base Skill:** 25% + 5% per level of experience.

Perception: Can be used for a variety of purposes (GMs use your imagination).

-EXAMPLE:

-PCs are in a large warehouse, tracking something. The thing makes a noise in a corner.

-Roll Percentile: Fail: Unsure where noise came from

: Success: Knows where noise came from

-Success; Roll Detect Conceal to find thing (if hiding)

Note: Everyone could have Perception at % = IQ

Base Skill: (IQ + 20%) + 5% per level of experience.

Pick Locks: The character knows the methods and tools for picking/opening key and basic tumbler type locks. This does not include sophisticated computer or electronic locks. It takes 1D6 melee rounds for each attempt to pick a lock. A failed roll means the lock holds; try again. **Base Skill:** 30% + 5% per level of experience.

Pick Pockets: An ability to remove items from a person without their being aware of it. If a pick pocket attempt fails, the item has NOT been removed and there is a 67% likelihood of the intended victim recognizing the intent of the action. **Base Skill:** 25% + 5% per level of experience.

Psychological Warfare: This is the art of manipulating the mind to get the desired reaction from the victim. The character could attempt to say or do something to influence a target with the end-result of the victim doing something the character intended.

For example, a player’s vampire character, Born With a Sharp Tooth, wants to lure some unsuspecting NPCs to their death. She is the owner of a bar that is a front for all her

vampire pals so they can feed on the customers. Born With a Sharp Tooth wants to lure the NPCs to the cellar so her friends can ambush and kill them. The player has devised a plan to help her character do this, unfortunately it requires this skill, fortunately Born With a Sharp Tooth has this skill. Disguised under her cover as barmaid she approaches the NPC's table. In a near whisper that everyone seated at the table can hear she asks them if they would like today's special of "raw meat". When they reply no she states it again in a way that seems to suggest there is more to the word than originally implied; maybe it is a secret word or term used to describe some illegal activity. The player would then make a skill roll for the vampire. If the roll succeeds then the NPCs understand the implied meaning behind her words. If any of the NPCs have a genuine interest in unsolicited activities they would follow the vampire to the cellar and the awaiting ambush. If the roll fails then the NPCs would simply say no (in probably a disgusted manner) and continue with ordering their food. If any of the NPCs at the table are versed in psychological warfare or psychology they could make a counter-roll to see if they noticed anything suspicious in the vampire's failed attempt (this can only be attempted if the character fails his/her roll).

If the target is of the same race as the character then the roll is made based on the base skill, but if the target is of a different race then a Lore roll (DB or otherwise) must be performed. If successful then the roll is still based on the base skill, but if the roll fails the character receives a -10% on his skill roll. If the target is a rare (generally uncommon) race then the character must perform his roll at -15%. As mentioned in the above example characters with Psychology or Psychological Warfare may make counter-rolls when someone makes a failed attempt to manipulate them. A successful roll would simply tell them that they noticed something suspicious in "saboteurs" approach. It is suggested that the GM perform these type of rolls for the players (as they should not be aware of any weird going-ons unless the roll succeeds and even then it is limited) and announce nothing unless the roll is successful. **Base Skill:** 25% + 5% per level of experience. **Requires:** Psychology

Safe-Cracking: Knowledge of various safes, lock boxes and security rooms, along with the methods for illegal entry. The character knows the methods, techniques and tools in opening ('cracking') tumbler and combination type locks.

It takes one melee round to open a simple combination lock and five melee rounds for a complicated safe lock. To open a safe/complicated tumbler lock the player must successfully make a skill roll (roll under) two out of three times. Failing the roll means that the lock holds but can be attempted again. **Base Skill:** 50% + 2% per level of experience.

Blowing a safe with explosives requires sophisticated knowledge as well as the following tools: Electric Drill, Blowtorch, (or Laser Drill), plastic explosives, etc., . . . Roll just once, failure means the safe has been blown shut and cannot be opened without heavy machinery. **Base Skill:** 60% + 3% per level of experience. **Note:** Must also roll under the Demolitions skill to successfully use and deto-

nate the explosives.

Security Systems: Base Skill: 30% + 5% per level of experience.

Sniper: This skill represents special training in the W.P.(s) that the character may possess. This applies only to the W.P.s that fall under Modern Weapon Proficiencies. The character will have to pick this skill for every W.P. the character might have. This will enable he/she to take more time on an aimed shot and receive a +2 bonus to strike. This will work only on an aimed shot. There is an extra +2 bonus if the character has W.P.s in semiautomatic rifle or bolt-action rifle (the second bonus applies *only* when using semiautomatic and bolt-action weapons). All of these bonuses are accumulative.

Stalk/Capture: This skill enables the character to hunt down and capture a specific individual. This stalker knows how to approach his subject for capture without alerting or startling him until he is within striking range. The character then strikes in a way to disarm, incapacitate and capture the subject while inflicting minimal damage. Note that the stalking attacker can use any of these attacks during a melee round and can also use lethal force at any point. The following combat moves can be used in any combination. Roll under the first percentile number for success of these attacks. The second percentile number is used to appraise the slave market/gladiatorial value of the captive, as well as to assess an opponent's approximate skill level (within two levels). A failed roll (can only roll once per encounter) means he can't tell. **Base Skill:** 10% / 20% + 5% per level of experience.

- **Bear Hug:** A crush/Squeeze attack that does not pin one's opponent but may incapacitate him. Each hug/squeeze counts as one melee action/attack and is designed to knock the air out of a person. A successful bear hugs causes the victim to lose one melee attack, initiative and is -2 to strike, parry and dodge while caught in the bear hug. Each squeeze counts as a melee attack but does not require the attacker to release his victim from the hug. The penalties from several bear hugs are cumulative and may lead to easy capture or surrender. In the alternative, each bear hug squeezing action may be used to inflict 2D6 damage; not effective against armor with an A.R. of 14 or higher or a character with a P.S. or P.E. of 24 or higher. A failed roll means no damage or penalties and the hugger has a tiger by the tail. His intended victim can strike or try to break free (the latter works the same as a parry: higher roll wins). However, as long as the hugger holds on to his opponent, his attacker is -2 to strike, but he cannot strike, parry or dodge, as long as he keeps holding on. He'll have to let go in order to launch a new attack or try a new bear hug. Note that opponents who see the bear hug coming (roll initiative) are +2 parry or dodge.
- **Entangle:** The stalker can trap the weapon or arm of an attacker instead of parrying or dodging. A successful roll under his percentile skill level means the weapon or arm is entangled, inflicts no damage and

the character is unable to dislodge it from opponent's grasp (must let go of weapon or strike with other hand). A failed roll means the stalker is struck, has no chance to parry or dodge and take full damage.

- **Natural 20 Stun:** Knocks out (for 1D4 melee rounds) or pins opponent and only inflicts 1D6 points of damage doing it. The opponent character is captured and is easily tied up or chained.
- **Pin:** A lunging attack that pins an opponent's arms. A pinned character cannot kick or attack with arms. Roll again to see if the captor can wrestle the character to the ground and tie or chain him up. Characters with a P.S. of 20 or higher get to roll a parry to see if they can break free before being tied down. High roll wins; the pinned character wins ties. The pin attack can not defend against psionics, magic, prehensile tail, or two heads. Nor can he defend / pin against attacks from the head such as eye beams or breath attacks, unless he grabs his opponent from behind. A failed roll means no attack, a loss of initiative and no opportunity to parry or dodge his opponents counterstroke.
- **Stunning Strikes:** Using a weapon or his bare hands (or kick attack) the stalker can deliver blows that stun rather than inflict damage. Each successful strike slightly stuns his opponent causing the following cumulative penalties: -1 initiative, -1 strike and parry and speed is reduced 10%. The penalties last for 2D4 melee rounds. Add the penalties from each successful stun attack, At some point the stunned character will be so debilitated that he will succumb easily to being pinned, entangled, disarmed, captured, or killed, or feel it necessary to surrender. A failed roll means his opponent is not stunned, suffers only one point of damage, and is probably angry.

Tracking: Visual tracking is the identification of tracks, and following the path of men or animals by the signs they leave on the ground and vegetation. Tracking is a precise art, requiring much practice. The skill includes the evaluation of tracks, indicating whether the person being tracked is loaded down with equipment, running, moving slowly (by measuring the space between steps), and so on. By this means, the tracker can estimate the person's rate of movement, apparent direction, the number of persons in the party, and whether the person knows he is being followed. Other methods of tracking require recognizing other tell-tale signs, such as blood and other stains, broken and displaced vegetation, overturned rocks, litter (such as cigarette butts, ration cans, candy wrappers, soiled bandages and campfire remains), and even odors carried by the wind.

Tracking also includes the recognizing of dangerous animals by their tracks, habits, and feces. Likewise, tire tracks made by vehicles can reveal much, such as size and type of vehicle, the weight of its load, etc.

Counter-Tracking techniques are also known, such as covering one's trail, misdirection, parallel trails, avoiding obvious pitfalls like littering and others.

A failed roll means that the signs are inconclusive, vague or misleading. Additional signs must be found to verify or clarify (roll again). Three consecutive failed rolls means

the tracker has completely lost the trail. Roll once every 40 yards/meters when following a trail. Persons attempting to follow a skilled tracker are -25% when following his trail if he is deliberately trying to conceal that trail (however, his rate of travel is reduced by half). **Base Skill:** 25% + 5% per level of experience.

Trap Construction: Training in the design and application of traps and mines used in anti-personnel and defense tactics. With readily available materials and simple tools, including shovels, knives, sticks, wire and rope, the character can build fiendish traps. Any who would scoff at the effectiveness of traps in modern mega-damage combat should reconsider. While traps may not damage M.D. equipment, unless the trap is augmented with explosives (requiring the Demolitions skill), simple pits can hamper, even immobilize, troops and robot vehicles by making them unable to climb out (will earth walls support the weight of a several ton robot trying to climb out? Not likely). Other traps can be used as alarms (triggering flares, video cameras, or simply producing noise), or even as diversions to distract the enemy while the character escapes.

The greatest drawback of traps lies in the amount of time required to prepare them. It can take hours to prepare rock slides, large pits, etc., even with heavy equipment. But, even this time can be shortened with help from others, as only one character needs the skill, in order to successfully direct others in the traps' construction. Ingeniously prepared traps can, and often do, shift the advantage of a battle to the side that prepared the field for combat. See the Appendix B for examples of most common types of traps. **Base Skill:** 20% + 4% per level of experience.

Trap/Mine Detection: Knowledge of the strategic placement of booby traps and mines, the tell-tale trademarks and indications of traps and mines, how to avoid them, and the use of mine and explosive detection equipment. The character has been trained to watch for suspicious objects, dirt mounds, trip wires and camouflaging materials that may denote the presence of a trap. Simple snare traps and trip wires can be easily disarmed by the character, but the demolitions disposal skill is required to disarm mines, explosives, or complex traps. **Base Skill:** 20% + 5% per level of experience for detecting by visuals alone. Add +50% when using special detection equipment to locate mines or explosives, +10% if the trap isn't a mine or explosives, but uses metal (such as a trip wire). **Note:** See the Rifts World Book 11 description of this skill for use of some Dog Boy types to sniff out traps.

Urban Survival: This skill is like the Wilderness Survival except it is for cities, this skill differs from streetwise in the fact that you know more than the illegal parts of the city is, you know how to survive on minimal amounts of credits, know where the best restaurants, where cops are, how the city is run. Basically this skill is like if you live in the city all your life you know where things are, you know how people are going to react to you or how you look. **Base Skill:** 35% + 5% per level of experience.

Urban Warfare: The Urban Warfare skill is divided into two parts, a house-to-house combat skill with a percentage, and a special sniping skill that provides weapon bonuses.

The reason for its placement in the Espionage category instead of Military is simple, it's not a total warfare skill. Instead, the character learns how to set explosives inside building without causing major structural damage to the building. Of course this doesn't mean a few rooms will be obliterated (not to mention those inside), but the explosion won't cause the building to collapse. The first percentage refers to the character's ability to assess the possible damage to a building's integrity inflicted by enemy fire, or that caused by his own attacks. It also grants the person with the skill to use only enough explosives to get the job done, without overkill (since they will usually be inside the building at the time of the explosion), since too much could harm the player characters and any innocent people near by. The second percentage indicates the character's basic knowledge of building schematics. So they'll have a basic idea of where possible gas lines or electrical wiring could be located. This percentage is mainly for the GM, and should be taken into consideration if the character is shooting into a wall (whether incidentally or accidentally) or slashing with a blade weapon. **Base Skill:** 56%/42% + 4% per level of experience. **Requires:** Demolitions, Demolitions Disposal is helpful, but not needed. **Special Note:** This skill counts as two skills (either "other" or secondary).

Also included in this skill is the training in sniping specific people that may be concealed in a crowd or holding a hostage as a human shield. In these cases, the Urban Warfare skill can come in pretty handy. **Bonuses:** +1 to strike with a modern weapon on when sniping. These bonuses can only be used with sniper rifles, bolt action rifles, bows and crossbows.

Wilderness Survival: Techniques for getting water, food, shelter, and help when stranded in wild forests, deserts, or mountains. Characters without this skill will not be able to stay healthy for more than a few days in the wilderness once their supplies run out. **Base Skill:** 30% + 5% per level of experience.

Industrial

Note: Any O.C.C. that can pick Mechanical: Any, can pick from the Industrial category.

Armor & Weapon Decoration: This skill allows one to lavishly decorate weapons and armor with intricate engravings, gemstones and plating of precious metal. With the proper materials the value of a weapon or suit of armor can be increased by 50 to 100 percent. This skill also enables the character to patch and restore up to 10 S.D.C. points on soft armor and 20 S.D.C. of chain, scale, and plate armor. **Base Skill:** 15% + 5% per level of experience.

Blacksmithing/Metalworking: Blacksmithing is the abil-

ity to work metal in a forge, to build horseshoes, tools, metal pieces, etc. Character will know the basics of different (low grade) metals and will be able to work them into a variety of forms. If the character chooses this skill twice, then it becomes metalworking. The character then has all the abilities of the blacksmith, but has a more comprehensive knowledge of high-tech alloys, metal composites, etc. Character will be able to (with proper facilities) work M.D. metal to a certain degree, and is an accomplished welder, and knows how to use plasma forges, laser tools, laser welders, remote robot manipulators (needed for the enormous heat in the plasma forges), and many other high-tech metal working abilities. If the character also has Armorer, add a one time bonus of +15% to Metalworking. **Base Skill:** 25% + 5% per level of experience.

Candlemaking: Characters with this skill will be able to produce their own candlewax for the purpose of candle-making. It is also possible to create specialty candles with this skill, with penalties appropriate to the complexity of the job. May be taken twice to denote professional quality. **Base Skill:** 30% + 5% per level of experience.

Carpentry: A fundamental knowledge of working with wood. The character knows how to prepare, treat, and preserve wood, recognize quality craftsmanship, can repair damaged wood and wood items, and build (chests, chairs, tables, cabinets, houses, etc.). Adds +5% bonus to the boat building skill if taken. **Base Skill:** 25% + 5% per level of experience.

Cobblery: Skill in repairing, mending, treating, and making shoes. **Base Skill:** 35% + 5% per level of experience.

Construction: Knowledge in the methods for building houses, roads, bridges, towers, etc. This includes knowing what building materials should be used, knowing how to set frames, what tools and techniques are appropriate, and accurately reading architectural plans to build some sort of structure. Will also know how to use most construction equipment, mix cement, drill holes, etc. **Note:** Having the Armorer skill will enable him to build structures out of M.D. metals, as well as wood and concrete. **Base Skill:** 30% + 5% per level of experience. **Requires:** Carpentry, masonry, basic electronics, and plumbing.

Fashion Tools and Weapons: Useful tools and weapons can be constructed from readily available material. These crude items are usually made from wood, stone, vines, and bones, and include making a simple wood and/or stone hammer, club, hand shovel, pick, fishing hook, bone needle, wooden stake, torch, rope, string, fishing line, simple flute, blow gun, staff, wooden spear, bola, throwing stick, arrow, short bow, stone knife, and spear and axe head made from chipped stone. The ability to fashion tools is a source of pride for jungle tribesman and wilderness folk. An unsuccessful roll results in a product that is completely useless, try again. It generally takes about 1D4 hours to make a small, simple item and 2D4+1 to make a larger, more elaborate item like a stone axe, spear with a stone head, short

bow, etc. **Base Skill:** 20% + 5% per level of experience.

Glassworks: Skill in making objects out of glass, by blowing air into hot glass. Can make tubes, vases, glasses, etc. In conjunction with the art skill, the glass work will be of superior artistic quality. **Base Skill:** 25% + 5% per level of experience.

Industrial Painting: This is art of mixing paints, applying lacquers for commercial quality applications such as cars, buildings and furniture. **Base Skill:** 35% + 5% per level of experience.

Logging: Knowledge of the equipment, the techniques, and systems used in logging/clear cutting forests for the purpose of treating and selling the wood. The character will know the basic methods for choosing trees/forests, cutting down a tree, or a group of trees, the maintenance and use of logging equipment (chain saws, climbing gear, etc.), a general knowledge of the value of different varieties of trees, and an understanding of how to treat/store wood. **Base Skill:** 35% + 5% per level of experience.

Masonry: The skill of working stone; cutting it to size, knowing how to move blocks into position (as well as how to secure it there), adding some stone-carven details (better if Art is chosen), and so forth. In rifts, masons also know how to prepare and mix concrete, cement, plaster and other glues, as well as how to lay bricks, stone slabs, tiles, and how to cut stone to precise measurements. This skill is ideal for the building of streets, house foundations, strong walls, etc. **Base Skill:** 35% + 5% per level of experience.

Mining: The ability to appraise land for its mineral value, suggest where to dig, what type of mine to use (open air, or shaft), how to transport the metal, and the basics of how to purify metal/extract metal from ore. **Base Skill:** 25% + 5% per level of experience.

Mining - Earth: The ability to locate mineral deposits or areas where they are likely to be found, excavate the land, and separate ores. The person also has the knowledge to successfully dig a min, pan for gold, and/or direct a mining operation. The actual finds, costs, and actual profits of a mining project should be determined by the GM. Remember that most mining operations are guess-work and yield nothing or very little. **Base Skill:** 8% + 8% per level of experience.

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

Mining - Underwater:

Plumbing: Knowledge of how to fix blocked drains, leaky faucets, add tubing/plumbing to a network, connect systems to main drains/local sewage systems. Also knows the basics of water management systems, desalinization plants, water pumps and water towers, and so on. **Base Skill:** 36% + 4% per level of experience.

Magical/ Religious

Alchemy: Throughout human history, there have been legends about powerful magicians "turning dirt into gold," or spending their lives trying. Though this may be the most famous, there are thousands of reports, stories, and myths about people using chemicals and strange combinations of plants to produce a powerful, physical change in a substance. This skill includes hundreds of accounts, and volumes of stories about formulae and procedures for various elixirs and potions (perhaps even less than 10% of these hold any truth). To actually carry out the procedures in these myths is another affair, though. The master of this ancient art of manipulation has spent years learning which combinations of materials to use in accomplishing their goals. Characters with this skill have the knowledge and skill to change lead into gold and other strange, bizarre feats. **Base Skill:** 20% + 5% per level of experience.

Art - Line Drawing: The character is skilled in drawing as it pertains to magic symbols and diagrams. Their symbols are not only functional but ???. Using this skill to copy magic symbols drawn by others drastically reduces the chance of copying the image wrong and increases the mage's chance of learning the spell by 2%. **Base Skill:** 35% + 5% per level of experience.

Art - Wards: The character has focused their artistic abilities to creating visually pleasing and extremely functional Wards. Due to the incredible skill in which these wards are drawn, increase the overall effectiveness of the magic by 10% (e.g. damage, duration, range, etc.) **Base Skill:** 35% + 5% per level of experience.

Astrology: The study of the stars and other celestial bodies, their movements, positions, cycles, alignments and interrelations with the earth, each other and the effects on destinies of people and animals. **Base Skill:** 25% + 5% per level of experience.

Begging: Although learned as a monk, this skill can be particularly useful either as a disguise, or to collect emergency money when things are desperate. The base skill determines the chance of collecting a donation from each passerby. And on a crowded street it could be pretty lucrative. The amount of money depends on the economy of the area where the begging is taking place. **Base Skill:** 30% + 2% per level of

experience.

Create Magic Items: This is the practiced art of creating magical weapons, armor and other items. Items created with this skill do not have the power as those created by Techno-Wizards, Bio-Wizards and Rune Masters, but they are effective in it's own right and are much easier to come across. **G.M.'s Note:** Consider items created by this skill as *minor* magical items. **Base Skill:** 14% + 2% per level of experience. **Requires:** Must be a magic user.

Create Magic Tattoos

Create Scroll

Create TW-Device

Crystal Lacing: Any Techno-Wizard can get this skill. Any other Wizard would have to have Electrical - Robotics and Mechanical - Robotics as prerequisites. This skill allows the T-Wizard to place the crystal lacing in a suit of power armor. This is very time consuming depending on the size of the suit. 1 ft of crystal lacing can be placed per hour. This is very delicate work and can't be rushed. At this rate they have no penalties, but to go faster would result in a -1% per 5 min rush. **Base Skill:** 50% + 3% per level of experience.

Techno-Wizards (T-wizards only) get an additional bonus if they have any of the following skills.

Name:	Skill Bonus
Robot Electronics or Basic Electronics	+10% +3%
Robot Mechanics or Basic Mechanics	+10% +3%

Directed Spells WP:

Fasting: The ability to go for long periods of time without food. So long as the character has sufficient water, two weeks without food will be pretty easy. After that the character will have to roll under the Skill to avoid becoming weakened or sick. **Base Skill:** 54% + 4% per level of experience.

Feng Shui (Geomancy): This skill allows the character to evaluate the amount of Chi in any area. Some places will have a large amount of positive Chi, others will have substantial negative Chi. If the area has a *natural* flow of Chi (between zero and eight points), then the character will be able to measure it exactly. As far as rolling is concerned, it's useful for finding places with exceptionally high or low Chi of either flavor. **Base Skill:** 15% + 5% per level of experience.

Identify Wards: This skill enables the character to recognize whether a symbol is a real magic ward, rune or warning. This does not give them the ability to read them. Only identify true symbols. **Base Skill:** 40% + 5% per level of experience.

Language - Mystic: This is the secret language of the mage's. Only those versed in mystic knowledge ever learn this skill. This is the most common language that spell magic is casted in. This lets mage's hide key words from common folk with ease. Be aware that this is not the *only* language known to magic users, some are even rarer with only a few dozen mage's in throughout the Megaverse knowing it. **Base Skill:** 50% + 5% per level of experience.

Literacy - Mystic: This is the ability to read and write the letters, numbers and symbols used in the Mystic language. **Base Skill:** 30% + 5% per level of experience.

Lore - Ley Lines & Geomancy: A study of ley lines, burial mounds, places of power, megaliths and geomancy beliefs that certain places on earth are polarized with an unknown energy or forces that can heal, cause paranormal phenomena, attract supernatural forces, open dimensional gateways, are magical or are places of evil. The study includes "known" locations of such places, such as Stonehenge and the Bermuda Triangle, as well as the many theories behind them and the legacy of legends, mysteries, disappearances and dangers linked to each. The skill will provide the character with insight about the areas and enable him/her to recognize specific, known, places of power, as well as recognize unknown megalithic markers of these revered or feared places. **Base Skill:** 30% + 5% per level of experience.

Lore - Magic: This area of study does not give the character any magic powers or the ability to read magic symbols. What it provides is general information about magic, magic creatures and myths about magic. For example, a character with this skill knows about the general powers and abilities of infamous magic creatures such as the various types of dragons, sphinxes, unicorn, and so on. He'd know what the main types of magic (on Earth or at least his geographic area) are, such as spell casting, summoning, rifting, technowizardry, stone magic, temporal magic, bio-wizardry, rune magic, necromancy, and so. Likewise, the character is likely to know legends about powerful magic items, magic places, magic curses and related legends. Although the character cannot read runes or mystic symbols, he is likely to be able to recognize whether the symbol is a real magic ward, rune or warning.

The following abilities come with this layman's skill:

Base Skill (general knowledge): 25% + 5% per level of experience.

Recognize wards, runes and circles: 15% + 5% per level of experience.

Recognize Enchantment: i.e. magic items, people under charms and curses, etc.: 10% + 5% per level of experience.

Lore - Read Aura: This skill gives the character the ability to distinguish between different species just by their aura. With repeated practice and time a character could ID both the species and the individual character. **Note:** Due to some of the close distinctions between humanoid races (and some creatures and SN creatures for that matter) the skill level

starts of low. **Base Skill:** 20% + 2% per level of experience. (very difficult to tell the small changes in an aura need to ID someone/thing). **Requires:** The psionic ability of See Aura.

Lore - Religion: A comprehensive study of the world's religions, past and present, their beliefs, rituals, holy places, pantheons of deities and supernatural creatures (demons, spirits, angels), stories of creation, myths and legends. The skill will help the character recognize specific rituals, their purpose, the deity(s), icons, and similar information. **Base Skill:** 45% + 5% per level of experience.

Meditation: Involves engaging the mind and body so that the body remains motionless, but without fatigue or pain, and the mind stays in a clear, calm and rested state. While meditating a character recovers Chi, I.S.P., P.P.E. and other internal resources at an accelerated rate. Although it is not a substitute for sleeping, characters will usually feel alert and refreshed after any period of meditation. When in a meditative state they character is, at a subconscious level, well aware of what is happening in the environment and can instantly leave the meditation position with no combat penalties.

Base Meditation Skill: Rolls based on meditation should be done as a check versus the character's Mental Endurance (M.E.) attribute.

Base Meditation Time: The amount of time that a character can continue to meditate: One hour at first level, with an additional fifteen minutes at 2nd, 3rd, 4th, and 5th levels. At 6th level the meditation time jumps to three hours, and the character picks up another advancement into 7th level and beyond.

Mystic Herbology: **Base Skill:** 20% + 5% per level of experience.

Perform Ritual: **Base Skill:** 50% + 3% per level of experience.

Perform Spell: **Base Skill:** 75% + 3% per level of experience.

Philosophy - Oriental: Characters with this skill are educated in Oriental philosophical doctrine (Confucianism, Buddhism, Tibetan Lore, Taoism, Shinto, Zen, any major religion, etc.), knowing the main rules, sayings, beliefs, code of conduct, view of the universe/creation, etc. **Base Skill:** 70% + 2% per level of experience.

Philosophy - Western: Characters with this skill are educated in Western philosophical doctrine (Christianity, Islam, Judaism, any major religion, etc.), knowing the main rules, sayings, beliefs, code of conduct, view of the universe/creation, etc. **Base Skill:** 60% + 3% per level of experience.

Read Runes: This is the ability to read the ancient mystic language of runes. A character with this skill can determine if a symbol is a true rune and the meaning of it. This

skill is *very rare*, only Diabolist's and ancient supernatural creatures like Dragons are likely to know this skill. **Base Skill:** 30% + 5% per level of experience.

Spellcrafting: **Base Skill:** 10% + 3% per level of experience.

Mechanical

Advanced Mechanics: This give the character a greater knowledge in simple machinery, and is able to operate, maintain, rebuild and modify most machinery designed for constructed wood or metal products (S.D.C.). Can work on Automobiles at half the base skill of Automotive Mechanics: Basic, without any harsh penalties. Working on aircraft and mecha are out of the question. GM's remember there is a difference between the military use and the civilian use of machines and their functions. Please keep this in mind when the characters are using this skill. **Requires:** Basic Math and Literacy Basic Mechanics; Writing is not required, but may be useful. **Base Skill:** 35% + 5% per level of experience.

Aeronautical & Aerospace Engineer: Aeronautics deals with the whole field of design, manufacture, maintenance, testing, and use for both civilian and military purposes. It involves the knowledge of aerodynamics, structural design, propulsion engines, navigation, communication, and other related areas. Aerospace engineering is closely allied to aeronautics, but is concerned with the flight of vehicles in space, beyond the earth's atmosphere, and includes the study and development of rocket engines, artificial satellites, and spacecraft for the exploration of outer space. **Base Skill:** 48% + 2% per level of experience. **Requires:** Math Adv., Computer Operations, Computer Programming.

Chemical Engineer: This branch of engineering is concerned with the design, construction, and management of factories in which the essential process consist of chemical reactions. Because the diversity of the materials default with, the practice, has been to analyze chemical engineering problems in terms of fundamental unit operations or unit processes such as the grinding or pulverizing of solids. It is the task of the chemical engineer to select and specify the design that will best meet the particular requirements of production and the most appropriate equipment for the new applications. With the advancement of technology, the number of unit operations increase, but continuing importance are distillation, crystallization, dissolution, filtration, and extraction. In each unit operation, engineers are concerned with four fundamentals: (1) the conservation of matter; (2) the conservation of energy; (3) the principles of chemical equilibrium; (4) the principles of chemical reactivity. In addition, chemical engineers must organize the unit operations in their correct sequence, and they must consider the economic cost of the overall pro-

cess.

Because a continuous, or assembly-line, operation is more economical than a batch process, and is frequently amenable to automatic control, chemical engineers were among the first to incorporate automatic controls into their designs. **Base Skill:** 25% + 3% per level of experience.

Aircraft Armor and Weaponry: A specialized skill for mounting aircraft weapons and repairing battle damage. **Base Skill:** 40% + 4% per level of experience.

Aircraft Mechanics - Basic: This enables the character to maintain and do minor repairs on his/her aircraft. This includes oil changes, changing spark plugs and wires, and other simple repairs, except any and all mecha. Anything beyond this, requires a professional, remember this is like what the average person can do by his/her self. **GM's Note:** Remember there are a differences between the military and civilian design and use of aircraft. Please keep this in mind when the characters are using this skill. **Base Skill:** 50% + 5% per level of experience.

Aircraft Mechanics - Expert: This the understanding on the conventional aircraft. This enables the character to repair, rebuild, and redesign, modify conventional aircraft with gas powered engines, except any and all mecha. This includes turbine and diesel engines. Also includes single and twin engine, fan-jets, jet fighters, helicopter and shuttle craft (you get the idea). The character can build and design new aircraft. Of course, they can design jets, single and twin engine planes, except any and all mecha. This will enable the character to build an aircraft from the ground up. The character will also be able to do body work, design wings, build more efficient engines, build powerful motors/afterburners, etc. (you get the idea). **GM's Note:** Remember there is a difference between the military use and the civilian use of aircraft and functions. Please keep this in mind when the characters are using this skill.

This means this person can repair, modify, convert or sabotage aircraft; as well as build and design his/her own engines, systems, and the aircraft itself. The first percentile number reflects his/her ability to analyze/evaluate mechanical systems, and diagnose and pinpoint problems. The second percentile number indicates his/her skill level in actually repairing, working on, modifying or sabotaging anything dealing with aircraft. **Requires:** Aircraft Mechanics - Basic. **Base Skill:** 30/25% + 5% per level of experience.

Architectural - Design/Engineer: This skill area has to do with the designing and constructing of buildings. The techniques and sciences include the drawing of blueprints/drafting, construction materials and equipment, style, decoration, planning and budget. **Base Skill:** 30% + 5% per level of experience.

Armorer: This enables a character to properly fit M.D. type metal onto any surface. This includes mecha, buildings, bases, starships, etc. Any where and any surface that can hold the M.D. metal the character can mount it there, even

to the point of making an air tight seal. **Requires:** Welding. **Base Skill:** 25% + 5% per level of experience.

Assess Mechanical Quality: Distance: This amazing skill allows teh character to view machinery at a distance and estimate the physical quality / condition of conventional vehicles as well as robots and power armor. This skill also gives the Operator an idea of whether or not he or she can fix it if need be. Of course, Operators can "fix anything, even it it ain't broke." **Base Skill:** 42% + 6% per level of experience.

Automotive Mechanics: The ability to repair, rebuild, modify, and redesign conventional vehicles with internal combustion (gas) engines. It also includes body work, turbine engines, methanol, ethanol and diesel truck engines. Working on hover jet systems for ground vehicles is possible, but with a -20% penalty. Working on reactor engines there is a -40% penalty. **Base Skill:** 25% + 5% per level of experience.

Basic Mechanics: This is a rudimentary understanding of how machinery operates. This person can repair and maintain simple mechanisms and common motorcycles, automobiles and similar vehicles. Special modifications, souping-up vehicles, and working on aircraft and mecha are out of the question! **Base Skill:** 30% + 5% per level of experience.

Basic Cybernetics: This skill is similar to the M.D. in Cybernetics skill but scaled down. This skill gives the character a basic knowledge of the function and application of various cybernetic mechanics, their structure, function and repair. This is best applied to external bionic and cybernetics such as a bionic arm, leg, eye, body armor, etc. to make "field repairs." The character can also make (or help make) repairs on loose, uninstalled implants. However, they are not Cyber-Docs and can not perform surgery to remove or install any internal cybernetic. Nor can they attach or detach bionic systems to the body. Repairs can only be made to the external machine, i.e. arm, hand, weapon, etc., not the attachment to the nerves or flesh and blood body. Likewise, the character cannot perform medical procedures of any kind, he's a basic cybernetic mechanic or assistant mechanic/Operator! **Base Skill:** 25% +5% per level of experience. **Penalties:** -5% if bionic part is attached to a living being. -10% if repairs are made under-fire or other stressful conditions. -30% if of alien manufacture and design! **Requires:** Mechanical Engineer, Literacy and Advanced Mathematics skills.

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

Blacksmith: Use of a forge and iron working tools, plus the ability to work with animals. Characters with this skill can make and repair horseshoes and a variety of other small iron tools and appliances. Aside from general usefulness, a skilled blacksmith can earn a good living just about anywhere and any time throughout recorded history. **Note:** Blacksmith requires a minimum P.S. of 10, and a minimum Size Level of 8 is recommended. **Base Skill:** 40% + 4% per level of experience.

Civil Engineer: Civil engineering is perhaps the broadcast of the engineering fields, for it deals with the creation, improvement, and protection of the communal environment, providing facilities for living, industry and transportation, including large buildings, roads, bridges, canals, railroad lines, airports, water-supply systems, dams, irrigation, harbors, docks, aqueducts, tunnels, and other engineering constructions. The civil engineer must have a thorough knowledge of all types of surveying, of the properties and mechanics of construction materials, the mechanics of structures and soils, and of hydraulics and fluid mechanics. Among the important subdivisions of the field are construction engineering, irrigation engineering, transportation engineering, soils and foundation engineering, geodetic engineering, hydraulic engineering, and coastal and ocean engineering. **Base Skill:** 30% + 5% per level of experience.

Construction (Metal): This skill enables the character to work on sights such as skyscrapers, bases, outposts, etc. The character has a limited knowledge of Mecha Metal, but cannot repair armor and or mecha, that will require a character with the Armorer Skill. This skill will also, add a one time bonus to Demolitions (+5%), Demolitions: Disposal (+5%), and Carpentry (+15%). GM's remember there is a difference between the military use and the civilian use of buildings and their functions. Please keep this in mind when the characters are using this skill. **Base Skill:** 25% + 5% per level of experience.

Construction Engineering: The expert skill of repairing or building structures and/or supervising Basic Construction workers in building structures (also includes the ability to read complex blueprints and a working knowledge of Demolitions as pertains to construction). **Requires:** Basic and Advanced Mathematics. **Base Skill:** 40% + 5% per level of experience.

Cross-Dimensional Trans-Location Device Mechanics: Involves building and repairing the machines that can cross dimensional barriers into alternate universes of reality. There is a +25% bonus for installing Cross-Dimensional devices in new vehicles, as well as modifying the wiring and structure in the vehicle. A penalty of -25% is exacted for any rush jobs involving Hoppers. **Base Skill:** 40% + 5% per level of experience.

Cybernetic/Bionic Repair: A character with this skill can repair damage to the complex systems involved with cybernetics and bionics. They can also design and construct new systems providing that they have a fully stocked work

shop and have the time available. **Note:** This is not the ability to install and connect cybernetic/bionic systems to the humanoid body and nervous system. **Base Skill:** 20% + 5% per level of experience. **Requires:** Computer Operations, Computer Programming, Mechanical Eng.

Cyclone Repair: This gives the character the ability to test, diagnose, and repair all models of Cyclone, provided that he or she has the time, proper tools, and patience to carry out the task. This is useless on other mecha. **Base Skill:** 30% + 5% per level of experience. Furthermore, extremely serious damage may be impossible to repair and a Bio-Maintenance Engineer must be sought.

Design Engineering: The expert skill of understanding blueprints and graphic design (also includes knowledge of how to use CAD (Computer-Aided Design) programs). The Design Engineer can create complex blueprints and designs, and also make professional-quality perspective drawings. In addition to designing structures, Design Engineers may also design weapons, vehicles, mecha, or other devices, depending on what their other specialties (other skills) are (Basic and Advanced Mathematics required). **Base Skill:** 40% + 5% per level of experience.

Drive repair - Chemical drive: The chemical drive is the most basic space drive, the most expensive to run and the least efficient. It burns a mixture of hydrogen and oxygen to provide propulsion and therefore needs a lot of room for fuel. It is also prone to leaks and even explosions.

Drive repair - Fold Drives: Create a wormhole through space/time from point A to point B. Will not work correctly within a gravity well (for moons, planets & stars, this range is twice the object's radius from its surface). Approximately 1 day passes every hour spent in fold if the fold is done correctly, with about one parsec traveled per hour. If the drive is incorrectly programmed, this could increase to as much as 1 YEAR per hour.

Examples: Robotech & Macross II ships.

Drive repair - Ion drive: An ion drive uses electrical power to convert its hydrogen fuel into a stream of ions which propel the spacecraft.

Drive repair - Plasma drive: The plasma drive uses a controlled nuclear fusion reaction between deuterium and helium-3 to produce plasma, which is then forced backwards by a magnetic field to provide thrust.

Drive repair - Traction drive: Generates a very powerful and specialized pseudo-magnetic field which attaches itself to the fabric of the space-time continuum and pulls the spacecraft along after it.

Drive repair - Warp/Gravity Drives: Typified by the FTL drive systems of Manhunter and the CG drive of Phase World (-40% for one universe's techs to work on the other technology). In both, the ship projects a field that isolates it from the universe's gravity field, bypassing the normal limit of lightspeed. However, gravity wells can throw off travel, as the

engines are calibrated to counter only the ship's gravitic signature. This skill also applies to sublight gravity drives, used in many atmospheric and local space craft.

Drive repair - Heat/Reflex:

The six kinds of space drives are all different and work on totally different scientific principles. A character with Drive Repair: chemical drive will have a complete knowledge of how these drives work, to the extent that they can build one if given time and enough spare parts, but their knowledge of ion drives, plasma drives or traction drives will be minimal. A character can attempt to repair other types of drives, but at a penalty of -40%. **Base Skill:** 30% + 5% per level of experience.

Fashion Tools and Weapons: Useful tools and weapons can be constructed from readily available material. These crude items are usually made from wood, stone, vines, and bones, and include making a simple wood and/or stone hammer, club, hand shovel, pick, fishing hook, bone needle, wooden stake, torch, rope, string, fishing line, simple flute, blow gun, staff, wooden spear, bola, throwing stick, arrow, short bow, stone knife, and spear and axe head made from chipped stone. The ability to fashion tools is a source of pride for jungle tribesman and wilderness folk. An unsuccessful roll results in a product that is completely useless, try again. It generally takes about 1D4 hours to make a small, simple item and 2D4+1 to make a larger, more elaborate item like a stone axe, spear with a stone head, short bow, etc. **Base Skill:** 20% + 5% per level of experience.

Glitter Boy Engineer: This gives the character to build and design the Glitter Boy. The character must have knowledge on the power consumption and required to know the mechanics of this mecha already. The Armorer is a separate skill, this is to apply the outer skin. One person with the proper equipment, proper skills, proper parts, etc. can assemble a Glitter Boy in about 7 to 9 days. **Base Skill:** 25% + 5% per level of experience.

Glitter Boy Mechanics: As the technology advanced the role of in the Technical areas advanced as well, it is now impossible for one person to be technical minded of Robots, Power Armor, and Glitter Boys. The character will have the knowledge it takes to repair and modify existing Glitter Boys as far as the structure, frame, and how every thing fits, but can not design and build one. The Armor, etc. are in different skill selections and will be needed for this skill. **Requires:** Glitter Boy Electronics, Armorer, etc. **Base Skill:** 25% + 5% per level of experience.

Helicopter Mechanics: Specific skill for helicopters. **Base Skill:** 25% + 5% per level of experience.

Industrial Engineer: Study includes fundamental theory and operations covering gas and arc welding, cutting, brazing, spot welding, forging, heat treatment, electroplating, forming and casting techniques. Knowledge and use of tools includes lathes, mills, shapers, grinders, welding and

other related equipment and tools. GM's remember there is a difference between the military use and the civilian use of machines and their functions. Please keep this in mind when the characters are using this skill. **Requires:** Math Basic and Advanced, Chemistry, Welding, and Mechanical Engineering. **Base Skill:** 35% + 5% per level of experience.

Jet Aircraft Mechanics: Covers all jets and scramjets. **Base Skill:** 25% + 5% per level of experience.

Locksmith: The study of lock designs and the ability to repair, build, modify and open locks. The methods, techniques, and tools of lock picking include the old style key and tumbler, combination, and modern electrical locking systems. Time requirements: 1D4 melees to open an antiquated key type lock or simple tumbler / combination type. 1D4 minutes to open an elaborate tumbler type, 2D4 minutes to open a simple electronic lock (usually by patching in a bypass system), and 1D4 hours to break a complex, state-of-the-art electronic lock system such as those used in high security and restricted areas. Super high-tech systems, such as those used by the Coalition's military and government, will require 3D4 hours and have a skill penalty of -20%.

If an unsuccessful skill roll is made, the lock is not opened and the process must be repeated. If an attempt to open an electronic lock fails, roll again. A second failed roll means that the lock is irreparable damaged and can not be opened! **Base Skill:** 25% + 5% per level of experience. **Requires:** At least Basic Electronics skill (-5% penalty when working on complex or high-tech locks) or Electrical Engineer (+5% bonus).

Marine/Naval Engineer: Engineers who have the overall responsibility for designing and supervising construction of ships are called navel architects. The ships they design range in size from ocean going super tankers as much as 1300 feet long to small tugboats that operate in rivers and bays. Regardless of size, ships must be designed and built so that they are safe, stable, strong, and fast enough to perform the type of work intended for them. To accomplish this, a navel architect must be familiar with the variety of techniques of modern shipbuilding, and must have a thorough grounding in applied sciences, such as fluid mechanics, that bear directly on how ships move through water.

Marine engineering is a specialized branch of mechanical engineering devoted to the design and operation of systems, both mechanical and electrical, needed to propel a ship. In helping the navel vessel architect design ships, the marine engineer must choose a propulsion unit, such as a diesel engine or geared steam turbine, that provides enough power to move the ship at the speed required. In doing so, the engineer must take into consideration how much the engine and fuel bunkers will weigh and how much space they will occupy, as well as the projected costs of fuel and maintenance. **Base Skill:** 30% + 5% per level of experience.

Mecha Mechanics: A comprehensive knowledge and ability to repair, build, and modify Mecha, including the Lo-

gan, AJAXs, Battloids and the old and new destroids, alphas, betas, vindicators, cyclones, and Southern Cross mecha. This includes details knowledge of robotechnology and protoculture and how it interacts with the mecha. **Base Skill:** 40% + 5% per level of experience.

Mechanical Engineer: Training, understanding, and knowledge of how machinery is designed, operated, built, and maintained. Study includes of motion, kinetics, variable mass, equations of motion, momentum principles, work energy, vibrations, friction, inertia, thermodynamics (energy conversion); analysis and design of common mechanical elements (gears, springs, clutches, brakes, shafts, bearings, etc.); materials (strengths, structures, stress, etc.); evaluation techniques, metal working (coolants, welding, cutting, etc.) analysis (functions/ problem finding), combustion systems; fundamental vehicle design, and hydraulic repair.

Characters can attempt to redesign, modify, repair, construct, or sabotage mechanical devices (includes nuclear reactor driven turbines and atomic engines). The player must first roll to see if his character can figure out how to operate/analyze/design a machine. When a successful diagnostic roll has been made, roll again to determine when the character can fix/change/build the mechanism. **Base Skill:** 25% + 5% per level of experience. **Special Bonus:** Add a one time bonus of 5% to locksmith and surveillance systems skills if mechanical engineering is also known. There is a -30% penalty when working on alien or extremely unfamiliar mechanics. This includes techno-wizard mechanics. The mechanic may be able to puzzle out some of the basic aspects of a device created by techno-wizardry, and may be able to figure out how to operate the machine, but will not be able to fully fathom how it works nor repair it. **Requires:** Basic or Advanced Mathematics, at least Basic Electronics and Literacy; Metallurgy is not required, but may be useful.

Metallurgy: This is the science of separating metals from their ores and preparing them for use by smelting, refining, etc. Study include the behavior and properties of metallic, ceramic, polymeric and composite materials (observe mechanical, thermal, electrical and chemical behavior). This also includes work with plastics (polymeric) analysis, brazing, extraction of metals from areas; transformations (liquid-solid systems), fabrication and joining processes (metal alloys, structural changes/combinations) and the use of tools, equipment and methods. **Base Skill:** 30% + 6% per level of experience.

Mining Engineer: This is an aspect of civil engineering and includes basic concepts and principles of statistics as they apply to the laws of motion (force, momentum, equilibrium, couples, trusses, frames, friction, fluids, mass, and inertia), surveying topography, fluid mechanics (channel flow, hydraulics of pipe flow, pumps); the composition, engineering proprieties and behavior of soils (strengths (excavation, bulkhead, walls, earth, slopes); drilling and piping methods and control theory. **Requires:** Math: Basic and Advanced, and Physics. **Base Skill:** 30% + 5% per level

of experience.

Mountain Bike Mechanics: This is a more detailed and advanced skill on service and technical aspects of a bike. This is a professional level of skill. A career can be made from this skill. This includes the ability to basically build a bike from components. It also includes the ability to check and maintain more sensitive bike systems. Repair of brake and shock systems, derailed systems, computer systems, and alignment, etc. All repairs imaginable can be done with this skill. **Base Skill:** 35% + 5% per level of experience.

Nuclear Engineer: This branch of engineering is concerned with the design and construction of nuclear reactors and devices, and the manner in which nuclear fission may find practical applications, such as the production of commercial power from the energy generated by nuclear reactions and the use of nuclear reactors for propulsion and of nuclear radiation to induce chemical and biological changes. In addition to designing nuclear reactors to yield specified amounts of power, nuclear engineers develop the special materials necessary to withstand the high temperatures and concentrated bombardment of nuclear particles that accompany nuclear fission and fusion. Nuclear engineers also develop methods to shield people from the harmful radiation produced by nuclear reactions and to ensure safe storage and disposal of fissionable materials. **Base Skill:** 42% + 3% per level of experience. **Requires:** Math Adv., Physics.

Radiation Technology - Industrial: This training also includes a knowledge of radiation and its interaction with matter and a practiced familiarity with techniques and instruments. Emphasis is on industrial use including safety procedures, governmental safety regulations. Radiological physics, theory and applications. **Requires:** Literacy and Nuclear Physics. **Base Skill:** 25% + 5% per level of experience.

Robot Mechanics: This is the specific study of advanced mechanics as it applies to robotics. Those skilled in this discipline can repair, modify, build, and sabotage robots, including the creations of the Coalition, power armor and exoskeletons. There is a -30% penalty when working with alien or extremely unfamiliar mechanics. **Base Skill:** 20% + 5% per level of experience. **Requires:** Mechanical engineering and Robot Electronics.

Safety Engineer: This field of engineering has as its object the prevention of accidents. In recent years safety engineering has become a specialty adopted by individuals trained in the other branches of engineering. Safety engineers develop methods and procedures to safeguard workers in hazardous occupations. They also assist in designing machinery, factories, ships and roads, suggesting alterations and improvements to reduce the likelihood of accident. In the design of machinery, for example, the safety engineer seeks to cover all moving parts or keep them from accidental contact with the operator, to put cutoff switches within reach of the operator, and to eliminate dangerous project-

ing parts. In intersections, known to result in traffic accidents. Many large industrial and construction firms, and insurance companies engaged in the field of workers compensation, today maintain safety engineering departments. **Base Skill:** 32% + 3% per level of experience.

Sanitary Engineer: This is a branch of civil engineering, but because of its great importance for a healthy environmental, especially in dense urban-population areas, it has acquired the importance of a specialized field. It chiefly deals with problems involving water supply, treatment, and distribution; disposal of community wastes and reclamation of useful components of such wastes; control of pollution of surface waterways, groundwater's, and soils; milk and food sanitation; housing and institutional sanitation; rural and recreational-site sanitation; insect and vermin control; control of atmospheric pollution; industrial hygiene, including control of light, noise, vibration, and toxic materials in work areas; and other fields concerned with the control of environmental factors affecting health. The methods used for supplying communities with pure water and for the disposal of sewage and other wastes are described separately. **Base Skill:** 30% + 5% per level of experience.

Satellite Systems: There are many satellites in orbit. They range from new models put out by on of the orbital stations to spy on the others, to navigation beacons, burnt-out husks from pre-Flash times and even operational killer satellites with dangerous weapons and deranged programming. This skill allows a character to identify, strip down and repair any of these. **Base Skill:** 30% + 5% per level of experience.

Spacefold Engineer: This is the complete understanding of how the Spacefold engines work, how the fuel system works, the energy it can produce, etc. This will enable the character to be able to analyze and examine problems with a spacefold engine. Even gives the character the ability to design, build, and install one of these extremely complex engines. **Requires:** Spacefold Electronics, Math - Advanced, Electrical Engineer and Mechanical Engineer. **Restrictions:** An I.Q. of 16 or higher is required to select this skill. **Base Skill:** 15% + 5% per level of experience.

Spaceship Mechanics: The ability to repair, rebuild, modify and redesign conventional vehicles. This skill covers a basic understanding of gravitronic systems, but only includes the most rudimentary knowledge of phase technology and no skills on Rift drives. Conventional ship systems (communications, hull, life support) are pretty much the same everywhere. **Base Skill:** 22% + 5% per level of experience. **Requires:** Mechanical and Electrical Engineering.

Starship Engineer: The ability to design from the ground up any craft that flies in space. This will enable the character to be able to analyze and examine problems with a spaceship. The character can design a fully interconnected system that includes propulsion, life support, navigation, living quarters, etc. It includes detailed knowledge of all

known forms of propulsion and their benefits. **Base Skill:** 25% + 5% per level of experience. **Requires:** Drive Repair: Ion, Fold, Plasma, Traction, Warp/Gravity drives. Math Adv., Computer Operations, Computer Programming, Physics, Chemistry, Chemistry Analytical, Mechanical Eng., Electrical Eng. Counts as three skills.

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

Time Machine Mechanics: This skill is required for assembling and repairing any kind of time travel devices. This skill can be very handy when you're at the far reaches of time and your time travel device breaks on you. **Bonuses:** +5% for installing new time device in vehicle. +25% in adjusting wiring, grid, generator and battery of any time machine. Penalty of -20% for any rush job. **Base Skill:** 30% + 5% per level of experience.

Veritech Mechanics: A very specialized skill dealing with the repair, building and maintenance of transformable mecha. Without this skill, a character with mecha mechanics could effect structural repairs and limb replacement, but the delicate transformation system would be out of whack and prevent the veritech from changing into different configurations. This includes all veritech mecha, including the cyclones, alphas, betas, VF series veritechs, vindicator and the different Southern Cross mecha, Logan, AJACS and VHT. **Base Skill:** 30% + 5% per level of experience. **Requires:** Mechanical Engineer and Mecha Mechanics.

Weapons Engineer: This skill is usually reserved for military personnel. This enables the character to design, build, modify, maintain, repair, mount, reload, and figure any weapons system know to man (S.D.C. or M.D.C.), including rail guns, energy weapons, and atomic power systems. This skill will be able to help a character design new weapons (hand held and mecha), missile (Damage, Range, Blast Radius, and M.D.C.), etc. With this skill there are unlimited possibilities to designing and build new weapons in the time of Rifts. The engineer can also add and repair body armor and is an expert welder. **A Reminder:** The GM has the final decision on any modifications, new weapons (Mecha or not). GM's you should make sure to have the weapons in your campaign that balance the power. Player's should respect their Game Master's decision and not give him or her a hard time about it. **Base Skill:** 25% + 5% per level of experience. **Requires:** Mechanical Engineering and Electrical Engineering.

Welding: The character can do all types of welding and work with any of the S.D.C. and/or M.D.C. metals. The character has the knowledge of Forge welding and the Thomas process. Forge welding is done by means of hammering, with the addition of heat. The Thomas process melting is caused by resistance to an applied electric current.

This character can also do his/her own field repairs with a portable torch. **Requires:** Basic Math, and Literacy; Writing is not required, but may be useful. **Base Skill:** 15% + 5% per level of experience.

Zentraedi Mecha Maintenance: This skill is intended to recover the limited repair and maintenance work that trained Zentraedi can perform on mecha. It includes such things as reloading missiles and autocannons, replacing broken parts with working parts, and refueling mecha. It does not include things like replacing destroyed armor on legs or repairing shorted communications systems. When faced with such damage, Zentraedi support techs will simply swap out the damaged leg with a working one or remove communications modules and install a new one in its place. If the damage doesn't cause too much impairment in combat effectiveness, however, the support techs are liable to leave the mecha as it is. This skill is quite limited in scope, covering only pods and power armor. It does not cover repairs and maintenance to warships. **Base Skill:** 40% + 5% per level of experience.

Medical

Animal Husbandry: This area of study provides the character with a knowledge of the care, feeding, breeding, reproduction, treatment and behavior of domestic animals, as well as very basic veterinary skills for minor illness, setting a broken leg and giving birth. The animals included under this skill are cattle, sheep, goats, horses, mules, donkeys, ducks, chickens, and similar livestock and domesticated animals like dogs (see horsemanship for breeding horses and breeding animals for dogs). The percentile number indicates the degree of knowledge and skill one has about animals and their care. Reduce the skill ability by half when caring for captive or injured wild animals. **Base Skill:** 35% + 5% per level of experience.

Bioengineering: Use of engineering and biological principles for the identification of the functions of living systems and for the development of therapeutic devices, especially artificial body parts and systems, (e.g. artificial blood vessels, pacemakers, dialysis equipment and artificial limbs) that function like their biological counterparts. It also allows for the design and development of equipment for monitoring the performance of healthy and diseased organisms. **Base Skill:** 30% + 5% per level of experience. **Requires:** Biology, Electrical Engineering and Mechanical Engineering.

Brewing: The understanding and methods of making fermented alcoholic beverages from grains and fruits. This specifically includes wine, mead, ale, beer and moonshine. Stronger alcohol, such as brandy, rum and whiskey, are not included, nor are champagnes or fine wines. The first percentile number indicates the chance of success (a failed roll

means an undrinkable batch of booze). The second indicates the quality of the brew - the higher the number rolled the tastier the drink. **Base Skill:** 25%/30% + 5% per level of experience.

Criminal Sciences & Forensics: Basic knowledge of police skills including basic criminal law, fingerprinting, ballistics (matching bullets to weapons and angles of impact), and general investigative techniques.

Forensic medicine is the methods and techniques which enable the character to find evidence regarding the cause of death, time of death, and other details when examining a corpse. **Base Skill:** 35% + 5% per level of experience. **Requires:** Biology, Chemistry, Chemistry - Analytical, Advanced Mathematics, and Literacy.

Dentist: Take care of and treats the teeth and associated oral structures. Dentists are concerned with tooth decay, diseases of the supporting structures (such as gums), faulty positioning of the teeth, and tooth replacements, as well as prevention of these problems. Specialized fields of dentistry include orthodontics (corrective dentistry) and periodontics (treatment of gum disease, such as gingivitis). **Base Skill:** 35% + 5% per level of experience. A failed roll means that the teeth are not cleaned properly, or the root canal was not done correctly, or braces were improperly placed. **Note:** Specializing in a specific type of Dentistry such as orthodontics, will add +15% to the skill, but the overall Density skill stays the same. The skill would be listed like this Dentist/Orthodontics: 40% / 65%, if you are a first level character.

Doctor of Veterinary Medicine (DVM): Prevention, diagnosis, and treatment of animal diseases. They usually specialize in either small animals such as pets, or large animals, or such as horses and farm animals, and/or reptiles. This involves the anatomy, behavior, etc. of the specific type of animal that the veterinarian is specialized in. The character will also know how to create antibiotics for certain animal diseases only.

The veterinarian skill also gives the character specific knowledge about the behavior, habits, evolution, physiology, cells, anatomy, and genetics of animals. This knowledge enables the character to prepare antidotes for various diseases like rabies, venom from snakes, disarming skunks, etc. This knowledge enables the character to perform surgery, remove glands and sacs of poison or chemicals, prepare antidotes to poisons (from all reptiles and animals only) and the care, keeping, and medical treatment of wildlife animals, including bears, cougars, etc. **Base Skill:** 35% / 25% + 5% per level of experience. The first number is the character's general knowledge. The second number is specific medical and scientific applications, including making antibodies to poison, capturing animals without killing them (+10 to hunt/kill), surgery (animals only; -60% on humanoids), and the care, keeping and medical treatment of animals. **Note:** -30% when dealing with alien and mutant life forms. **Requires:** Microbiology, Math - Basic and Advanced, Literacy, Writing and Chemistry Pharmaceutical.

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

First Aid: Rudimentary medical treatment which includes how to bandage wounds, stop bleeding, administer CPR/artificial respiration, and use antiseptics and common anti-inflammatory drugs and pain killers. **Base Skill:** 45% + 5% per level of experience.

Field Surgery: This skill reflects training in emergency, life-saving surgical procedures that can be performed in the field to keep critically wounded characters alive. Given the proper tools, the surgeon character can perform amputations, suture torn arteries, check internal bleeding, cauterize wounds, give blood transfusions and even install cybernetic implants (penalty of -15% except if character has basic cybernetics skill). Field expedient surgery is a dangerous proposition that too often results in the death of the patient. Because of the risk involved, field surgery is attempted only when it is the only chance the wounded character has for survival! If the operation is successful, the patient lives and can be evacuated to a hospital, but a failed roll results in the immediate death of the patient. **Base Skill:** 16% + 4% per level of experience.

Optional Guidelines for Fatal Injury Treatment: In the violent world of Rifts, regular human and similar non-mega-damage beings are at an extreme disadvantage. Once a human's body armor is destroyed, a single M.D. blast will usually obliterate him/her. These guidelines are provided to give player characters a chance, however slight, to survive a blast that would normally evaporate the character. If the GM agrees, the character can survive a mega-damage intensity wound if a trained medic makes a successful field surgery skill roll.

Unless the attacker made a called shot or rolled an unmodified 19 or higher, the character has the chance to live. The basic idea is that the M.D. blast was partially absorbed by nearby cover or merely sheared off a limb (G.M.s, give some reasonable explanation). Within 1D4 melee rounds after the character's being hit, a medic character must attend to his/her injuries. If the medic makes a successful skill roll, the character is incapacitated but survives the attack, though just barely (reduce S.D.C. to zero and hit points are at 1D6 above zero). A failed roll means the injured character was beyond saving and dies an instant later. Even if the field operation succeeds, the wounded character is in chock, crippled, may require additional extensive surgery and is likely to require cybernetic or bionic reconstruction and a long recovery period before he is able to adventure again. Although crippled, the character lives (it may be appropriate to also determine an insanity and permanent physical side-effects from the injury). **Note:** This optional survival rule is also applicable to Medical and Cyber doc-

tors.

General Practitioner: or family doctor, is versed in clinical skills and most of the biological skills as listed under M.D. in the treatment and care of the human body. The major difference is the G.P. is not trained in the art of surgery. The same conditions for incomplete studies as listed under M.D. also apply to this category. **Requires:** Math - Basic and Advanced, Chemistry - Pharmaceutical, Microbiology, Literacy, Writing, and Diagnostic. **Base Skill:** 30% + 8% per level of experience.

Genetics Engineer: Group of research techniques that manipulate the DNA (genetic material) of cells in order to change heredity traits or produce biological products. The techniques include the use of hybridomas (hybrids of rapidly growing cancer cells and cells that make amounts of desired antibody) to make monoclonal antibodies, gene splicing or recombinant DNA technique (in which the DNA of a desired gene is inserted into the DNA of a bacterium, which then reproduces itself, yielding more than a desired gene), and polymerize chain reaction (which makes copies of DNA fragments and is used in DNA Fingerprinting). Genetically engineered products include bacteria designed to efficiently break down oil slicks and industrial waste products, drugs (human and bovine growth hormones, human insulin, interferon), and plants that are resistant to diseases and insects or that yield fruits or vegetables with desired quantities. A scientist could attempt to eliminate genetic disorders, or cause mutations which might instill supernatural powers, or even create a virus. Because genetic engineering involves techniques used to obtain patents or human genes and create patentable living organisms, it has raised many legal and ethical issues.

Questions have also been raised about the safety of releasing into the environment genetically altered organisms that might disrupt ecosystems. **Base Skill:** 15% + 5% per level of experience. **Requires:** Biology, Botany, and Math: Basic and Adv. A failed roll at genetic manipulation will mean that the genetic changes did not work, roll on the following table:

- | | |
|-------|---|
| 01-20 | The Subject suffers a lethal reaction and dies. |
| 21-45 | The DNA sequence altered does not take, the subject remains healthy. |
| 46-50 | The subject undergoes an unexpected mutation, instilling abilities totally unexpected by the creator. |
| 51-70 | The subject suffers serious side effects, but the desired altered genetic structure remains. |
| 71-80 | The desired manipulation seems to have taken hold, but 3D6 weeks later the subject suffers a lethal reaction and dies. |
| 81-90 | An unexpected mutation occurs; the subject remains healthy, but is physically changed forever. May include skin color changes, unsightly growths, or even extra limbs. G.M.'s discretion. |
| 91-00 | An unexpected mutation occurs; the subject's anatomy is drastically altered to the point that the body can no longer function in its natural |

environment. The body may require a different environment (atmosphere, temperature, etc.) or may be able to be kept alive via life support machines, otherwise the subject will die within 1D6x10 minutes.

Holistic Medicine: Training in the recognition, preparation, and application of natural medicines usually made from whole plants and/or their parts (roots, leaves, fruit). The holistic doctor is basically a natural pharmacist and naturalist who creates drugs from vegetation and studies common ailments. He can find and use plants to create salvs, balms, ointments, and lotions, to soothe burns, boils, rashes, and insect bites, reduce swelling, as well as create local anesthetics, and to heal wounds faster (twice as quick as normal). Potions and tonics are created to settle upset stomachs, induce drowsiness, or hallucinations. The individual can also make alcohol and poison (hemlock and mandrake for example).

The student of herbology also has a good knowledge of plant lore and when and where to find healing plants, edible fruit, roots, and bark, as well as how to use and/or avoid dangerous flora. The character can also preserve foods and knows how to set and mend bones, bandage cuts, and suture cuts.

Note: Plants are seasonal and the right root or leaf may not be readily available in certain times of the year/season, or may be found exclusively in remote regions. Game master should use a certain amount of common sense and drama with this skill. **Base Skill:** 20% + 5% per level of experience. A failed roll means the treatment or concoction did not work.

Juicer Technology: This is a medical specialty dealing with the Juicer conversion. **Note:** A character needs this skill and an M.D. in Cybernetics or Medicine to install the bio-comp and other Juicer implants. This skill allows a doctor to supply the right drugs to a Juicer, recognize Juicer variants, and diagnose most Juicer side effects and syndromes. **Base Skill:** 40% + 5% per level of experience.

Medical Doctor: The medical doctor is a trained surgeon and has a doctorate in the medical sciences.

Areas of training include: clinical skills, medical discipline, code of ethics, physiology (muscle, respiratory, blood, body fluids), pathology (diseases, their structure and function), rudimentary pharmacology (use, reaction, and interaction of drugs), laboratory skills, and techniques and methods of data collection. The medical doctor (M.D.) is also a trained surgeon and has a basic knowledge regarding cybernetics. This means the M.D. can remove and attach most cybernetic mechanisms (although at a penalty of -10%, and -40% on bionics). **Base Skill:** 60/50% + 5% per level of experience. The first percentage number is the doctor's ability to accurately diagnose the problem. The second percentage number is the doctor's skill at successfully treating the problem. **Requires:** Biology, pathology, chemistry, basic or advanced mathematics and literacy.

M.D. in Cybernetics: This doctor is a specialist in the sci-

ence of cybernetics and a master surgeon. The character has all the basic knowledge and requirements of the regular M.D., although his diagnostic skills are nowhere near as honed, but is a specialist in surgery and the removal of limbs and internal organs and the surgical attachment of cybernetic replacements (artificial organs and prosthetics). He can also repair cybernetic prosthetics (if not too badly damaged). **Base Skill:** 40/60% + 5% per level of experience. The first percentage number is the "Cyber-Doc's" ability to accurately diagnose and treat a non-surgical problem/illness. The second percentage number is the doctor's ability to perform complex surgery, remove and install all types of cybernetic organs and devices. The cyber-doc can also work on bionic implants and systems but suffers a -15% skill penalty. Bionic sciences is much more complex and machine oriented than cybernetics.

Note - M.D.B.: An M.D. in Cybernetics can become a bionics surgeon (M.D.B. in cybernetics) by selecting this cybernetics skill twice and electrical engineering (and must have all the M.D. requirements). This will make him a master in all of the cybernetic and bionic sciences. There is now no penalty for installing bionics and there is a **special bonus** of +10% added to the character's surgery skill. The M.D.B. can also repair, modify, design, and build bionic and cybernetic devices. **Game Master's Note:** One can not create a bionic implant in a garage. The character will need access to a cybernetics or bionics laboratory to build or modify an artificial implant. Even a high-tech medical facility will not have the necessary components to create a cybernetic or bionic mechanism, although it may have access to them.

Medical Instruction: The ability to instruct others in basic medical skills and the use of medical equipment.

With this skill the character is familiar with and trained in, the style of mental and physical pedagogy (education). The character can instruct another individual or group in any skill they posse if it's at least 60%.

For every 10% of the base skill, there will be one weeks worth of training (ex. If the base skill is 30%, then it will take three weeks for a trainee to learn. A base skill of 45% will take four and a half weeks of training). The trainee will receive upon completion of training, a base skill score in that skill if they successfully roll equal to or beneath the base skill number (ie. if the base skill is 56%, then after 5 weeks, 6 days of instruction if they roll 56% or less then they have learned that skill).

Should a trainee not pass the base skill roll then they roll one six side die (1D6) per week of training and that will be the number of additional hours of retraining before they can reroll and attempt to gain the skill. For base skills with odd end numbers, round up. If on the third try they still don't pass, they are not eligible for that skill.

Medical - Rahu-Men: The Rahu-men have a different bone structure than most humanoids, a different metabolism, and different placement of internal organs. They are the only creatures that escaped from their planet when the Mechanoids came, and no other known creature has similar biology. Thus, a different medical skill is necessary to

learn how to deal with medical problems among Rahu-men. This covers the same area as Paramedic. If the MD skill is also chosen, then this skill also covers the knowledge that MD normally covers (surgical practice, full knowledge of most drugs, etc). Any Rahu-man character who automatically gets first-aid or paramedic as an O.C.C. skill may opt to get Medical - Rahu-men instead. **Base Skill:** 60% + 5% per level of experience.

Nurse: Male or female, highly trained in the care of the sick and injured. Skills include: CPR, first aid, the administering of drugs, and medication; fundamental use of common medical instruments and tools, knowledge of hospital and clinical procedure, and a working knowledge of anatomy and physiology (enabling them to recognize/ interpret any symptoms of disease, drugs and laboratory tests). **Requires:** Math - Basic and Advanced, Chemistry Pharmaceutical, Microbiology, Literacy, Writing and Diagnostics. **Base Skill:** 30% + 5% per level of experience.

Paramedic: An advanced form of emergency medical treatment which includes all first-aid techniques, the setting of broken bones, suturing of wounds, use of oxygen and emergency medical equipment, administering of drugs, knowledge of how to move a critically injured person, the removal of cybernetic prosthetics, and other life-saving techniques.

A failed roll means the patient has not responded to treatment or that the treatment has been improperly administered. **Note:** For serious injury or coma, roll three times, consecutively, on percentile dice. A roll of two successful out of three means the wound has been properly treated or that the patient's condition has been stabilized. Failure means the patient's condition is unchanged. Another character can immediately attempt to apply medical aid or the same player can try again, but only after the character has spent six minutes for reexamination and/or concentration on the problem. **Base Skill:** 40% + 5% per level of experience.

Pathology: This branch of medicine deals with the nature of diseases, their cause and symptoms, and the functional and structural changes caused by disease. Training includes anatomy, physiology, cell biology, manifestation of disease, tissue injury and repair, abnormal cell structure, metabolism, diagnosis of human diseases, tissue culture methods and applications, analysis of drugs in biological samples and laboratory research, investigative methods, and use of instruments and equipment. **Base Skill:** 40% + 5% per level of experience. **Requires:** Biology, Chemistry, and Literacy.

Plastic Surgery: The ability to manipulate a persons features, under surgery, to correct problems, or to create a whole new appearance. **Base Skill:** 60% + 6% per level of experience.

Psychiatry: Branch of medicine concerned with the diagnosis and treatment of mental disorders. Psychiatrists are licensed physicians who complete a three-year residency in psychiatry after their medical training. Modern tech-

niques such as psychotherapy and psychoanalysis can be traced to the pioneering work of Sigmund Freud, who turned to the behavior and emotional history of the patient for clues to his or her psychological disorder. Research has discovered that biological, genetic, psychological, and social components contribute to many types of mental illness. This causal diversity is reflected in treatment, which may include the use of drugs that influence neurotransmitter functions in the brain, electroconvulsive therapy (ECT), psychotherapy, and behavior therapy. **Base Skill:** 30 + 5% per level of experience.

Psychotherapy: This training is an in depth knowledge of the principles, theories and evaluation of human behavior, and includes analysis, understanding and treatment of emotional, mental, motivational, and perceptual disorders; interaction of emotion, nervous system, sensory-motor mechanisms, personality assessment, alcoholism, drug dependence, and treatment. This character will not only be able to recognize abnormal behavior (insanity) but is also able to treat the person himself (see cures for insanity). The individual is also able to assess another character's disposition, social/economic background, environment, probable alignment, and recognize the use/presence of mind/personality altering influences. The first number indicates the proficiency for recognizing and treating a psychological abnormality. The second number is the character's skill in accurately assessing characteristics, disposition, alignment, etc. The character must spend at least an hour of conversation with the other person to make an assessment. Roll for each individual characteristic. Alignment assessments are limited to good, selfish, evil. **Base Skill:** 30/20% + 5% per level of experience. **Requires:** Chemistry - Pharmaceutical, Psychology, Research, Computer Operation and Literacy. **Restrictions:** This is a very rare skill on Rifts, studied by few. Therefore, it is unlikely anyone but a Rogue Scientist would have learned it.

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

Specialist: This is a doctor of medicine who specializes in one or two areas of study/medicine. They are the expert in these fields of study. They're the ones who generally discover new and amazing solutions to problems such as AIDS, Cancer and other diseases. General knowledge includes

biology, anatomy, physiology and clinical/laboratory skills and instruments

Specific areas may include: Audiology (Sound / hearing), biochemistry, internal medicine, neurology, neurosurgery, obstetrics and gynecology, ophthalmology (muscle / skeletal), otolaryngology (ear, nose, throat), pediatrics, physiology (internal organs), radiation oncology, and radiology. A Ph.D is required. **Requires:** Math - Basic and Advanced, Chemistry - Pharmaceutical, Medical Doctor, Microbiology, Literacy, Writing. **Base Skill:** 20% + 5% per level of experience.

Surgeon: This person must study most of the same medical areas as listed under the M.D., with an emphasis on anatomy, physiology, pathology and expert in surgical techniques. This doctor of medicine is a specialist in surgery. The same conditions (and penalty) for incomplete studies as noted under M.D. also apply to this category. A Ph.D. is required to practice. **Requires:** Math - Basic and Advanced, Chemistry - Pharmaceutical, microbiology, Literacy, Writing and Diagnostics. **Base Skill:** 30% + 5% per level of experience.

Radiation Technology - Medical: This training includes a knowledge of radiation and its interaction with matter; use as a diagnostic tools (radiography, X-ray, fluoroscopy, mammography, topography, etc.), the physics of nuclear medicine with emphasis on imaging, radiation therapy, radio biology (interaction with cells) and a practiced familiarity with techniques, interpretation, and instruments. A master's degree is required for professional activities; incomplete studies in this area could provide a position as a radiological lab assistant. **Requires:** Math - Basic and Advanced, Microbiology, Literacy, Writing and Some Nuclear Physics as relating to this skill. **Base Skill:** 30% + 5% per level of experience.

Torturing Methods: Training in the questioning and torture of prisoners, this skill includes placing wood under fingernails, use of the rack, and a very general knowledge of medical procedures (+5% to First Aid). Three successful rolls will extract a bit of information, but three consecutive, unsuccessful checks will result in death of the prisoner (with no save vs. death)! All patients will die after 3d4 days of intense torture (around eight rolls can be made every day). **Base Skill:** 40% + 5% per level of experience. **Requires:** Biology.

Toxicology: This is a specialty in medicine that deals with poisons, venoms and toxins, their manufacture, composition and antidotes. This skill is useful for both healers and assassins. A successful skill roll will help determine if poisons have been used on somebody and even the general type of poison/toxin used (a definite answer may require an autopsy and the forensics skill). **Base Skill:** 40% + 5% per level of experience. **Requires:** Biology, Chemistry and Literacy.

Medieval Civilization Skills (in terms of all Earth-based RPGs):

Courtly Etiquette: Should a nobleman not take this skill they obtain it automatically at 20% + 3% per level beginning at level two. Conversely, they gain a +10% bonus if they take this skill consciously. A fundamental understanding of the manners of lords, ladies, and other royal figures is provided by this skill. This would extend to include the proper titles used in addressing people of importance, correct introductions of oneself, and the basic functions of court procedures. Several times to "call" for rolls include filibustering, visiting another country's leaders, and when attending an exclusive ceremony. **Base Skill:** 30 + 5% per level starting at level two.

Falconry: The art of training and handling falcons and other birds of prey. The use of these animals is much more limited than many fantasy gamer's would believe. Falcons were used specifically for the entertainment of the rich and hunting game fowl. A standard hunt would entail a game bird (quail, pheasant, duck, etc.) being flushed out into the air by dogs, and the falcon released to strike it down. They were also used for catching small ground game, such as rabbits, but were not as good at this form of hunting as with birds.

Players take note! For game purposes, let us presume that these avian predators can be trained to pursue and attack any "moving" target that they are directed at, then return to their master. In real life, this would be limited to natural prey for these animals, but for game play includes any target pointed out by the controller. This means a falcon could be sent to fly in the face of an opponent and slash at him with its claws for up to two attacks per round before returning to its master. These birds respond to hand signals and whistles, and are trained to strike and return; little more. Under no circumstance can these birds fly alongside its master or follow even simple instructions - this is a dumb bird, not a dog with wings.

Also note that falcons or any other uncaged bird cannot be taken into underground dwellings or inside buildings without panicking. This is one reason they are always blinded with a leather hood when not actually in use. Another reason is that they instinctively attack any small, moving prey and are easily startled. Furthermore, it is impossible to engage in combat with a falcon on one's wrist or shoulder without injuring the falcon or oneself.

Trainers must roll two out of three successful rolls to succeed in training their bird, after spending a month training the bird. Failure means the animal cannot be broken of bad habits and training is a general failure (no second attempt possible). **Base Skill:** 30% + 5% per level of experience.

Field Armorer: This is a somewhat simplistic version of a weapons engineer and assistant blacksmith. A competent field armorer can maintain, fix and modify medieval body armor (a successful roll and 1D4 hours of work with a blacksmith facility restores 30% of lost S.D.C.) In addition, the field armorer can patch holes in metal armor or pots, ar-

rows and arrowheads, sharpen blades, and make basic metal items (such as horseshoes, nails, spikes, chain links and simple rings). He can also deactivate, reset and fix simple mechanical traps. **Base Skill:** 30% + 5% per level of experience.

Horsemanship

There are three ranges of horsemanship skills: General, Knight, and Palladin. Each indicates a certain degree of training and expertise. In the PFRPG, the individual O.C.C. will indicate which of the three applies to that occupation (general knowledge is most common). The ability to skip and/or upgrade to higher levels of ability is up to the GM in all other games, though I would suggest giving Cyber-Knights at least Knight level as a base. Each type of horsemanship has the following skills and areas of knowledge. The higher the skill percentage the better the skill or ability. **Note:** To avoid being thrown from the horse when jumping, charging, kicking or performing some other difficult maneuver or trick, the character must roll under his percentage to remain in the saddle and in control of his animal.

Ride & care of horses: The first percentile number indicates the character's riding ability and a fundamental knowledge of feeding, caring, and grooming of horses.

Recognize quality/breed: The first percentile number also indicates the success ratio of recognizing the breed quality, age, strength, speed, health, and general attributes / capabilities (race horse, workhorse, warhorse, etc.) of the animal.

Breed horses: The second percentile number indicates the knowledge in the raising, breaking, training and breeding of horses. It includes shoeing horses, giving birth, and curing minor ailments and injuries.

Jumping: The second percentile number also indicates the success ratio of NOT being thrown from the horse when jumping, charging, kicking or performing some other difficult maneuver or trick, character must roll under his percentage to remain in the saddle and in control of his animal. Damage from being thrown off a horse is typically 1D6.

Racing: The second percentile number also indicates the success ratio of maintaining control and getting maximum speed while racing at full gallop. A failed roll means the horse runs quickly but 10% short of its maximum speed attribute. A successful roll not only means running at maximum speed, but the rider can coax that little extra spirit and speed out of the animal. Once every four minutes, the rider can get the horse to kick into overdrive and run at 25% faster than its normal maximum. However, this speed can only be maintained for one minute at a time and cannot be done more than three times in a 15 minute period. Maximum running speed can be maintained for a period of minutes equal to the horse's P.E. attribute. Pushing the horse beyond its endurance will cause it to slow down by 30% and after 4D4 minutes, collapse from exhaustion (requires at least a half hour rest and light activity for another hour).

Combat: All bonuses are in addition to other combat skills, weapon proficiencies, or attribute bonuses. Ap-

plies to the rider, not the horse. The rider gains a combat advantage from the height and speed of being mounted.

Horsemanship - General: Base Skill: 35%/20% + 5% per level of experience.

Combat: All bonuses are in addition to other combat skills, weapon proficiencies, or attribute bonuses. Applies to the rider, not the horse. The rider gains a combat advantage from the height and speed of being mounted.

+1 to parry or dodge while on horseback.

Inflicts +1D4 to damage when on horseback.

Charge attack (running horse) with a lance, pole-arm or spear: +1D6 damage.

The attacker must roll under the second percentile number to avoid being dismounted. Charge attacks count as two melee actions/attacks.

Horse attack: This indicates that the rider is skilled enough to remain saddled while he attacks and has his horse rearing or kicking in simultaneous attack (roll under second percentile number). Damage from the kick of a horse will vary with the size and breed of the animal: generally 2D6 from the front legs and 4D6 from the rear legs.

Horsemanship - Knight: Base Skill: 40%/30% + 5% per level of experience.

Combat: All bonuses are in addition to other combat skills, weapon proficiencies, or attribute bonuses. Applies to the rider, not the horse. The rider gains a combat advantage from the height and speed of being mounted.

+1 on initiative when on horseback.

+1 to roll with fall or impact when knocked from a horse.

+2 to parry or dodge while on horseback.

Inflicts +1D6 to damage when on horseback.

Charge attack (running horse) with a lance, pole-arm or spear: +2D6 damage.

The attacker must roll under the second percentile number to avoid being dismounted. Charge attacks count as two melee actions/attacks.

Horse attack: This indicates that the rider is skilled enough to remain saddled while he attacks and has his horse rearing or kicking in simultaneous attack (roll under second percentile number). Damage from the kick of a horse will vary with the size and breed of the animal; generally 2D6 from the front legs and 4D6 from the rear legs.

Horsemanship - Palladin: Base Skill: 45%/40% + 5% per level of experience.

Combat: All bonuses are in addition to other combat skills, weapon proficiencies, or attribute bonuses. Applies to the rider, not horse. The rider gains a combat advantage from the height and speed of being mounted.

+1 on initiative when on horseback.

+2 to roll with fall or impact when knocked from a horse.

+2 to parry or dodge while on horseback.

Inflicts +6 to damage when on horseback.

Charge attack (running horse) with a lance, pole-arm or spear: +3D6 damage.

The attacker must roll under the second percentile number to avoid being dismounted. Charge attacks count as two melee actions/attacks.

Horse attack: This indicates that the rider is skilled enough to remain saddled while he attacks and has his horse rearing or kicking in simultaneous attack (roll under the second percentile number). Damage from the kick of a horse will vary with the size and breed of the animal; generally 2D6 from the front legs and 4D6 from the rear legs.

Heraldry: A surprising number of players have inquired about heraldry or coats of arms, so we include a brief description courtesy of Michael Kucharski:

The heraldry skill is really two-fold. First, it offers political knowledge regarding ruling governments/powers, kingdoms and royal families. The heraldry symbols are often genealogical and political stamps that can reveal a great deal to those familiar with world politics and political intrigue. Such emblems can reveal at a glance what kingdom the wearer represents, his royal family, social status, reputation, military strength, wealth, etc.

The second is the ability to correctly create (or devise) or blazon a heraldic mark in accordance to the rules of the land and court. Punishment for stealing or forgery of another's insignia can be quite severe, and can lead to lengthy imprisonment, torture, or death at the hands of an irate noble, knight or royalty. **Base Skill:** 15%/20% + 5% per level of experience. The first number indicates the character's ability to recognize and interpret the political significance of a coat of arms (as described above). The second number indicates the character's ability to recognize whether the emblem is correctly emblazoned, as well as to make a proper coat of arms himself (as described below). Add a +5% bonus if the character also has the intelligence skill.

Military

Armorer: This is a somewhat simplistic version of a weapons engineer and assistant blacksmith. This is the ability to maintain, fix, modify, and repair most body armor and armor plating (a successful roll and 1D4 hours of work with a blacksmith facility restores 30% of lost M.D.C./S.D.C.). With this skill, a character will be able to repair damaged Mega-Damage armor, and add armor to robots and vehicles. Armor can be modified to have more M.D.C. than it had originally, but at -30%. Even then, the armor will slow down the bot/vehicle tremendously. In addition, the character can patch holes in armor or metal pots, make arrows and arrowheads, sharpen blades/weapons, reinforce/modify weapon systems with M.D.C. housings, make horseshoes and basic metal items (including nails, spikes,

chain links, simple rings and horseshoes). He can also deactivate, reset and fix simple traps (roll for each attempt). The character can, however, repair damaged armor, patch holes, **Base Skill:** 30% + 5% per level of experience. **Requires:** Mechanical Engineer, Basic Math, Basic Electronics, Literacy.

Armsal - Creating: This gives the character the ability and knowledge of making weapons. This knowledge can be used to create new weapons and modify weapons. The character must be able to have access to an environment that is suitable for making the weapon. This skill adds a +1 to all weapons created plus normal for that weapon category. **Base Skill:** 35 + 5% per level of experience.

Armsal - Reloading: This gives the character the knowledge to reload weapons that have been chosen in their W.P. They can fire more rounds and reload their weapon, before the melee is over in time to fire again. **Base Skill:** 40 + 5% per level of experience.

Assassination Techniques: This skill includes the ability to calculate drop and wind resistance when firing a weapon from long ranges. On a successful roll, the character gains +3 to strike and automatically hits the enemy at a key place in the head or heart and counts as a "point blank" shot (see page 17 of Rifts Conversion Book 1 for details). On an unsuccessful roll, the character is -3 to strike and normal damage is inflicted. Each use of this skill counts as a melee attack. **Base Skill:** 25% + 3% per level of experience. **Note:** Not applicable to energy weapons. **Requires:** Biology.

Camouflage: The skill of concealing a fixed base position, vehicle, bot, equipment or individual, using natural or artificial materials. A fair amount of time is involved in the preparation of larger position. Large cargo nets, cut branches or underbrush are used most often in camouflage. This skill is also used to conceal traps. **Base Skill:** 20% + 5% per level of experience.

Combat Sniper: This is an advanced sniper skill. It costs two other skill selections to get and has to be gotten separately for each weapon proficiency. For example if a player wanted it for W.P. Bolt Action Rifles and W.P. Energy Rifles the skill would have to be bought twice. **Note:** This skill can only be used with weapons that can fire single shots. In other words no firing bursts or full auto. Also it can only be used with ranged weapons.

To be effective the would-be sniper must be in place and the weapon must be steady. This means the sniper cannot be standing up, on a moving vehicle, etc. Being well concealed is also a very, very good idea if you want to live.

Once all this is taken care of, the sniper must prepare to take the shot. This is a process of checking the wind, listening to your surroundings, focussing, controlling breathing, etc. For true professionals, it's almost a state of meditation. The time spent in this preparation determines how effective the shot is, if it hits.

It also takes a minimum of four melee rounds (60 secs.) to get prepared to take a shot. It can never be done in one

melee round, since that is not enough time to position the rifle and get in the right mind set. The reason for this is the sniper needs to be relaxed so the weapons can be held steady and be able to concentrate on the target to make it die! Preferably in one clean shot.

Preparation Time:

- less than 4 melee rounds (rushed, hardly any prep time): -3 to strike, damage as per normal for weapon
- 5 melee rounds -> 4 minute (minimum time for a decent shot): +2 to strike, damage is maximum for weapon (3d6 = 18, 1d4x10 = 40, etc.)
- 5 minutes -> 10 minutes (good prep time): +4 to strike, damage is maximum x 2
- greater than 10 minutes (optimum prep time, sniping at it's best - one shot, one kill): +6 to strike, damage is maximum x 3

Requires: Camouflage and Prowl.

Bonuses:

1. +3 to Strike on aimed shots.
- 2.
3. Critical Strike on a unmodified 19-20
- 4.
5. +1 to Strike on aimed shots.
6. Critical Strike on a unmodified 18-20
- 7.
8. +1 to Strike on aimed shots.
9. Critical Strike on a unmodified 17-20
10. It now only takes four rounds prep time to fire.
11. +1 to Strike on aimed shots.
12. Critical Strike on a unmodified 16-20
- 13.
14. +1 to Strike on aimed shots.
15. Critical Strike on a unmodified 15-20

Weapon Range Penalties:

- For targets between 50%-75% of the weapons range, there is a -1 to strike.
- For targets between 75%-90% of the weapons range, there is a -2 to strike.
- For ranges above 90% of the weapons range there is a -4 to strike.

This takes into account for the effects of the environment on the shot (wind, gravity, etc).

Sight Penalties:

- For every 500 ft. away from the target there is a -1 to strike (any scope or sight modifiers are added after this).

The reason for that is at long range the target will be harder to see. **Note:** All bonuses and penalties are accumulative.

Defense Systems: Since the climate of space is somewhat hostile, every large base (including all orbital stations, the moon bases, asteroid outposts and even some large ships) is equipped with systems designed to detect and, if necessary, destroy incoming ships or attacks.

A character with the defense systems skill will have a full understanding of the defenses of their home station. They will know how it works, how to arm, aim and fire the weapons, and how to repair the system in case of damage. They will also have a rough knowledge of the systems used by the other stations, which may help them evade detec-

tion or destruction, or even to work out how to destroy the enemy's defenses in a raid; +1 to strike bonus when using cannons and their likes. **Base Skill:** 30% + 5% per level of experience.

Demolitions: Provides the person with an advanced knowledge in the use and workings of explosives and detonation devices for the purpose of blowing up bridges, buildings and sabotage. This includes all types of explosives such as mines, dynamite, plastics, nitro, blasting caps, etc. It also includes a basic understanding of the strategic placement of mine and booby traps. This will increase a character's awareness of suspicious rope, string and wire. GM's remember there is a difference between the military use and the civilian use of explosives and their functions. Please keep this in mind when the characters are using this skill. **Note:** Any and all training is done on land, and the penalty for try an explosive underwater without the Underwater: Demolitions Skill is -30%. That's right this skill is separate from the Underwater: Demolitions skill. In order to stop or disarm an explosive, you need Demolitions: Disposal. **Base Skill:** 60% + 3% per level experience. A failed roll means a dud; no explosion.

A reminder that skill also includes the his/her level of familiarity with explosive devices and his/her recognition and diagnostic abilities concerning them. It also includes his/her proficiency in the use and activation of explosives. If a character does not roll under his proficiency when attempting to diagnose a problem he/she will have no idea what's wrong or how to fix it. If he/she fails to successfully arm an explosive device the following possibilities will occur (without the characters knowledge). Roll percentile dice.

- 01 - 14 Device is damaged will not explode; needs repair.
- 15 - 29 Device is not armed, but undamaged (can be tried again).
- 30 - 49 Device will explode in half the time set.
- 50 - 74 Device will explode in twice the time set.
- 75 - 91 Device will explode in 60 seconds.
- 92 - 00 Explodes Instantly!

The time required to build an explosive device depends upon the materials on hand. Homemade bombs take several hours to build, while commercial demolition equipment can be put together in 20 minutes. Activation requires just a few seconds and can be controlled by timing or radio devices.

Demolitions - Creating: This skill gives the character the ability and knowledge of how to make a bomb of all sorts and how to use that bomb. Only restrictions can not make a nuclear bomb without a I.Q. of 24, unless taught to the character even then they have a 0-45% chance of having it malfunction or blow up before it is finished doing three-fourths the normal damage. **Requires:** Must have Arsenal Creating and a minimum I.Q. of 20. **Base Skill:** 40% + 5% per level of experience.

Demolitions - Disposal (or Explosive Ordnance Disposal): This skill enables the character to safely defuse unexploded mines, bombs, explosive booby traps, dud artillery rounds, dud explosive charges, or any explosive devices not of his/her own design. **Note:** Any and all training is done on

land, and the penalty for try an explosive underwater without the Underwater: Demolitions Disposal Skill is -30%. That's right this skill is separate from the Underwater: Demolitions Disposal skill. In order to have an understanding of an explosive, you need Demolitions. **Requires:** Demolitions. GM's remember there is a difference between the military use and the civilian use of explosives and their functions. Please keep this in mind when the characters are using this skill. **Base Skill:** 60% + 3% per level of experience. A failed roll means the item has exploded without warning.

A reminder this indicates the character's ability to disarm/deactivate an explosive device not of his/her own construction. The results of an unsuccessful attempt at disarming a bomb are as follows: (roll percentile dice)

01 - 26 No effect; still armed try again.

27 - 39 Will explode in half the remaining time.

40 - 55 Will explode in 60 seconds.

56 - 78 Will explode in 30 seconds.

79 - 00 Explodes Instantly!

The time required to disarm an explosive device varies with the type and condition involved. Maximum attempts possible, unless blown up, is one try every 30 seconds/two melees.

Find Contraband, Weapons & cybernetics: The character with this skill knows where to find arms dealers, smugglers, body shop-shops, M.O.M. and Juicer conversions, criminal cyber-docs and illegal medical treatment, as well as how to spot them. He is also familiar with their practices, hang-outs, gang or criminal ties, general practices, code of conduct, pricing structures and modes of operation. Likewise, the character has a good idea of what Black market weapons and cybernetics should cost and what these people pay for contraband items (typically about 20% of what they sell it for). the character also knows the penalty of being caught with an illegal weapon, implant or bionics. For most societies, any M.D. weapons, concealed weapons and sidearms are forbidden inside large population centers.

This skill is especially appropriate in the modern cities of Rifts Japan, as well as in large cities of the Coalition States, the NGR, Atlantis, and other large, modern cities. **Base Skill:** 26% + 4% per level of experience. **Note:** This skill should be considered a separate skill apart from streetwise.

Fortification: This is the skill of designing and building defensive fortifications suitable for modern mega-damage combat. If provided with the time and materials, the character can greatly increase the defensive value of natural terrain with murderous defenses that include obstacles to impede movement and protective structures to shield friendly forces from enemy fire. The character is trained to prepare mine fields, barbed wire, tank obstacles, tanglefoot wire, booby traps, trenches, tank ditches, foxholes/shell scrapes, reinforced concrete or earthen walls, bunker complexes, rail gun/mortar emplacements, tunnel systems and similar defensive constructions. **Base Skill:** 30% + 5% per level of experience.

Even with the advent of mega-damage warfare, the old standby fortifications listed above have useful applications.

Obstacles like ditches and mine fields slow the advance of 'bots, infantry and tanks, exposing them for longer periods to defending firepower. Earthen walls and foxholes made from S.D.C. materials still afford soldiers some protection and can disperse energy blasts or deflect shrapnel from explosives. If these protective structures are built with mega-damage concrete and alloys, they provide defenders with as much protection as any robot vehicle or tank!

Liaison: The individual is trained in the art of dealing with others the skill is usable in relation with member of the military units, citizens in a community & with alien or foreign cultures.

The individual is trained to subordinate his own views & prejudices where they may conflict with those opinions held by the individuals he is dealing with. As a result, greater cooperation can be achieved & progress in mutual projects made.

Liaison is similar to Streetwise & Administration. Streetwise deals with the unsavory aspect of society, while administration deals with the formal bureaucratic structure. Liaison is a formal training that span both, but also extends to alien cultures.

Base Skill: 20% + 5% per level of experience.

Acts as Streetwise at -25%.

Acts as Administration at -25%

Logistics: The individual is trained in the art & science of supply. **Base Skill:** 20% + 5% per level of experience.

Military Construction Engineer: This is the ability to design permanent or field expedient roadways, drop zones, buildings, bridges, water mains, and reservoirs. The character will also know how to use the construction vehicles required for the above projects (ex. bulldozers, forklifts, cranes, graders, scrapers, dump trucks, rollers, and so on). **Base Skill:** 40% + 5% per level of experience.

Military Engineer: This branch is concerned with the application of the engineering sciences to military purposes. It is generally divided into permanent land defense and field engineering. In war, army engineer battalions have been used to construct ports, harbors, depots, and airfields. Military engineers also construct some public works, national monuments, and dams. Military Engineering has become an increasingly specialized science, resulting in separate engineering subdisciplines such as ordnance, which applies mechanical engineering to the development of guns and chemical engineering to development of propellants, and the Signal Corps, which applies electrical engineering to all problems of telegraph, telephone, radio, and other communication. **Base Skill:** 35% + 5% per level of experience.

Military Etiquette: This skill grants a basic understanding of the way the military works. It includes basic rules of behavior (when to salute, how to address superiors/subordinates, etc.) as well as how to deal with military bureaucracy, who to contact to get things done, and other useful information. A character with this skill will have a good

idea of how matters are handled in military bases and facilities, from the setting of watches to where to get live ammo (actually getting the ammo is a different matter altogether, of course). **Base Skill:** 35% + 5% per level of experience.

Military Instruction: There is a difference between how those in the civilian world are taught, and how those in the military are taught. With this skill the character is familiar with and trained in, the style of mental and physical pedagogy (education). The character can instruct another individual or group in any skill they possess if it's at least 60%.

For every 10% of the base skill, there will be one week worth of training (ex. If the base skill is 30%, then it will take three weeks for a trainee to learn. A base skill of 45% will take four and a half weeks of training). The trainee will receive upon completion of training, a base skill score in that skill if they successfully roll equal to or beneath the base skill number (ie. if the base skill is 56%, then after 5 weeks, 6 days of instruction if they roll 56% or less then they have learned that skill).

Should a trainee not pass the base skill roll then they roll one six side die (1D6) per week of training and that will be the number of additional hours of retraining before they can reroll and attempt to gain the skill. For base skills with odd end numbers, round up. If on the third try they still don't pass, they are not eligible for that skill.

Naval History: is a basic historical knowledge of the oceans and seas of Rifts Earth and the beings that travel on and below them. The base skill percentage indicates the approximate degree of information the character has learned or can remember accurately about the oceans and seas, or various aquatic creatures and beings. **Base Skill:** 30% + 5% per level of experience.

Naval Tactics: A basic understanding of the "military doctrine" of the navy in question (CS, Free Quebec, NGR, Nemo's New Navy, freebooters, etc.; each is a little different) and the naval military in general. It includes preferred methods of fighting (on both small scale engagements or full battles), seaman do's and don'ts, ship weapon systems, ship and naval power armor recognition, naval combat, strategies and tactics, and other basic naval procedures, military methods and operations.

In combat, a successful tactics roll will reveal the obvious and/or some hints as to the best way to approach a potential combat situation (like recognizing a potential attack because torpedo tubes are open, the best way to impair or scuttle a ship, ideal targets, evasive maneuvers, etc.). Otherwise a successful roll will determine an accurate recognition of a naval vessel, use or reading of naval weapon system, proper execution of a naval tactic or maneuver, and proper procedure. **Base Skill:** 30% + 5% per level of experience.

Nuclear, Biological & Chemical Warfare (NBC): This is the knowledge of safety precautions to protect oneself and other from the effects of nuclear, biological or chemical warfare, waste and contamination. The character is also

knowledgeable in the safe handling and "clean-up" and containment of such hazardous materials. **Base Skill:** 35% + 5% per level of experience.

Paired Weapons: This training involves a particular type of hand to hand fighting technique. This training is reserved for special military personnel and is in the use of training the character to use two weapons at once with a deadly accuracy. This only applies to the Ancient W.P.'s, but adds an additional attack to the character's arsenal. The character will be able to fight with one arm and defend with another without the loss of attacks. In other words the character will can attack and parry in one attack, instead of using two separate attacks to achieve the same results. The advantage is that the character while parrying an attack can him/her self attack the character he/she is parrying. Where a normal character can not do such a thing without calling a simultaneous attack and even then both characters connect with their blows.

Parachuting: The skill of parachuting includes the methods, procedures and techniques of parachuting, packing the chute, skydiving techniques, precision landing, landing without injury, and practice of jumping from a high altitude aircraft. The advantage of parachuting is secrecy, since the trooper's insertion into enemy territory is silent and often goes unnoticed. The following three methods are the ones most commonly used by modern paratroopers:

High-Altitude-High-Opening (HAHO): jumps take place from a height of 25,000 to 30,000 ft. As the paratroopers drop they travel laterally to the desired drop zone (DZ) where they wish to land. This technique is used to "throw off" enemy units since they will probably search for paratroopers directly beneath the path of the aircraft.

High-Altitude-Low-Opening (HALO) operations also begin at 25,000 to 30,000 ft but the paratrooper does not pop the chute until an altitude of 4,000 ft, or even less. The jump takes place so rapidly that there is little chance for the paratroopers to be viewed after the chutes open.

The most dangerous method is **Low-Altitude-Low-Opening (LALO)** drops. The jump is made at the mere height of 300 to 500 ft. If there are any complications (a failed roll) the paratrooper is likely to be injured (broken bones) or killed (30% chance)! Even if the jump goes without a hitch, there is a 20% chance of taking 6D6 S.D.C. from an awkward landing, even if wearing M.D. armor.

Failure on a parachuting roll indicates that there are complications somewhere along the jump. This might mean an improperly packed chute, tangling of lines, etc. On a high altitude jump, the character gets a second roll for their reserve chute. If the second roll also fails then the character falls to his death! There is not enough time on a low altitude drop to use a reserve chute, so a failed roll means the character hits the ground (humans die!) without a second chance. Parachuting can be selected as a Military or Pilot Related skill. **Base Skill:** 40% + 5% per level of experience.

rience.

Psychological Warfare: This is the art of manipulating the mind to get the desired reaction from the victim. The character could attempt to say or do something to influence a target with the end-result of the victim doing something the character intended.

For example, a player's vampire character, Born With a Sharp Tooth, wants to lure some unsuspecting NPCs to their death. She is the owner of a bar that is a front for all her vampire pals so they can feed on the customers. Born With a Sharp Tooth wants to lure the NPCs to the cellar so her friends can ambush and kill them. The player has devised a plan to help her character do this, unfortunately it requires this skill, fortunately Born With a Sharp Tooth has this skill. Disguised under her cover as barmaid she approaches the NPC's table. In a near whisper that everyone seated at the table can hear she asks them if they would like today's special of "raw meat". When they reply no she states it again in a way that seems to suggest there is more to the word than originally implied; maybe it is a secret word or term used to describe some illegal activity. The player would then make a skill roll for the vampire. If the roll succeeds then the NPCs understand the implied meaning behind her words. If any of the NPCs have a genuine interest in unsolicited activities they would follow the vampire to the cellar and the awaiting ambush. If the roll fails then the NPCs would simply say no (in probably a disgusted manner) and continue with ordering their food. If any of the NPCs at the table are versed in psychological warfare or psychology they could make a counter-roll to see if they noticed anything suspicious in the vampire's failed attempt (this can only be attempted if the character fails his/her roll).

If the target is of the same race as the character then the roll is made based on the base skill, but if the target is of a different race then a Lore roll (DB or otherwise) must be performed. If successful then the roll is still based on the base skill, but if the roll fails the character receives a -10% on his skill roll. If the target is a rare (generally uncommon) race then the character must perform his roll at -15%. As mentioned in the above example characters with Psychology or Psychological Warfare may make counter-rolls when someone makes a failed attempt to manipulate them. A successful roll would simply tell them that they noticed something suspicious in "saboteurs" approach. It is suggested that the GM perform these type of rolls for the players (as they should not be aware of any weird going-ons unless the roll succeeds and even then it is limited) and announce nothing unless the roll is successful. **Base Skill:** 25% + 5% per level of experience. **Requires:** Psychology

Radiation Technology - Military: This includes knowledge of safety regulations, practices and procedure; radiological physics, interaction with matter, radioactivity and characterization and development of neutron beams and heavy particles for use in combat/weapons. In experimental stages of research, the ion beam is the only success thus far in use of energy as a weapon (laser is amplified light). **Requires:** some form of Nuclear physics, **Base Skill:** 30% +

5% per level of experience.

Recognize Weapon Quality: The ability to determine the level of a weapon's quality, including craftsmanship, weight, balance, edge, metal strength and so on. The character can also recognize if the weapon is crafted by a dwarf, kobold or other master weapon smiths, and if it may have bonuses to strike, parry or damage, or other special (magic) properties. Although the person may be able to tell that a weapon is superbly crafted, with bonuses, it is impossible to determine exactly what these bonuses are until used in combat or intense practice.

In modern times it gives the ability to accurately determine a weapon's durability, reliability and quality by physically examining it. This includes knowing which manufacturers are reputed to make the best weapons, the ability to recognize damage or signs of misuse, modifications/customization or wear and tear, whether the weapon can be made as good as new with a little repair work and/or cleaning, whether it is a cheap (or quality) "knock-off" (copy/imitation), and so on. The character can also recognize if the weapon is stolen (serial numbers filed away, etc.), new, old and if it has any other special features or properties as well as knowing what the fair price should be. **Base Skill:** 25% + 5% per level of experience. **Note:** Reduce the skill ability by half if the item is not actually handled (seen but not touched/examined).

Recruiting: The individual is familiar with the most effective means of approaching individual & presenting proposals for employment, couched in terms most likely to produce acceptance.

Recruiting affect both the quality & wuantity of recruits who repond to a request for application. Recruiting can obtain NPC hirelings with skills suited for specific tasks. MA on the other hand tends to attract indiscriminately all within range of the character's personality. **Base Skill:** 20% + 5% per level of experience.

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

Siege Engineer: This is the knowledge of designing, repairing and properly using siege weapons. This is reflected by the first percentile number. With the proper siege weapons, the character can direct a siege against a castle or fort. The second percentage is the characters skill in countering a siege by anticipating an opponents strategies and tactics.

A successful roll indicates that the construction, repair, siege or counter tactics meets with positive results. A failed roll results in problems that lead to failure. **Base Skill:** 20/

10% + 6% per level of experience.

Sniper: This skill represents special training in long range rifle firing and marksmanship. Only rifles that can be made to fire a single round or blast can be used for sniping (no automatic/multi-firing rifles). Adds a bonus of +2 to strike on an aimed shot.

Strategy/Tactics: This is part of the training given to combat soldiers and officers, and includes a basic understanding of the "military doctrine" of the army in question, including preferred methods of fighting (on both a small scale engagement or a full battle), "do's and don'ts," guerrilla warfare, and other basic military methods. A successful strategy/tactics roll will reveal some hints as to the best way to approach a potential combat or military situation, like recognizing potential attack/retreat areas, getting good fields of fire, recognizing a good location for a crossfire or booby trap, etc. **Base Skill:** 30% + 5% per level of experience.

Trap Construction: Training in the design and application of traps and mines used in anti-personnel and defense tactics. With readily available materials and simple tools, including shovels, knives, sticks, wire and rope, the character can build fiendish traps. Any who would scoff at the effectiveness of traps in modern mega-damage combat should reconsider. While traps may not damage M.D. equipment, unless the trap is augmented with explosives (requiring the Demolitions skill), simple pits can hamper, even immobilize, troops and robot vehicles by making them unable to climb out (will earth walls support the weight of a several ton robot trying to climb out? Not likely). Other traps can be used as alarms (triggering flares, video cameras, or simply producing noise), or even as diversions to distract the enemy while the character escapes.

The greatest drawback of traps lies in the amount of time required to prepare them. It can take hours to prepare rock slides, large pits, etc., even with heavy equipment. But, even this time can be shortened with help from others, as only one character needs the skill, in order to successfully direct others in the traps' construction. Ingeniously prepared traps can, and often do, shift the advantage of a battle to the side that prepared the field for combat. See the Appendix B for examples of most common types of traps. **Base Skill:** 20% + 4% per level of experience.

Trap/Mine Detection: Knowledge of the strategic placement of booby traps and mines, the tell-tale trademarks and indications of traps and mines, how to avoid them, and the use of mine and explosive detection equipment. The character has been trained to watch for suspicious objects, dirt mounds, trip wires and camouflaging materials that may denote the presence of a trap. Simple snare traps and trip wires can be easily disarmed by the character, but the demolitions disposal skill is required to disarm mines, explosives, or complex traps. **Base Skill:** 20% + 5% per level of experience for detecting by visuals alone. Add +50% when using special detection equipment to locate mines or explosives, +10% if the trap isn't a mine or explosives, but

uses metal (such as a trip wire) **Note:** See the Rifts World Book 11 description of this skill for use of some Dog Boy types to sniff out traps.

Underwater Demolitions: Fundamentally the same basic skills and training as demolitions, but with an emphasis on using explosives in an underwater environment, including underwater techniques, area affect, sound wave damage, different types of explosives, as well as arming, disarming and repairing torpedoes and depth charges. **Base Skill:** 56% + 3% per level of experience. **Note:** Any character with the demolitions skill can use explosives underwater, but is -10%.

Weapons Specialist: This is a somewhat simplistic version of the weapons engineer as it applies to infantry weapons. A competent weapons specialist character can maintain, fix, modify, mount, reload/charge ammunition, and figure out most small arms. They can repair all types of pistols and rifles, adjust targeting sights, use optical enhancements, reload missiles and ammo drums, recharge E-clips, install/mount a rail gun or machinegun on a vehicle, and even fix most small robot and bionic weapons like forearm blasters and retractable blades. **Base Skill:** 40% + 5% per level of experience.

Physical

Acrobatics: Aerial feats of agility and strength, such as walking tightrope, high wire, trapeze, and stunts performed above the ground. Other physical abilities include, rolls, somersaults, leaps and falls.

Provides the following abilities:

60% + 5% per level - Sense of Balance

60% + 5% per level - Walk Tightrope or High Wire

80% + 2% per level - Climb Rope

40% + 4% per level - Climbing (or adds a bonus of +15% to climb skill)

60% + 5% per level - Back Flip

30% + 5% per level - Prowl (or adds a bonus of +10% to Prowl skill)

+2 to Roll with Punch/Fall, +1 to P.S., +1D4 to P.P.

+1 to P.E.+1D6 to S.D.C.

Leap four feet high and five feet long, plus 2 feet per level.

Fearless of Heights.

Aerobics: Basic, aerobic exercise. It may be actual "Aerobics" in a gym environment, or it may be home training with a skipping rope that gives a character this skill. Either way, the benefits are the same; enhanced health and fitness, as well as to increase physical endurance, body toning, and weight loss. Provides the following:

+1 to roll with punch or fall

+2 to P.E.

+1D4 to P.B.

+1 to Spd.

Anticipation: Special Skill Cost: 2 skills to select; 1 skill if the character has taken an Exclusive Martial Art.

This is a talent learned by many Karate point fighters. The idea is to hold back and wait for the opponent to strike, then "out-speed" him and strike before his blow lands. Literally, you anticipate the blow and strike first. Unfortunately, a lot of technique and power is lost when this method is employed. This is the classic boxing skill of jabbing to the face to throw the opponent off, or the Bruce Lee classic one-inch punch "way of the intercepting fist".

If the character with this skill declares a simultaneous attack in melee combat, he may negate his opponent's attack if he successfully strikes. That is, his opponent's attack doesn't count at all! The strike must be a Punch, Snap Kick or a simple weapon thrust. Also, there is no time to put any real force behind the strike, so no P.S. bonus applies to damage. See the rules for simultaneous attacks for details.

In learning anticipation, the character has probably taken a bit of a beating; add 1D4 to S.D.C.

If two characters with this skill fight, it cancels out and combat is resolved normally.

Arm Wrestling: Distractions... need to beat the other guy's roll three times in a row: First successful roll steadies the grip, Second successful roll tilts the enemy's arm down, and the third successful roll slams the enemy's hand to the table! Roll 20 sided die (plus bonuses). High rolls win, ties mean no advantage for either side-stalemate, roll again. Every three points of a character's P.S. above 16 counts as a +1 bonus to win at arm wrestling. Furthermore, a character with the arm wrestling skill gets an additional +1 bonus at 1st level, 5th, 10th and 15th levels. **Note:** Counts as two skill selections for most O.C.C.s (GM's call for who can take it as a single skill slot).

Athletics: Training in, and enjoyment of, vigorous exertion for competitive sports, exercises, and contests of strength, endurance and agility. Provides the following:

- +1 to Parry & Dodge
- +1 to Strike w/body block/tackle; does 1D4 damage
- +1 to roll with Punch or fall
- +1 to P.S.
- +1D6 to Spd.
- +1D8 to S.D.C.

Basketball: This sports skill teaches the character the rules of the game, and its basic tactics. A character with basketball can use this skill for most of the games maneuvers, including throws and passes. **Base Skill:** 35% + 3% per additional level.

Shot Type & Penalty:

- 1pt (Foul-Line Shot) = No Penalty
- 2pt (Inside Foul-Line Area) = No Penalty
- 2pt (Inside 3pt Line) = -2%
- 3pt (From 3pt Line) = -5%
- 3pt (From Half-Court: Center) = -10%
- 3pt (From Half-Court: Outside) = -15%
- 3pt (Full Court "Hail Mary") = -25%

Athletic Bonuses: +1 to Dodge, +1 to P.P., +1 to P.E., +1 to Speed, +1d4 to S.D.C.

Blind-Fighting: The skill of fighting in conditions of poor

or no light. The character only suffers half the normal penalties for fighting in complete darkness or when blinded, and only suffers one quarter the normal penalties of blindness when fighting under starlight (characters without the skill normally only suffer half of the normal penalties). Also when dealing with invisible opponents, the character only suffers half the normal penalties. To receive these benefits the player must roll under the blind fighting skill percentage. Also the character has a chance of detecting the presence of an invisible creature, equal to half the skill proficiency. **Base Skill:** 10% + 5% per level of experience.

Body Building: The building of muscle tone and body strength through weight lifting and exercise. Provides the following.

- +2 to P.S., +10 on S.D.C.

Boxing: Classic art of fighting with fists. Training helps build the body and reflexes. Skilled boxers will automatically Knockout opponents on a natural twenty for 1D6 melee rounds. Unlike normal Knockout/Stun this does NOT have to be declared before the strike roll.

- One additional attack per melee.
- +2 to Parry/Dodge
- +2 to Roll with Punch/Fall
- +1 to P.E., +1D4 to P.S., +3D6 to S.D.C.

Climbing: Knowledge of the tools and techniques for climbing up sheer surfaces. Players should roll once for every 20 ft of a vertical climb. Every "skilled" climber gets a second roll to recover his/her hold. **Base Skill:** 50% + 8% per level of experience.

Rappelling is a specialized, rope climbing skill used in descending from helicopters, scaling walls, and cliff facings. For game purposes, rappelling will include ascending and descending climbs. Minimum base effectiveness is 30% + 5% per level of experience. A failed roll means a slip or fumble; roll again to regain hold or fall. Provides the following:

- +1 to P.S., +1 to P.E., +1D6 to S.D.C
- Damage from Falls 1D6 from a 10 foot height plus 1D6 for each additional 10 feet of height, or fraction thereof.

Contortionist: The ability to temporarily dislocate bones from joint, fold and bend the body to fit into extremely small areas or through spaces normally too tiny for a normal person. Can fold into a two foot ball and flatten self to four inches.

- Adds +5% to escape artist skill.
- Adds +2 to roll with punch or fall.

Deadball: This sports skill concentrates on dodging techniques, reaction speed, and general athletic abilities. A character with this skill automatically knows the Deadball Weapon Proficiency and game rules.

- +1 on initiative
- +1 to dodge
- +1 to roll with fall or impact
- +1D6 to Spd., +2D4 to S.D.C.

Dieting: Yes, this is a physical skill. To improve one's body, one must eat correctly. You are what you eat, after all (bad news for us junk food addicts). Many, many martial artists come to realize that they owe it to their bodies to eat correctly – training to be a prime fighter requires the correct food, and not eating that food can be counterproductive.

Add 1D4 to Hit Points

+1 to P.E.

+1 to saving throws vs. poisons and toxins that are ingested, injected or inhaled.

+1 to P.B.

Fencing: The ancient arts of Hand to Hand Weapons are learned from fencing teachers. This includes not only Olympic-style fencing with foil, epee or saber, but also Kendo (use of the Samurai sword) and other weapons. Adds a bonus of +1 to strike and parry when combined with W.P. Sword. **Note:** Paired Weapons is a separate skill. See the W.P. Section for details.

Forced March: Practiced training in uniform marching with a full field pack and weapons. The marching is done at an even pace and rhythm that enables the marchers to cover great distances on foot at a faster than normal pace. Increase the normal physical endurance rate as to how long an activity like marching can be maintained by five times; applicable only to forced marches. Maximum speed on a forced march is roughly 60% of one's speed attribute and enables a large group of dozens to hundreds of soldiers to travel at the same consistent pace; suitable for everybody in the group (never less than a speed of 8). Likewise, this skill trains soldiers to make coordinated charges and maneuvers, including spear runs, spear and shield placement, and so on.

Gymnastics: Learning to do falls, rolls, tumbles, cartwheels, and to work on rings and parallel bars. Characters with Gymnastics can leap 4 ft up or 4 ft across, with an additional 2 ft per level. **Note:** Characters with Leap Attack can use these distances in a strike.

Provides the following abilities:

50% + 5% per level - Sense of Balance

70% + 5% per level - Climb Rope

20% + 6% per level - Climbing (or adds a bonus of +10% to climb skill)

70% + 8% per level - Back Flip

30% + 5% per level - Prowl

60% + 3% per level - Rings & Bars

+3 to Roll with Punch/Fall

+2 to P.S., +1D4 to P.P., +2 to P.E., +3D6 to S.D.C.

Hand to Hand Combat:

Aikido: The following techniques are known at first level: Body block/tackle, body flip/throw, break fall, disarm, holds, roll with punch/fall/impact, pull punch, kick attack (2D4 damage), and the usual strike, parry and dodge.

Bonuses: +2D6 S.D.C., +1D4 to M.E., +1 to P.P., and +1 to P.E.

Level

1 Two attacks per melee round; +3 to break fall, +2 to roll with punch/fall/impact, +2 to body flip/throw,

and +2 to pull punch.

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

3 Automatic dodge and +1 to disarm.

4 +1 attack per melee round and +1 to body flip/throw.

5 Critical body flip/throw on Natural 18-20 (double damage).

6 +1 to parry/dodge and +1 to body flip/throw.

7 Automatic flip/throw and +2 to pull punch

8 +1 attack per melee

9 +1 on initiative and +1 to strike, parry and dodge.

10 Double existing P.P.E. (inner spirit) and +1 to disarm.

11 +1 to parry, +2 to dodge, and +1 to body flip/throw.

12 +1 attack per melee.

13 +1 on initiative and +2 to body block/tackle.

14 Critical strike on a natural 18-20

15 +1 attack per melee.

Assassin: This is taught to character trained by secret organizations (CIA, Mafia, etc.), this is the specialized science of killing. It includes learning Automatic Parry, Pull punch, roll with punch/fall, kick attack, knock-out/stun, critical strike and death blow. It does NOT include the ability to do Jump kick or leap attack.

Level

1 +2 to strike (one attack per melee).

2 +2 additional attacks per melee.

3 +3 to pull/roll with punch/fall

4 +4 to damage.

5 +1 additional attack per melee.

6 +3 to parry/dodge. Entangle.

7 Knock-out/stun on an unmodified roll of 17-20.

8 +1 additional attack per melee.

9 Kick attack does 1D6 damage.

10 Critical strike on an unmodified roll of 19 or 20.

11 +2 to strike

12 Death blow on a roll of a natural 20.

13 +1 additional attack per melee.

14 +2 to damage.

15 +2 to strike.

Basic:

Level

1 Two attacks per melee; +2 to pull/roll with punch, fall or impact.

2 +2 to parry and dodge.

3 Kick attack does 1D6 points damage.

4 +1 additional attack per melee

5 +1 to strike.

6 Critical strike on an unmodified roll of 19 or 20

7 +2 to damage.

8 Judo-style body throw/flip; does 1D6 damage, and victim loses initiative and one attack per melee.

9 +1 additional attack per melee

10 +2 to pull/roll with punch, fall or impact.

11 +1 to parry and dodge

12 +1 to strike

13 Critical strike or knockout from behind.

14 +2 to damage

15 +1 additional attack per melee.

Commando: The commando hand to hand combat skill is exclusive to the commando and Special Forces O.C.C.s and is a form of martial arts.

Bonuses: +2D6 S.D.C. and +1 to M.E.

Level

- 1 Starts with two attacks per melee round, paired weapons, body flip/throw, body block/tackle and +2 to save vs horror factor.
- 2 +1 on initiative, +1 to strike, +2 to parry and dodge, +3 to roll with punch/fall/impact, +3 to pull punch.
Backward sweep kick: Used only against opponents coming up behind the character. Does no damage: it is purely a knock-down attack (same penalties as body flip) but cannot be parried (an opponent can try to dodge it but is -2 to do so).
- 3 Disarm, +1 to automatic body flip.
- 4 + One attack per melee and Karate kick attack. This is a conventional, karate-style, kick. It starts with bringing the knee, folded, up to chest level, then the foot is completely extended. Does 2D6 damage.
- 5 Automatic dodge and critical body flip/throw.
- 6 +2 on initiative, +1 to strike, parry and dodge, and +1 to body flip/throw.
- 7 +2 to damage, +1 to save vs horror factor, +1 to disarm, +1 to automatic dodge and +2 to pull punch.
- 8 + One attack per melee, jump kick, +1 to body flip/throw, and +1 to roll with punch/fall/impact.
- 9 Death blow on a natural 18-20!
- 10 +2 to save vs horror factor, +1 on initiative and +1 to strike.
- 11 +1 to disarm, +1 to pull punch and +1 to body flip/throw.
- 12 +2 to damage, +1 to parry and dodge, +2 to automatic dodge.
- 13 + One attack per melee.
- 14 Automatic body flip/throw.
- 15 Critical strike on a natural 17-20.

Expert:

Level

- 1 Two attacks per melee to start, +2 to pull/roll with punch, fall or impact.
- 2 +3 to parry and dodge
- 3 +2 to strike
- 4 +1 additional attack per melee
- 5 Kick attack does 1D6 damage
- 6 Critical strike on an unmodified roll or 18, 19, or 20
- 7 Paired weapons.
- 8 Judo-style body throw/flip; does 1D6 damage, and victim loses initiative and on attack
- 9 +1 additional attack per melee.
- 10 +3 to damage.
- 11 Knockout/stun on an unmodified roll of 18, 19, or 20
- 12 +2 to parry and dodge
- 13 Critical strike or knockout from behind (triple damage).
- 14 +1 additional attack per melee
- 15 Death blow on a roll of natural 20.

among the high-tech communities like the Republic of Japan, Ichto and Takamatsu. This is typically the basic hand to hand combat used by the Armed Forces and police of the Republic.

Basic & Special Moves: Body Block/tackle, body flip/throw, break fall, disarm, roll with punch/fall/impact, strike, parry, dodge, and pull punch are available at first level. All bonuses are cumulative.

Bonuses: +2D4 S.D.C., +1 to M.E., +1 to P.P.

Level:

- 1 Two attacks per melee round; +3 to roll with punch/fall/impact, +3 to pull punch.
- 2 +2 to parry and dodge, +1 to strike.
- 3 +1 to body flip/throw and body tackle; +1 to disarm.
- 4 +1 additional attack per melee and Karate-Style kick 2D6 damage.
- 5 Critical body flip/throw on natural 19 or 20 (double damage).
- 6 +1 to strike, parry and dodge; +1 to body flip/throw.
- 7 Paired weapons and +2 to damage.
- 8 Jump kick and +1 to roll with punch/fall/impact.
- 9 +1 additional attack per melee.
- 10 +2 on initiative and +1 to parry and dodge.
- 11 +1 to break fall and +1 to disarm
- 12 Critical strike on a natural 18, 19, 20
- 13 +2 to damage and knock-out/stun on a natural 19 or 20.
- 14 +1 additional attack per melee.
- 15 Automatic body flip/throw.

Jujitsu: The following techniques are know at first level: Maintain balance, break fall, disarm, body block/tackle, body flip/throw, holds, roll with punch/ fall/impact, pull punch, kick attack (2D4 damage), knee and elbow strikes (1D6 damage), and the usual, strike, parry and dodge.

Limitation: Characters of an honorable alignment cannot select this skill (i.e. can't be principled or aberrant).

Bonuses: +3D6 S.D.C., +2 to P.S., +1 to P.P.

Level

- 1 Two attacks per melee round; snap kick (1D6 damage), knife hand (2D4 damage), +3 to roll with punch/fall/impact, +2 to parry and dodge, and +2 to pull punch.
- 2 +1 to strike, tripping/leg hook and backward sweep kicks.
- 3 +1 on initiative and critical strike from behind.
- 4 +1 attack per melee round and +1 to damage.
- 5 Palm strike (2D4 damage) and drop kick
- 6 Critical strike on a Natural 18-20 (double damage).
- 7 +1 to strike, +1 to body flip/throw and +1 to disarm.
- 8 +1 attack per melee and +1 to maintain balance.
- 9 Critical body flip/throw on natural 17-20.
- 10 Jump kick and leap attacks.
- 11 +1 attack per melee and +2 to pull punch.
- 12 +1 on initiative, +1 to parry and dodge, and +1 to strike.
- 13 +2 to damage, +2 to pull punch, and +2 to break fall.
- 14 +1 attack per melee.
- 15 Death blow!

Judo: This is a basic, modern style of martial arts common

Karate: There are a variety of different styles of karate.

What follows is a variation of Japanese Kyokushinkai Karate - "the School of Ultimate Truth." The focus of this martial art is on aggressive combat and striking power, especially the power to break through solid objects, as well as an emphasis on raid strikes and speed. Training is very hard and competitive.

The following techniques are known at first level: Break fall, body block/tackle, roll with punch/fall/impact, pull punch, kick attack (2D4 damage), karate kick (2D6 damage), karate punch (2D4 damage), knees and elbow strikes (1D6 damage).

Bonuses: +3D6 S.D.C., +1D4 to P.S., +2 to P.E., and +2 to Spd.

Level

- 1 Two attacks per melee round; snap kick (1D6 damage), knife hand (2D4 damage); +1 on initiative, +2 to roll with punch/fall/impact, +2 to parry, +1 to dodge, +1 to break fall and +2 to pull punch.
- 2 +1 to strike, tripping/leg hook and backward sweep kicks.
- 3 +1 additional attack per melee; +2 to damage.
- 4 +1 on initiative, +1 to disarm, and roundhouse kick (3D6 damage)
- 5 power punch and palm strike (2D4 damage)
- 6 +1 additional attack per melee and +2 to pull punch
- 7 Power kick, wheel kick, and +1 to strike, parry and break fall.
- 8 Critical strike on a natural 18-20, critical strike from behind and death blow on a natural 20.
- 9 +1 additional attack per melee and +2 to damage.
- 10 Jump kick and leap attacks.
- 11 +1 on initiative, +1 to parry and dodge, and +1 to strike.
- 12 +1 additional attack per melee and +2 to pull punch.
- 13 Death Blow
- 14 +2 to damage, +2 to pull punch, +2 to break fall.
- 15 +1 additional attack per melee.

Kendo: This martial art developed around the art of swordsmanship. Consequently, it deals with balance, striking, parrying and slacking.

The following techniques are known at first level: Disarm, break fall, roll with punch/ fall/impact, pull punch, karate punch (2D4 damage), kick attack (2D4 damage), knee and elbow strikes (1D6 damage).

Bonuses: +2D4 S.D.C., +1 to P.S., +1 to P.P., and +2 to Spd.

Level

- 1 Two attacks per melee round to start; knife hand (2D4 damage); +1 on initiative, +2 to roll with punch/fall/impact, +1 to disarm, +1 to parry (punch attacks), +1 to dodge, +1 to break fall and +2 to pull punch.
- 2 +1 to strike and paired weapons.
- 3 +1 additional attack per melee; +2 to parry.
- 4 +1 on initiative, +1 to disarm, and +1 to parry.
- 5 Tripping/leg hook and backward sweep kicks.
- 6 Power punch and palm strike (2D4 damage).
- 7 +1 additional attack per melee and +2 to pull punch.
- 8 Critical strike on a natural 18-20, critical strike from behind and death blow on a natural 19-20.
- 9 +1 additional attack per melee and +4 to damage.
- 10 Automatic dodge.

11 +1 on initiative, +1 to strike, and +2 to break fall.

12 +1 additional attack per melee and +2 to pull punch.

13 Jump kick and leap attacks.

14 Death Blow!

15 +1 additional attack per melee.

Magic: This is a Hand to Hand skill that only applies to heavy magic users such as Lay Line Walkers, Mystics, Shifters, Warlocks and various others (G.M.'s discretion, not available to Techno Wizards). The idea is, that if a Magic user spends enough time honing his magic skills, then it becomes useless to even bother with physical fighting.

Level:

1. 2 physical attacks per. melee, 3 attacks with magic. +3 to Parry, +3 to Dodge, 2D6x10 to P.P.E. +3 to strike using magic +1 to parry energy / projectile weapons using magic spells such as 'fireball' or 'call lightning' (only those with Hand to Hand: Magic can do this, a parry in this fashion counts as one Hand to Hand attack, and spends P.P.E) can also cast defensive spells, such as 'Armor of Ithan' as a parry but has no bonus to do so. +3 to save vs. magic.
2. +1 to parry using magic
3. +1 to parry + dodge (physical) 1 additional magic attack per. melee +2 strike using magic
4. +2 save vs. magic, +3 save vs. psionics
5. +2 parry using magic, 1D4x10 to P.P.E.
6. 3 additional spells from any level
7. +5 save vs. horror factor
8. 1 additional physical attack, 1 additional magic attack
9. +3 initiative +1 parry (physical) +1 strike using magic
10. 2D4x10 to P.P.E.
11. +1 to strike and parry using magic
12. +2 save vs. magic +1 strike, parry and dodge (physical)
13. 4 additional spells from any level
14. 2 additional magic attacks per. melee
15. 3D4x10 to P.P.E.

Martial Arts:

Level

- 1 Two attacks per melee; +3 to pull / roll with punch, fall or impact.
- 2 +3 to parry and dodge; +2 to strike.
- 3 Karate-style kick does D damage.
- 4 +1 additional attack per melee.
- 5 Jump Kick (critical strike). Entangle.
- 6 Critical strike on an unmodified roll of 18, 19 or 20.
- 7 Paired Weapons
- 8 Leap attack (critical strike).
- 9 +1 additional attack per melee
- 10 Judo style body throw / flip; does 1D6 damage, victim loses initiative and one attack.
- 11 +4 to damage.
- 12 +2 to parry and dodge.
- 13 Knock-out/stun on an unmodified roll of 18, 19 or 20.
- 14 +1 additional attack per melee.
- 15 Death blow on a roll of a natural 20.

Ninjutsu/Tai-Jutsu: The art of ninjutsu has come to be identified as the art of the Japanese assassin.

The following techniques are known at first level: Maintain balance, back flip, body block/tackle, body flip/throw, holds, roll with punch/fall/impact, pull punch, drop kick, kick attack (2D4 damage), knee and elbow strikes (1D6 damage), paired weapons.

Bonuses: +2 to M.A., +1 to P.S., +1 to P.E., +1 to P.P., and +4 to Spd.

Level:

- 1 Two attacks per melee; snap kick (1D6 damage), knife hand (2D4 damage), +2 to roll with punch/fall/impact, +2 on initiative, ++1 to parry, +2 to dodge, and +2 to pull punch. Parried Weapons: Training in the use of two weapons, one in each hand, to strike and parry simultaneously.
- 2 +1 to strike, cartwheel (attack), back flip (escape), back flip (defensive), and back flip (attack).
- 3 +1 additional attack per melee and palm strike (2D4 damage).
- 4 Leap attack, axe kick, and +2 to strike when performing any back flip or cartwheel.
- 5 Tripping/leg hook and backward sweep kicks and +2 to damage.
- 6 +1 additional attack per melee and roundhouse kick (3D6 damage).
- 7 Critical strike on a natural 18-20, or from an attack from behind; Death blow on a natural 20.
- 8 +1 on initiative, +1 to strike and parry, +1 to roll with punch fall/impact, +2 to maintain balance.
- 9 Death Blow!
- 10 +1 additional attack per melee and +2 to pull punch.
- 11 Double existing P.P.E. (inner spirit)!
- 12 +1 on initiative and +2 to roll with punch/fall/impact.
- 13 +2 to damage and +1 to disarm.
- 14 Jump attack, +2 to back flip/cartwheel, +2 to damage.
- 15 +1 additional attack per melee.

Teng-jutsu (rare among humans/mortals): Note: Teng-jutsu can only be learned from a tengu or a 12th level master of Teng-jutsu.

The following techniques are known at first level: Break fall, roll with punch/fall/impact, maintain balance, back flip escape, back flip attack, cartwheel (attack), body block/tackle, pull punch, kick attack (2D4 damage), karate kick (2D6 damage), karate punch (2D4 damage), knees and elbow strikes (1D6 damage), plus the tengu special mystic martial art powers.

Level:

- 1 Two attacks per melee round and all special powers of this style of martial arts. Also +2 to dodge (normal), +2 to pull punch or kick, +1 to disarm, +1 to roll with punch/fall/impact, +3 to maintain balance, +1 to break fall. Can perform Karate style kick, jump kick, leap kick/attack and all other types of kicks.
- 2 Drop kick, +1 on initiative, +2 on all back flips.
- 3 +1 to strike, +1 to disarm, +1 to leap dodge.
- 4 +1 additional attack per melee.
- 5 Critical strike from all kicks (double damage) and jump

kick and leap attacks.

- 6 +1 to roll with punch/fall/impact, +2 to pull punch or kick, and +1 to leap dodge.
- 7 +1 on initiative, tripping/leg hook and backward sweep kicks.
- 8 +1 additional attack per melee.
- 9 +2 to disarm, +1 on all back flips, +1 on cartwheel attack.
- 10 Axe kick and +1 on initiative and +1 to parry.
- 11 +1 additional attack per melee.
- 12 +1 to leap dodge and +1 to disarm.
- 13 Snap kick and wheel kick.
- 14 +1 to pull punch and +1 to leap dodge.
- 15 +1 additional attack per melee.

Zanji Shinjinken-Ryo: This is the ancient school of samurai swordsmanship. Unlike some other forms of martial arts that incapacitate an opponent, zanji is designed to kill. Not wound, not injure, not knockout, but kill! A sword is an instrument of death, but also an extension of the swordsman. The secret of sword mastery is rooted in the ability of being able to respond instantly, without reflection, without hesitation, to anything that might happen. No amount of technical skill can benefit a samurai whose mind inhibits spontaneous response to the environment around him. In this sense, the sword and the man are of one mind and one spirit; a living extension of each other.

A samurai swordsman will carefully evaluate any opponent. Standing motionless, he will wait until the exact moment when, without thought or direction, he can instantly strike.

The following techniques are known at first level: Disarm, maintain balance, roll with punch/fall/impact, pull punch, Karate punch (2D4 damage), kick attack (2D4), knee and elbow strikes (1D6 damage).

Bonuses: +3D6 S.D.C., +2 to M.E., +2 to P.P., +1 to P.E.

Level:

- 1 Two attacks per melee, knife hand (2D4 damage), paired weapons, +2 on initiative, +2 to roll with punch/fall/impact, +2 to parry with sword or staff (in addition to W.P. bonuses), +3 to dodge, +2 to damage, +2 to pull punch.
- 2 +1 additional attack per melee, +1 to disarm, +1 to maintain balance.
- 3 +1 on initiative, +1 to strike, +1 to parry, critical strike from behind and death blow on natural 20.
- 4 +1 additional attack per melee, +2 to damage.
- 5 Critical strike on a natural 18-20, +1 to maintain balance.
- 6 +1 to roll with punch/fall/impact, +1 to dodge, +1 to maintain balance.
- 7 Power punch/stab (with hand or sword), jump kick and backward sweep kick.
- 8 +1 additional attack per melee, +1 to dodge.
- 9 Death Blow!
- 10 +1 on initiative, +1 to save vs horror factor, +1 to maintain balance.
- 11 +1 additional attack per melee.
- 12 +2 to damage, +1 to save vs horror factor, and the knowledge and skill to create a "true" samurai sword.

- 13 +1 additional attack per melee.
- 14 Double existing P.P.E. (inner spirit) and +1 to disarm.
- 15 +1 additional attack per melee.

Zero Gravity Combat Advanced: This is similar to Hand to Hand Combat: Expert, but focuses on the techniques and movements that fighting in low gravity entails. Using this skill to fight in any kind of gravity has a -3 modifier on all combat rolls, including damage rolls. In addition, if fighting in zero gravity against someone with no zero gravity movement/combat skills, the character gets a +1 on all combat rolls, excluding damage, and also gets one additional attack per melee. In order to obtain this skill, the character must have spent at least six months in a weightless environment.

Level

- 1 Two attacks per melee to start, +2 to pull/roll with punch, fall or impact.
- 2 +3 to parry and dodge
- 3 +2 to strike
- 4 +1 additional attack per melee
- 5 Kick attack does 1D6 damage
- 6 Critical strike on an unmodified roll of 18, 19, or 20
- 7 Paired weapons.
- 8 Judo-style body throw/flip; does 1D6 damage, and victim loses initiative and on attack
- 9 +1 additional attack per melee.
- 10 +3 to damage.
- 11 Knockout/stun on an unmodified roll of 18, 19, or 20
- 12 +2 to parry and dodge
- 13 Critical strike or knockout from behind (triple damage).
- 14 +1 additional attack per melee
- 15 Death blow on a roll of natural 20.

Zero Gravity Combat Basic: This is similar to Hand to Hand Combat: Basic, but focuses on the techniques and movements that fighting in low gravity entails. Using this skill to fight in any kind of gravity has a -3 modifier on all combat rolls, including damage rolls. In addition, if fighting in zero gravity against someone with no zero gravity movement/combat skills, the character gets a +1 on all combat rolls, excluding damage, and also gets one additional attack per melee. In order to obtain this skill, the character must have spent at least six months in a weightless environment.

Level

- 1 Two attacks per melee; +2 to pull/roll with punch, fall or impact.
- 2 +2 to parry and dodge.
- 3 Kick attack does 1D6 points damage.
- 4 +1 additional attack per melee
- 5 +1 to strike.
- 6 Critical strike on an unmodified roll of 19 or 20
- 7 +2 to damage.
- 8 Judo-style body throw/flip; does 1D6 damage, and victim loses initiative and one attack per melee.
- 9 +1 additional attack per melee
- 10 +2 to pull/roll with punch, fall or impact.
- 11 +1 to parry and dodge

- 12 +1 to strike
- 13 Critical strike or knockout from behind.
- 14 +2 to damage
- 15 +1 additional attack per melee.

Juggling: The ability to toss "up" a number of objects, such as balls, clubs, knives, lit torches, and almost any small objects, and keep them continuously in the air with fast hand movements. The character's P.S. will determine the weight of the objects. A weak character will only be able to juggle eggs, bullets, etc., while a strong character can try his luck with chainsaws and other heavy items. It is used for the entertainment of others and to develop greater hand-eye coordination. **Base Skill:** 35% + 5% per level of experience

- 1. **Bonuses:** +1 on initiative, +1 to strike with any thrown missile weapon. +1 to parry.
- 2. **Number of Items juggled/hurled:** Up to four objects/items at level one, plus one for every two levels of experience gained.

Juicer Football: This sports skill teaches the character the rules of the game, basic tactics and combat elements. A character with Juicer Football can use this skill for most of the game's maneuvers, including throws and passes. **Base Skill:** 32% + 4% per level of experience. This skill is not recommended for ordinary humans.

Body Block/Tackle: Knocks one's opponent to the ground (90% chance if target is smaller than attacker, 60% if the same weight, 50% if target is up to 50% larger, 20% if 100% larger, no chance if target is over 100% larger). The tackled person loses initiative and one melee attack/action and suffers 1D4 S.D.C. plus P.S. bonus, per each person who tackles him.

Athletic Bonuses:

- +1 to roll with punch/fall
- +1 to P.S., +1 to P.E., +1D4 to Spd, +3D6 to S.D.C.

Kickboxing: Art of fighting with hands and feet with an emphasis on kicking. Skilled kickboxers automatically knockout opponents with kicks or punches with natural 20. Victim is knocked out for 1D10 melees. Character doesn't need to call for knockout. The following bonuses are added: 2D6 damage from Tai kickboxing.

- +1 additional attacks per melee
- +1 to strike and parry
- +1 to P.P.
- +1 to P.E.
- +1 to P.S.
- +1D8 to S.D.C.

May add the following strikes to the usual list of available hand to hand attacks: Roundhouse, Axe Kick, Elbow, Forearm, Knee.

Marathon: Most any character can run a marathon. To represent a character who trains for, and runs in a marathon relatively often (maybe twice a year), you can use this physical skill. Running extreme distances takes an incredible toll on the body. The stamina is increased tremendously, and competitive marathon runners manage to maintain for

hours speeds that most non-runners can't maintain for minutes. However, it is nearly impossible to do long distance running and maintain high muscle mass, or extreme strength, both of which are basically required for sprinting.

People with this skill can maintain physical exertion for 5 times the normal duration with no penalty. After that, PE checks should be applicable every few minutes. Once a PE check is failed, ME checks may be applicable. Definite bonuses should be given for some sort of motivation - cheering crowds, encouragement from a friend, or pursuit by a ravenous crudbeast.

If figure the bonuses for marathon _after_ all other bonuses have been added in, from physical skills, OCCs, or whatever.

Bonuses:

+4 PE

if speed is less than 10

+3D4 spd

if speed is between 11 and 20

+2D4 spd

if speed is between 21 and 30

no bonus

if speed if above 30

-1D4 for every 10 points above 20, rounding down (ie

-1D4 for 32, -3D4 for 55)

-1D4 PS for every 5 points above 15

Meditation: Involves engaging the mind and body so that the body remains motionless, but without fatigue or pain, and the mind stays in a clear, calm and rested state. While meditating a character recovers Chi, I.S.P., P.P.E. and other internal resources at an accelerated rate. Although it is not a substitute for sleeping, characters will usually feel alert and refreshed after any period of meditation. When in a meditative state they character is, at a subconscious level, well aware of what is happening in the environment and can instantly leave the meditation position with no combat penalties.

Base Meditation Skill: Rolls based on meditation should be done as a check versus the character's Mental Endurance (M.E.) attribute.

Base Meditation Time: The amount of time that a character can continue to meditate: One hour at first level, with an additional fifteen minutes at 2nd, 3rd, 4th, and 5th levels. At 6th level the meditation time jumps to three hours, and the character picks up another advancement into 7th level and beyond.

Mountaineering: Unlike a climber, a mountaineer is experienced in the use of specialized mountain climbing gear and also knows all the skills of survival in the rugged high-altitude environment. To become a professional mountaineer, the character must have been on at least two high-difficulty, high-altitude expeditions. **Base Skill:** 40% + 5% per level of experience. **Bonuses for professional skill:** +1 P.S. & P.E., +2D6 SDC, +10% to Climb, Climb Rope and Repelling. **Requires:** Climbing.

Movement - Zero Gravity: This skill is given automati-

cally to any character born in zero gravity or a gravity field of less than 0.1 g (10% of Earth); all others must purchase it as normal. It simply allows a character to move with complete freedom in conditions of zero gravity. GMs may, at their discretion, make players roll against this skill rather than making a P.P. check for difficult moves. Characters who do not have this skill while in zero gravity will have difficulty in performing normal tasks; -15% skill penalty, -1 attack/action per melee, -2 on initiative, reduce speed and combat bonuses by half. **Base Skill:** P.P. multiplied by 5, +4% per level of experience.

Murderthon: Another sports skill usually reserved for Juicers. It teaches the character all the basic rules and combat maneuvers of the game. Plus it offers the following bonuses: +1 to strike, +1 to dodge, +1 to roll with punch or fall, +2D4 to S.D.C.

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

Plyometrics: (May not be taken as a Secondary Skill) This is the science of developing speed within muscles. It involves short bursts of using muscles in explosive repetitions against set resistences. For example, doing push-ups in which the trainee claps between each one, or sprinting and stopping as fast as possible over a distance of only 3-4 meters. This enchourages the muscles to become quicker and more powerful - very useful for a dedicated fighter. Taking this skill represents doing at least four years of Plyometrics.

+2 to P.P.

+2 to Spd.

+2 to P.S.

Pressure Point Control Tactics: Developed by physicians in association with law enforcement personnel, PPCT is a relatively simple, reliable system of pressure point manipulation designed to aid the officer in apprehending and controlling a suspect with minimal use of force. In game terms, it acts as a supplement to the character's Hand to Hand skill, similar to Boxing or Wrestling. It is available only as a Scholastic or 2 "Other" skills, and should ideally be restricted to characters with a law enforcement/security or martial arts background.

Bonuses:

- +2 to Hold/Lock, Pin/Incapacitate, or Entangle (this bonus applies both to the initial attack/defense and to subsequent attempts to maintain or break the hold). If the character does not possess one or more of the above attacks, the training includes an Entangle attack.

- Knock-Out/Stun on Natural 20 (if the character already has a Knock-Out/ Stun attack, from Hand to Hand

training, Boxing, etc, reduce the target number by one.

- **Knockdown attack** - using basic pressure points, the character numbs the opponent's leg briefly; just long enough to force them to fall. May be performed with a kick or with a blunt weapon (commonly a nightstick or similar instrument). Does normal damage for the application method (ie, normal kick or weapon damage), and the opponent loses initiative and one attack. Requires a called shot (12 or higher, bonuses included). Rolls under 12 which hit do normal kick damage only. Successfully rolling with a knockdown kick means the character does not fall, but suffers normal damage. Maintain Balance rolls are at -5 vs a knockdown kick of this type.

- **Disarm punch** - using basic pressure points, the character numbs the opponent's arm briefly; just long enough to cause them to drop their weapon or other carried object. Does the character's normal punch damage (1d4 or higher; N&SS/MC characters may use the Fore-Knuckle, Double Knuckle, and Power Punch strikes as well), and acts as a Disarm attack. The disarm punch takes two attacks. As with the Knockdown kick, a called shot (12+ with bonuses) is required; lower rolls do normal damage but do not cause the Disarm effect. Rolling with a Disarm punch means it does normal punch damage, but does not cause a Disarm. At the GM's option, the Disarm punch may be used to force opponents to break Locks, Holds, and similar attacks, as well.

- +1 to Save vs Pain

- +1d6 S.D.C.

Prowl: This skill helps the character to move with stealth; quietly, slowly and carefully. Techniques include balance and footing, short steps and pacing, rifle positioning, prone positions for low visibility, and crawling. A failed Prowl roll means that the character has been seen or heard. If the Prowl is successful, then the character is not seen and may make a Sneak Attack. **Base Skill:** 46% + 8% per level of experience.

Qi Gong: Pronounced "chi-gung." This is an intensive, meditative breathing art practiced widely in China. Similar in many ways to Tai Chi, though far more focused on the gathering of Chi in the body and focusing that energy in beneficial ways. Qi Gong does not increase the positive Chi in the body, so much as it increases both positive *and* negative Chi. Truth be known, negative Chi is not always a bad thing – after all, everything is required in perfect balance, and Qi Gong, with regular use, will hone and perfect this balance. It is this balance of positive and negative that can be seen, overall, as positive thing. For game terms, however, consider a character with this skill to be a beacon of positive Chi.

Add +1 to all saving throws!

Double starting Chi.

Running: A routine of running and exercise to build speed and endurance.

+1 to P.E., +4D4 to Speed, +1D6 to S.D.C.

Skiing: This skill includes Cross-country and Downhill skiing. **Base Skill:** 40% + 5% per level

Spelunking: The art and practice of exploring caves. Unskilled characters wandering about in a large series of natural caverns have about the same chance of survival as unskilled climbers attempting to scale a major mountain without guidance. **Base Skill:** 55% + 5% per level of experience.

Sub-Zero Conditioning: This is training in surviving the intense levels of cold in arctic conditions. This includes the knowledge of when it's safe to travel outdoors and how long a person can survive based on what they're wearing.

Bonuses:

+4 to all save vs. cold rolls, +3d6 SDC, +1d6 PE

Swimming - Basic: The rudimentary skill of keeping afloat, dives, lifesaving, and swimming techniques. The percentile number indicates the overall quality of form as skill of execution. A special bonus of +1 to Parry and Dodge while in water applies. A character can swim a distance equal to 3x his P.S. in yards/meters per melee. This pace can be maintained for total of melees equal to his P.E. **Base Skill:** 50% + 8% per level of experience

Swimming - Competitive: Is an elaboration of basic swimming techniques with an emphasis on form and speed. The conditions and skills mentioned in basic swimming all apply to the competitive swimmer, but with the following bonuses. **Base Skill:** 70% + 8% per level of experience.

Bonuses:

+2 to dodge underwater

Spd +1D4, P.S. +1, P.E. +1, S.D.C. +1D6

Swimming - Deep Sea: requires a basic or competitive swimming skill. This training includes the use of deep sea diving equipment, techniques, and supplementary items. **Base Skill:** 40% + 8% per level of experience.

Swimming - S.C.U.B.A.: The letters S.C.U.B.A. stands for Self-contained Underwater Breathing Apparatus. Characters learn the methods of skin diving and underwater swimming, and use of oxygen tanks/apparatus, mask and flippers. A character can swim a distance equal to 2x his P.S. in yards/meters per melee, maintained for total of melees equal to his P.E. **Base Skill:** 50% + 5% per level of experience.

Bonuses:

+2 to dodge underwater

+1 to P.S., +1 to P.E., +3D4 to Spd. when swimming only, +1D6 to S.D.C.

Swimming - Snorkel: A person must have either a basic or competitive swimming skill before he/she can select the snorkel skill. This ability is the simple skill of swimming by using an air intake tube. Swimmers can swim near the water's surface with an air tube protruding above for air, or can completely submerge, surfacing periodically. **Base Skill:**

60% + 8% per level of experience.

Swimming & Fatigue Note: For humans and similar surface dwelling D-bees, the act of swimming on the surface of the water has the same fatigue rate as running and medium to heavy exertion, especially at great speed or very long periods of time. Swimming underwater with S.C.U.B.A. equipment or other underwater equipment is considered to be light activity, unless extremely active, involved in combat or fast swimming (in which case it is considered strenuous or heavy activity). For most aquatic life forms, including amphibs, naut'yll, Lemurians, aquatic D-bees and mutants, underwater activities such as fast swimming, diving, playing and underwater acrobatics are considered light activities and can be conducted for hours without fatigue. Pulling a heavy load and combat is considered medium to heavy activity. Remember that the buoyancy of water reduces the weight of most items by 30% when used/carried underwater. This means the fatigue rate for carrying a heavy load is reduced by 30% or 30% more can be carried at the normal fatigue rate. Characters can also lift 30% heavier weights.

Tai Chi: Tai Chi, like Yoga, has been adopted as an exercise. IN fact, it is the world's most common martial art. IN its entirety, it is actually a highly effective form (see Tai Chi Ch'uan in **Ninjas & Superspies**). When taken as a physical skill, it serves to better the practitioner through controlled breathing, balance, harmony, rythm and coordination of movement.

Add +2D6 to base Chi.

Add +2 to Maintain Balance.

Add +1 to Grabbing/Throwing techniques

Add +1 to Roll.

Add +1 to M.E. (learning to stay relaxed)

Track and Field: This relates to the sport track and field and relies basically on the running and other such sports of that sort. This is increasing the characters speed and agility.

High Jump: 40% + 5% per level of experience.

Pole Vault: 30% + 5% per level of experience.

+5 speed

+1 P.P.

+2 P.E.

+1 P.S.

+1 to throw an object

Tumbling: This skill builds and strengthens the body for feats of strength, endurance and agility. Abilities include a variety of gymnastic type rolls, leaps, tumbles, falls, cartwheels, somersaults, and hand stand type exercises. These differ from the acrobat in that they are performed on the ground and involve rigorous exhibitions of speed and strength involving elaborate tumbles, back-flips, body throws, and so on.

•Sense of Balance is the ability to maintain grip, hold or footing, 20%+5% per level.

•Body Throw: While usually used on a cooperative partner, this judo-type flip can be used on an opponent,

doing 1D6 damage, plus the victim loses initiative and one attack that melee (Note: The tumbler must be weaponless, using both hands to grab his opponent and throw / flip him to the ground).

- Back Flip and Somersault: +4 to dodge quickly by flipping out of harm's way or over one's opponent. Always ends in a tumble and crouched stance. Like all dodges, it takes place of one attack that melee. However, because the tumbler has flipped a fairly great distance, the attacker also loses one attack, as he must turn around or lunge forward to renew his attack. 40% + 5% per level.
- Stilt Walk: To construct and walk on stilts, 50%+5% per level of experience. A failed roll means a fall off the stilts (roll every 15 feet walked).
- Pole Vault: 8 feet for every other level of experience. Success ratio is 50% + 5% per level. Failure means only half the intended height is achieved, or the tumbler has vaulted into a wall or other solid object (2D4 damage). Will always land in a tumbling roll unhurt, when successful.
- Leaps: 5ft long plus one foot every other level, 4ft high plus one foot every three levels.
- +2 roll with punch or fall, +2 P.S., +1 P.E. and +2D4 S.D.C.

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

Wrestling: As taught in High Schools and colleges. Wrestling is more of a sport than a combat skill, but it does provide useful combat training.

Pin/Incapacitate on a roll of 18, 19, or 20

Crush/Squeeze does 1D4 damage

Includes the Arm, Body, Leg and Neck Holds, Body Flip/Throw techniques.

Body Block/Tackle does 1D4 damage and opponent must Dodge or Parry to avoid being Knocked down.

+2 to Roll with Punch/Fall

+2 to Maintain Balance

+2 to Grapple

+2 to P.S., +1 P.P., +1 to P.E., +4D6 to S.D.C.

Yoga: A relaxed, slow, constant routine of stretching exercises. Beneficial no matter what martial art you do, or even if you just want to relax. By stretchin and opening channels in the body, Yoga has been described as a massage for the inside of the body. A character with this skill will double his flexibility, and receives the followin benefits:

+1 to P.P.

Add 2D6 to base Chi.

- +1 to M.A.
- +1 to Maintain Balance.

Pilot Skills (Air, Ground, Sea, Space)

Air

Air-to-Air Combat: Practice and theory of aerial combat. The big advantage of this skill is that there is no limit on how high a character can advance. In every other skill there is a 98% maximum proficiency. With Air-to-Air Combat there is no limit and character may have percentiles over 100%. Use for aerial Combat Rolls only. Can be used with one or more other Pilot skills. **Bonus** of 10% + 2% per level is added to the regular pilot skill.

Airplane: Includes old propeller, single and twin engine types. **Base Skill:** 50% + 4% per level of experience.

Combat Pod: Training includes maneuvering, and controlling remote-control drones, evasion and combat pod combat strategies. **Base Skill:** 40% + 4% per level of experience. The skill gives the user a +2 to strike, parry and dodge while inside the machine.

Contragravity Pack: Similar to piloting a jet pack. **Base Skill:** 42% + 4% per level of experience.

Cross-Dimensional Piloting and Navigation: Includes knowledge of theory and operation of the various cross-dimensional location and signaling devices. +20% for setting a course to a known, previously visited dimension. +10% for setting a course to any dimension emitting a locator beacon signal. **Base Skill:** 25% + 5% per level of experience.

Fighter Combat "Basic" Training: While this skill was created for space fighters, I've extended it for all fighters.

- One extra attack per round at level one.
- +2 to strike (in addition to other bonuses).
- +3 to dodge attacks while flying.
- +1 to dog-fighting rolls (or +5% on d%)
- Critical strike chance as in pilot's HTH.
- One additional attack at level six.
- One additional attack at level eleven.

Fighter Combat "Elite" Training

- Two extra attacks per round at level one.
- +2 to strike (cumulative with other bonuses).
- +5 to dodge attacks while flying.
- +3 to dog-fighting rolls (or +15% on d%).
- Critical strike chance as in pilot's HTH.
- One additional attack at level five.
- One additional attack at level ten.

Flight System Combat: This skill allows the character to use specialized fight packs like the Icarus Flight System at

full efficiency and take advantage of all possible bonuses. The sophisticated control systems of the Icarus are as quick to react as the systems of a suit of power armor. Those without training do not get the following bonuses and the base skill level is reduced by half. **Base Skill:** 40% + 5% per level of experience.

Bonuses:

- +1 attack/action per melee at levels 1, 3, 5, 8 and 11
- +2 to dodge when flying.
- If the pilot has auto-dodge, he can use it while flying!

Helicopter: are aircraft capable of vertical take-off, hovering, and high maneuverability at low altitudes, very useful in urban environments. †Includes all commercial helicopters used for observation, traffic reporting, police, chauffeuring, etc. The smallest hold two passengers, while the larger one will hold four to eight passengers. **Base Skill:** 44% + 4% per level of experience.

Helicopter (Military): These usually include the larger and heavier (armored) type as well as transport choppers. Generally, they hold four or twelve passengers, although the largest can hold three times that. The fighter types such as the Huey line can be mounted with machine guns and missiles. These are military vehicles. **Base Skill:** 40% + 4% per level of experience.

Jet Aircraft - Commercial: are the large passenger type aircraft used by airlines, such as the DC-10, DC-9, 747, etc. **Base Skill:** 40% + 4% per level of experience.

Jet Fighters: Training includes flying, maneuvering, aerial combat strategies, and typical fighter jet weapon systems. **Base Skill:** 40% + 4% per level of experience.

Jet Packs: This is the piloting skill for backpack like units that strap to the back of an individual to carry him airborne. The typical jet pack is a one person unit capable of hovering above the ground and flying at an average altitude of 300 feet. **Base Skill:** 42% + 4% per level of experience.

Lighter-than-Air Vehicles: Includes skill in both hot-air/helium balloons and powered blimps & dirigibles. Character can pilot, steer, raise & lower, and land/dock all airships. Can also locate problems, sew up or glue torn fabric, repair control linkages (including pedal driven propellers), and attach ropes and rigging. **Note:** that engine repair is a separate skill, requiring Aircraft Mechanics. **Base Skill:** 50% + 5% per level of experience. **Requires:** Sewing.

Time Machine: The character knows how to manipulate the controls for the Temporal Field Projection Grid, and when the Temporal Resistance Battery is ready for discharge. Although many time machines are sufficiently automated to do without a pilot, without a pilot there is no way to manually bring a time machine back after an accident or malfunction. +20% Skill in Evaluating/Identifying a Strange Time Period. +10% chance of Figuring Out and Operating an Unfamiliar Time Machine. **Base Skill:**

40% + 5% per level of experience.

Wingrider Flying Wing: The very specialized and difficult skill of piloting the Wingrider Flying Wing, gliders and similar "Wing" shaped vehicles. **Base Skill:** 15% + 5% per level of experience.

Ground

Automobile: Manual and automatic transmission; includes dune buggies, jeeps, and small trucks. **Base Skill:** 60% + 2% per level of experience.

Battle Bike Combat: A person trained in Battle Bike Combat becomes one with his machine, with better reflexes, endurance, and concentration. His Riding ability is improved and he learns the best ways to "Crush" and opponent which allows his side to score and win. **Requires:** Pilot Motorcycle.

Bonuses: +1 attack when on a Bike. +1 ME, +1 PE, +1d4 PP, +10% Pilot Motorcycle.

Special Attack: The "Crush" Either a sideswipe or kick attack, good only against a person on either a one or two wheeled motorcycle, If the attack hits the target the target must make a piloting roll or lose balance and crash their bike. A person with Battle Bike Combat has an additional +5% Pilot Motorcycle only to save against this. The "Crush" it self causes no damage, but a rider still suffers damage from the crash.

Bicycle: Where most characters can ride a bicycle with minimal training, having the bicycle skill means the character can (1) ride a suitably tough bike over wilderness and rocky terrain, (2) attain speeds up to three times normal running speed, (3) travel cross-country at a speed equal to the character's full-out running speed (Speed attribute), and perform jumps and tricks (roll under skill proficiency. A failed roll means a crash or fall). Speed can be maintained for a number of hours equal to half the character's Physical Endurance (P.E.).

The skill also includes some basic bicycle mechanics / repairs, so the character can fix tires, reattach chains, and generally make sufficient field repairs to get a wounded bike to a garage. **Base Skill:** 44% + 4% per level of experience. **Note:** This skill costs one slot for persons from cultures that consider bicycle use as a an adult means of everyday transportation, two slots for motorized societies (such as the U.S.).

Combat Engineer Vehicles (CEV): The ability to drive, perform maintenance, carry out minor repairs on the CEV, and use it's equipment. With the CEV skill, a character can use the CEV's: bow blade plow to dig ditches and tank runs, rear deck winch to lift other tanks or APCs as well as use it to remove tank engines (including it's own), the character also has rudimentary training in the CEVs turret gun and the explosive shells used with it. **Base Skill:** 40% + 5% per level of experience.

Dog Sled: This skill covers the operation of a Dog sled, harnessing animals to pull the sled and the commands to give to the animals and to pack the sled properly, a failed roll could mean one of the animals breaking loose, or the sled being overloaded etc. **Base Skill:** 30% + 5% per level of experience.

Farm Equipment: This enables the character to use the big farm equipment such as the combine, cotton picker, all the PTO's etc. This also enables the character to use the machinery parts not only to drive the vehicles. **Base Skill:** 65% + 5% per level of experience.

Freight Hauler: **Base Skill:** 40% + 3% per level of experience.

Hardsuit/Motoroid: This is the skill needed to pilot the Armored Suits depicted in the Bubblegum Crisis Animated Series. It also confers some combat bonuses due to the exoskeleton that is in the suit. **Base Skill:** 36/16% + 6% per additional level of experience. The first percentage number is for the Hardsuit, the second is for the Motoroid. (This skill is free to anyone of the Knight Saber OCC, but it costs anyone else two skill selections due to the specialized training involved). GM's **Note:** The Hardsuit must be worn in order to use the Motoroid in Humanoid Mode.

Heavy Machinery: The knowledge of how to use all heavy construction vehicles, including cranes, bulldozers, steamrollers, etc. **Base Skill:** 40% + 3% per level of experience.

Horsemanship: In this devastated and mutated land, the horse has become a popular means of transportation. The skill includes the basic principles of riding, the care and feeding of the animal, recognizing breed and quality, charging, and jumps. The percentile number is used whenever the character tries to determine breed, quality, and when performing special jumps or maneuvers. **Base Skill:** 40% + 4% per level of experience.

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

Horsemanship - Exotic Animals: This skill is basically the same as the original horsemanship skill, except that the character is experienced in riding other types of "tamed" animals. This can include elephants, pegasus, dragonactyle, gryphons, demon hounds, fury beetles, giant insects, Wormwood parasites, and other alien or monstrous beasts trained to be riding animals. Wild, untamed creatures cannot be ridden (except by the likes of the Simvan monster riders). **Base Skill:** 30% + 4% per level of experience.

Note: Characters with the traditional "horsemanship" skill for riding Earth horses and other very horse-like animals can quickly figure out how to ride exotic and alien riding animals, but at a skill penalty of -12% to ride ground/running animals and -14% to ride flying or tree climbing and leaping animals. Similarly, D-bees not familiar with riding the fast and sleek Earth horse are -10% to ride them.

Horse - Teamster/Wagoner: Hitching and driving teams of horses is an entirely separate skill from horsemanship. Includes care and feeding of horses and mules. **Base Skill:** 50% + 5% per level of experience.

Hovercycle: Characters who select the *pilot hover craft* skill can drive hovercycles, hovercars, etc., however, those who specifically select the *pilot hovercycle* skill can pilot any type of hovercycle, rocket sleds, or jet propelled, one or two-man hover vehicles with skill and finesse. They can also perform jumps, stop on a dime, perform dive-drops (i.e. soar off the edge of a cliff, keep control of the hovercycle and keep on going without crashing when they reach the bottom), and tricks without penalty (-20% to piloting rolls if the only skill is the general *pilot hover craft*). This skill includes the Southern Cross Hovercycle, as well as those vehicles that are intermediary between hovercraft and aircraft, such as the various Rifts sky cycles and the Mechanoids RPG's Flying Guns. This skill has more in common with motorcycle riding than it does with the aircraft and hovercraft skills. **Base Skill:** 70% + 3% per level of experience.

Hover Craft (ground): The knowledge needed in piloting hover cycles and other hover vehicles used for ground transport. These vehicles can be tricky, because they utilize several air jets and directional thrusters that push the craft along, above the ground, on a cushion of air. The vehicles can usually attain great speeds, are capable of driving over incredibly rugged terrains, and make sensational jumps over small craters and ravines. **Base Skill:** 50% + 5% per level of experience.

Jump Bike Combat: Another elite skill used for such advance performance vehicles as the Tarantula Jump Bike. **Base Skill:** 45% + 5% per level of experience.

Bonuses:

+1 attack per melee round with bike's weapon systems.
Automatic Dodge: +1 to dodge

Bike Jump Attack: This attack uses the rockets to have the bike jump in the air and then land on a target. The sensitive rocket controls require a special skill roll. **Base Skill:** 25% + 5% per level of experience. If the skill roll is successful, the pilot can make a normal attack roll (at +1 to strike in addition to normal bonuses) to hit the target. Damage to his opponent is 3D6 M.D. **Note:** This attack can only be done if there is room to maneuver (open terrain only).

Mecha Combat: Each mecha, the alpha, beta, cyclone, vindicator and all the others, has a different weapon system, hand to hand aptitude, and personality quirks that make

each specific mecha unique. Because each handles differently, the pilot must select a separate mecha combat skill for each specific mecha type (cyclone, alpha, beta, etc.) to enjoy its maximum combat effectiveness (bonuses).

The Hand to Hand Bonuses from Mecha Combat Training list the exact combat abilities, damage and bonuses for each mecha. They are found at the end of this section. Mecha Combat is usually reserved for mecha pilots. Each specific mecha type, new and old, counts as a separate skill selection. **Note:** In addition to the specific mecha, the veritech pilot can operate all other aircraft style mecha, but only at the basic level. The cyclone rider can use all cyclones with equal skill.

Mecha Cyclone: This is a separate mecha pilot skill because of the many unique capabilities and the different "power armor" type operation of this man-sized mecha unit. Training focuses on transformation and piloting, not combat. Thus, Mecha Combat Cyclone must be taken to enjoy the full combat bonuses available. **Base Skill:** 50% + 5% per level of experience.

Mecha Destroids: Characters are taught the fundamentals of piloting destroids. Usually one specific model and type is learned per each skill selection. Only the Destroid O.C.C. learns to pilot all destroids (with at least three specific types selected as areas of expertise). **Base Skill:** 50% + 5% per level of experience.

Mountain Biking: This is more than just riding a bike. This skill includes basic maintenance, (i.e., repairing flats, changing tires, adjusting seats, handlebars, shocks, etc., selection, (knowing the difference between Huffy and Specialized) basic technical lingo, (knowing what a three piece crank is) trail selection (no, rocks are not always fun to ride over) and some useful maneuvering (Doing a 180 turn within 10 feet isn't as easy as it looks). This Does NOT include more detailed adjustments and equipment changes. **Base Skill:** 40% + 5% per level. **Note:** these are two separate skills, but, if a character that has basic mechanics chooses mountain biking, mountain bike mechanics comes with it. Otherwise, it requires a separate selection.

Offensive Driving: Practice and theory of wheeled combat. The big advantage of this skill is that there is no limit on how high a character can advance. In every other skill there is a 98% maximum proficiency. With offensive driving there is no limit and characters may have percentile over 100%. Use for control rolls only. Can be used with one or more pilot skills. **Base Skill:** 30% + 5% per level of experience.

Pilot Glitter Boy: Characters with this skill are taught the fundamentals of maneuvering power armor (utilized by the Coalition). The training focuses on piloting, not combat thus, robot combat is a separate distinct skill (see Glitter Boy Skills). **Base Skill:** 65% + 5% per level of experience.

Pilot Motorcycle and Small Vehicles: This includes snow

mobiles, jet sleds, Landflinders, Bushbikes and similar one and two-man vehicles, as well as motorcycles, dirt bikes, and all two and three-wheeled vehicles. **Base Skill:** 60% + 4% per level of experience.

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

Robots and Power Armor: Characters with this skill are taught the fundamentals of maneuvering giant robots (utilized by the Coalition) and power armor suits (such as glitter boy armor). These are robot exoskeletons and vehicle type robots that require a pilot and/or crew. The training focuses on piloting, not combat; thus, robot combat is a separate and distinct skill. **Base Skill:** 56% + 3% per level of experience.

Robot Combat Basic: Unlike the elite robot combat training that follows, the basic combat training gives the pilot a fair working knowledge of most robot-vehicle systems and their most basic combat capabilities. The pilot will be able to pilot and use the various weapon systems and fighting capabilities, but not at full efficiency. Player should take note of the Basic Robot Combat Training tables in the combat section.

Robot Combat Elite: Each robot or power armor type has a different weapon system, hand to hand aptitude, and quirks that make each specific type unique. Because each handles differently, the elite pilot studies individual robot war machines to familiarize himself with every element of that specific robot. This means the pilot must select the Robot Combat: Elite skill for each specific robot type in which he desires to be an expert operator to enjoy its maximum combat effectiveness. Elite training automatically gives the pilot a basic understanding and ability to pilot ALL standard types of robot vehicles at the "basic" level as well.

The Hand to Hand Bonuses from Robot Combat Training lists the exact combat abilities, damage, and bonuses for each specific robot type. They are found in the combat section. Robot Combat: Elite is usually reserved for specialists in the military and mercenaries such as the infamous Glitter Boys; however, just about anybody can learn to pilot and fight with a robot. **Note:** There is no base skill as the pilot has specific skills and bonuses as he progress in level of experience, much like hand to hand combat.

Snowmobiles: Skill in the use of vehicles designed to operate on the snow like snowmobiles and snow tractors. **Base Skill:** 50% + 5% per level of experience.

Tanks and APCs: Military vehicles often have unconventional controls and handle differently than conventional vehicles, especially the many ton, armored combat vehicles such as tanks and armored personnel carriers (APC). Thus, special training is required to pilot them. **Base Skill:** 36% + 4% per level of experience.

Titan Transport: The very special aspects of piloting the all-terrain mecha assault unit (a.k.a. GMU) are learned. **Base Skill:** 40% + 5% per level of experience.

Trick Riding: Riding bareback, standing on the animal's back, hanging from the side, or under its belly (usually for rodeo tricks or to hide from enemies), side saddle, as well as quick mounts and dismounts, mounting a horse by leaping down from above or with a running start, leaping from the back of a horse onto another horse or wagon, and similar. **Requires:** Must know one of the horsemanship skills, or trick riding cannot be selected. **Base Skill (Special):** The trick riding character can attempt all tricks and stunts without penalty; roll on the first/greater of the horsemanship skill percentages for success.

Note: Characters without this skill can try any of these tricks, but must roll on the second percentage number of their horsemanship skill after reducing it by half. Roll for each attempt. Likewise, these stunts can be tried while riding mounts other than a horse, but reduce the skill by half, unless the character also has the skill Horsemanship: Exotic Animals.

Truck: This piloting skill specifically applies to large cargo and transport vehicles like eight to sixteen wheeled commercial trucks and multi-ton transports. Includes forklifts, airport luggage wagons, tractors, etc. **Base Skill:** 40% + 4% per level of experience.

Unicycle: The ability to ride a unicycle. Well duh! **Base Skill:** 40% + 5% per level of experience.

Sea

Advanced Deep Sea Diving: Skill in the methods, techniques and equipment used in deep sea diving and exploration. Includes the use of most types of diving suits, diving pods (attached to tethers/life lines) and light to medium power armor. It does not include combat models. **Base Skill:** 40% + 4% per level of experience.

Boat - Motor and Hydrofoils: These include all types of small motor driven boats and yachts. **Base Skill:** 55% + 5% per level of experience.

Boat - Sail Type: A rudimentary knowledge about sailing vessels, large and small, as well as the terms and principles of sailing. The first percentile number is for small sailing vessels, while the second is for piloting ships. May be taken twice to denote professional quality. Small sailing and medium-sized sailing yachts, and fishing boats. **Base Skill:** 35% / 20% + 5% per level of experience.

Boat - Ships: This includes all large sailing and motor driven sea-faring vessels. **Base Skill:** 45% + 5% per level of experience. Motor driven ships: 44% + 4% per level of experience.

Boat - Warships/Patrol Boats: Special training in the use of military warships, combat hydrofoils, patrol boats and amphibious beachcraft/ transports. Includes a basic idea of how to use sonar and targeting equipment, depth charges, torpedoes, and other common weapon systems, as well as evasive maneuvers and piloting. **Base Skill:** 40% + 4% per level of experience. **Note:** Characters with the motor boat or ship skill can also pilot these vessels but at a -12% penalty.

CVS & SLV: This applies to any and all submersible vessels. Of course the character must pick one specific type vessel, such as the Prometheus, but may have several later on. Also, includes training on exactly how the vessel operates, such as the engines and sensors. Each vessel has different controls, engine speeds, layouts, sensors, operating procedures, etc., that is the reason way the character must pick a specific skill. **Base Skill:** 30% + 5% per level of experience.

Ships - Small: This include the freighters, yachts, house boats, cruisers, PT type boats, military cruisers, certain mine sweepers, etc. Also, includes training on exactly how the vessel operates, such as the engines and sensors. Of course the character must pick one specific type vessel, such as a freighter, but may have several later on. Each vessel has different controls, engine speeds, layouts, sensors, operating procedures, etc., that is the reason way the character must pick a specific skill. **Note:** This does not include the submersible ships, this is a separate skill. **Base Skill:** 50% + 5% per level of experience.

Ships - Large: This oil tankers, aircraft carriers, large cruise ships (such as the Queen Marry), destroyers, aircraft carriers, battleships, etc. Also, includes training on exactly how the vessel operates, such as the engines and sensors. Of course the character must pick one specific type vessel, but may have several later on. Each vessel has different controls, engine speeds, layouts, sensors, operating procedures, etc., that is the reason way the character must pick a specific skill. **Note:** This does not include the submersible ships, this is a separate skill. **Base Skill:** 30% + 5% per level of experience.

Ships - Submersibles: The knowledge and skill of piloting all types of submersibles, including underwater sleds, mini subs and military submersibles. Does not include military submarines. **Base Skill:** 40% + 5% per level of experience. **Note:** -20% when using alien or unusual submarines. Does not include power armor or deep sea diving suits.

Submarines: This includes conventional and nuclear submarines. Of course the character must pick one specific type vessel, such as a Los Angeles Class submarine, but may have several later on. Also, includes training on exactly how the vessel operates, such as the engines and sensors. Each vessel has different controls, engine speeds, layouts, sensors, operating procedures, etc., that is the reason way the character must pick a specific skill. **Base Skill:** 45% + 5% per

level of experience.

Underwater Robots & Power Armor: Basically most if not all of the mecha in Rifts can be outfitted with specialized gear to make them water compatible. The mecha reacts sluggish underwater, although the mecha is water tight, if it is damaged during an attack (30 M.D.C. and beyond) the mecha circuitry and internal systems are exposed and are very susceptible to the elements in their under water environment. There is no skill percentage, but without this skill reduces related piloting skills by half.

Note: Glitter Boys have not been designed for underwater, nor will they.

Water Skiing & Surfing: All water skiing techniques, methods and use of most types of recreational forms of "riding the waves," including skis, ski jet boots, water boards, surf boards and sail boards. **Base Skill:** 40% + 4% per level of experience.

Water Scooters: The knowledge and skill of piloting all types of one- and two-man water sleds (underwater) and jet skis (surface sleds). **Base Skill:** 50% + 4% per level of experience.

Space

Civilian Valkyrie Aircraft: Includes VC-079 civilian valkyrie and small commercial jets. **Base Skill:** 40% + 4% per level of experience.

EVA: Short for Extra-Vehicular Activity, this skill involves working outside a spacecraft while wearing a vacuum suit. The skill covers suit operation and repair, damage control, maneuvering and knowing what to do when things go wrong. A character should have Movement Zero G to take this skill. **Base Skill:** 40% + 5% per level of experience.

Fighter Combat "Basic" Training: While this skill was created for space fighters, I've extended it for all fighters.

- One extra attack per round at level one.
- +2 to strike (in addition to other bonuses).
- +3 to dodge attacks while flying.
- +1 to dog-fighting rolls (or +5% on d%)
- Critical strike chance as in pilot's HTH.
- One additional attack at level six.
- One additional attack at level eleven.

Fighter Combat "Elite" Training

- Two extra attacks per round at level one.
- +2 to strike (cumulative with other bonuses).
- +5 to dodge attacks while flying.
- +3 to dog-fighting rolls (or +15% on d%).
- Critical strike chance as in pilot's HTH.
- One additional attack at level five.
- One additional attack at level ten.

Mecha Veritech: The piloting skills required to fly the big transformable mecha. Training focuses on the transforma-

tion process and the strengths and weaknesses of each mode of operation (jet, guardian and battloid). This skill is generally reserved for the Veritech Pilot O.C.C. exclusively. **Base Skill:** 50% + 5% per level of experience. This includes all RDF, REF and Southern Cross Veritechs.

Mecha Zentraedi Style Battle Pods: This skill is needed to pilot the REF Battle Pods. The operation of these new mecha is fairly simple, but very different from the Earth mecha. Only the Zentraedi Warriors and Destroid Pilot O.C.C.'s are allowed to select this skill. **Base Skill:** 50% + 5% per level of experience.

Solar Sailer: This skill allows a character to pilot a solar yacht, giant ore ships, and other types of solar sail-using ships. Only persons with skill are proficient in the techniques required to bring one of these ships in against the solar wind. **Base Skill:** 44%+4% per level of experience.

Space Shuttle: Base Skill: 60% + 4% per level of experience.

Spacecraft: This piloting skill is applicable to all large spacecraft, including the Garfish and Ikazuchi carriers. **Note:** The Horizon is considered a space shuttle. **Base Skill:** 50% + 5% per level of experience. Also adds a +5% bonus to the Navigation: Space skill.

Spacecraft - Advanced: This skill allows a player to pilot almost any ship in almost any situation, including interplanetary journeys, combat and chases. They can also pull fancy stunts, make landing on the Moon, Mars and in other gravity wells and if necessary, can cut the amount of fuel used on a journey by up to 50%. This skill includes piloting solar yachts and giant ore ships, anyone trying this without the skill is liable to destroy the yacht's delicate sail, making it useless. **Base Skill:** 40% + 4% per level of experience.

Space Fighter: Typically one to three man fighter vehicles specifically designed for fighter to fighter, fighter to power armor, fighter to ship, or fighter to robot space combat. These vessels engage in reconnaissance, military support, close combat, dog-fights, surgical strikes, and rescue missions. Some resemble atmospheric jet fighters or shuttle crafts (and may have transatmospheric capabilities) while others may look like rockets, geometric shapes or resemble animals (typically fish) and insects. **Base Skill:** 50% + 3% per level of experience.

Starship: These are the BIG intergalactic vessels, massive cargo ships, ore haulers, transports, battleships and other immense ships, usually with a crew and /or passengers that number into the hundreds or even thousands. **Base Skill:** 36% + 4% per level of experience.

SPECIAL NOTE: The following rules apply to all types of automobiles, trucks, vans, motorcycles and even armored vehicles/tanks.

Special Maneuvers:

Conditions and Penalties:

Evasive Action: Fleeing or dodging another vehicle, obstacle, missile or some other attack by moving out of the way. Evasive action often involves weaving, zig-zagging and sudden turns at high speeds. A successful roll means the pilot has successfully dodge out of the way. **Skill Penalty:** -15%; pilot/driver can not attack, passengers are -6 to strike in an attack. A failed roll means an ineffective evasive maneuver which, in turn, means the vehicle has been struck, blasted, and /or the attacker is still hot on his tracks. **THREE CONSECUTIVE**, successful evasion rolls means the pilot has completely lost the pursuer.

Reverse Driving: This is simply driving in reverse/backward / **Skill Penalty:** -25% if driving over 65 mph, and roll for each turn, swerve or evasive action. Pilot can not attack, but passengers are only -2 to strike. A failed roll means a minor collision.

Stunts: Includes sharp turns at high speeds, sudden on-the-dime-stops, sudden U-turns at high speeds, propelled leap (such as riding up over an incline or object, sailing 20 ft in the air, land and keep on going) and similar maneuvers. **Skill Penalty:** -25%; lose all attacks that melee. A failed roll means the stunt is incomplete and serious difficulties encountered. Roll on the following table:

Loss of Control (Stunt and Sideswipe)

01-38	Minor collision; momentarily stopped. Reduce vehicle's S.D.C. by 1/3. Occupants shaken, but okay.
39-59	Stunt maneuver botched; reduce speed by half.
60-80	Engine or structural problems develop, requiring pilot to pull over and stop. Vehicle needs 2-12 hour's worth of repairs.
81-97	Collision. Vehicle is totaled; pilot and occupants receive 3D6 points of damage (subtract form hit points).
98-00	Collision/crash; all killed.

Sharp Curves: 90 degrees, high speed. **Skill Penalty:** -10%

Sideswipe: This maneuver can be used against a stationary object, moving vehicle or person. The purpose of a sideswipe is to strike another vehicle, object or person with a glancing blow from the body of your vehicle. To strike, the swiping player rolls under his Pilot skill minus the 20% skill penalty in attempting this dangerous maneuver. **Note:** The target, if controlled by another person, can attempt to dodge via "evasive action" or "stunt" driving. **Skill Penalty:** -20%; no other attack possible. A failed roll to sideswipe means an automatic miss, and the player must roll under his Pilot skill, -20%, to maintain control of the vehicle. If control is lost, roll on the Loss of Control Table under stunts. Damage from a sideswipe is 2D6 for every 20 miles of speed. The sideswipe also damages the vehicle, which is equal to 1/3 the damage inflicted to the target. Thus, if the sideswipe inflicted 24 points of damage to the target, it would also do 8 points of damage to the vehicle.

SPECIAL NOTE: The following rules apply to ALL aircraft. Roll under your pilot skill for each maneuver:

Special Maneuvers:

Conditions and Penalties:

Evasive Action: Fleeing or dodging another aircraft, obstacle, missile or other attack by moving out of the way. All attacks are lost while engaged in evasive action; unless something suddenly flies directly in front of the vehicle, and even then the pilot is -4 to strike. Note: This tactic will lose any attacker(s), meaning they cannot attack unless the attacker(s) engage in a "dog tail" chase. **Skill Penalty:** -12% (no attack possible) Maneuver consumes one full melee. A failed roll means an ineffective evasive maneuver, attacker(s) still in strike position and/or have struck. The player's attacks are forfeit even though the evasive action failed.

Aircraft Missile Evasion: This manoeuvre is executed when the aircraft is being fired upon by more than three missiles.

- This manoeuvre can only be used whilst airborne (this includes hovering).
- Prevents any other type of attack from being attempted on the Evader (Evasive Flight is too erratic to lock energy weapons or rail guns or to tag with magic).
- Must roll twice per melee to keep avoiding the missiles that melee. A failed roll means that the missiles strike their target.
- Must constantly evade Conventional Guided Missiles for one (1) whole melee. **Note:** The melee starts as soon as the missiles are fired at the aircraft. The Character should be considered out of the combat arena.
- Must constantly evade Smart Missiles for two (2) whole melees. **Note:** The melee starts as soon as the missiles are fired at the aircraft. The Character should be considered out of the combat arena.
- No Attacks possible while performing a Missile Evasion
- Automatically lose initiative the first available combat round the character can re-enter.
- Skill Penalty: -25% For Conventional Guided Missiles
- Skill Penalty: -30% For Smart Missiles

Tilt Dodge: This is a difficult maneuver in which the pilot attempts to avoid an attack by quickly tilting or jerking out of the way at the last minute. In this way, the pilot can stay on course and continue his own attacks (if any). **Skill Penalty:** -35%; -2 to strike. A failed roll means no dodge, aircraft is hit and takes full damage. A tilt dodge can be used to attempt to avoid each individual attack. A tilt dodge can not avoid more than one blast from a multiple simultaneous assault; evasive action is necessary.

Stunts: These are sudden, severe or highly difficult maneuvers, in including dives, sharp turns, dead-man's drops (nearly straight down, high speed drop), tumbles, somersaults and similar actions. **Skill Penalty:** -30%; lose all attacks that melee. A failed roll means the stunt is incomplete and serious difficulties encountered. Roll percentile dice on the following table:

- | | |
|-------|---|
| 01-40 | Engine chokes; stalled out and descending. Must make an emergency landing unless the vehicle can be restarted (Pilot skill -25%; can try once every melee). All attacks are defensive only, -4 to strike. |
| 41-70 | Stunt maneuver botched; speed and altitude reduced by 1/3. |

- | | |
|-------|--|
| 71-88 | Engine difficulties; forced to make an emergency landing. Repairs will require 4-24 hours. |
| 89-00 | Engine and/or vehicle damaged beyond repair; crash inevitable. Character must parachute to safety. Optional: Can direct vehicle on a suicide crash into an immediate target. Pilot skill, -20% to strike. |

Emergency Landing: Executed when the vehicle or pilot is damaged and flight can not be maintained. **Skill Penalty:** -30%; loses all attacks. A failed roll will result in a crash landing.

Roll on the following table for Crash Landing:

- | | |
|-------|---|
| 01-31 | Pilot and/or passengers survive; minor injury. |
| 32-57 | Crash; pilot and passengers take 5D6 damage. |
| 58-80 | Pilot and passengers in critical condition/coma, require immediate, extensive medical treatment. Treat as surviving death and coma. |
| 81-83 | No survivors; vehicle exploded. |
| 84-00 | Passengers survive with minor injury, pilot dead. Optional: Pilot can opt to parachute to safety rather than attempting a landing. |

Shadow: Is a maneuver in which the air vehicle pursues another vehicle without detection. This is usually done by flying above and behind the pursued, using clouds as cover. The pursuer will mimic the vehicle pursued in every way, so that they will be thought to be a radar shadow or aberration. **Skill Penalty:** -20%; no attacks possible without revealing true position and nature. While imitating the evasive actions, stunts, and so on of the craft being shadowed, roll for each maneuver being copied.

Dog Tail: This is an offensive maneuver in which the pilot closely pursues an enemy air vehicle while locked in combat. This is the only maneuver that can pursue a vehicle taking evasive action. By hanging on the enemy's tail, or "dog tailing", the attacker can usually strike with little or no fear of a counter-strike. **Skill Penalty:** -15%, no strike penalty. A failed roll means the target has momentarily slipped out of the striking range/area. Roll once every other melee to maintain dog tail position, or for every evasive or stunt action.

Pilot Related

Aerial Navigation: Used for determining position, especially at night or over water. **Base Skill:** 30% + 5% per level of experience.

Astrogration (Navigation via Astronomy): The ability to navigate, from the study of the stars and other celestial bodies, their movements, positions, cycles, alignments, and interrelations with the earth and each other (including, on magical worlds, the ebb and flow of mystic energy along ley lines). Training includes reading maps and star charts, course computation, following landmarks, and the use of navigational equipment. Includes land, air and water navigation, as well as piloting by the stars and instruments

alone. This ability is ideal for sailors. A failed roll means the navigator is off course. To determine how many miles off course, roll ...

2D6 miles when traveling on foot.

1D6x10 miles when traveling by animal transportation (horse, wagon, car, etc.).

2D4x10 when using a boat (also, when flying magically or through use of a jet pack).

A blown roll also results in an improper direction; roll 1D8 for the true course, starting with North-East as 1 and going clockwise through the eight major compass points), rerolling a result of the direction that is the one actually desired.

Roll the error distance and direction once for every hour that one travels after the failed check. If using a landmark, etc. for navigation, making the next chance at -10% can discover the error. If using direction only as the guide, the roll is at 1/2 normal level to discover the error. If the roll fails, but is still under the normal skill roll in either case, then the navigator is now following a parallel course (off by the distance in error) to the one desired. A second or later consecutive totally failed roll compounds the original deviation, resulting in a new random course roll. **Base Skill:** 40%+5% per level of experience. **Requires:** Astronomy.

Constellation Navigation: **Base Skill:** 45 + 5% per level of experience.

Debris Ring Navigation: The Debris Ring is the outer most layer of the containment of Earth. Every so often for some reason or another some one ends up in the debris ring without a way to get out. With this skill a pilot can successfully attempt to navigate the debris ring without taking damage, a failed roll means that the ship takes 1D100 MD to a random part of the ship. **Base Skill:** 30% + 5% per level of experience.

Instrument Rating: This skill allows a pilot to steer a course, take-off or land, in total darkness, using just the aircraft's instrument readings. **Base Skill:** 30% + 5% per level of experience.

Interplanetary Navigation: This allows a character to plot and lay in a course for the large distances between planets. For the purposes of this game, anything outside the orbital plane of the Earth and Moon (the Zone) is regarded as being interplanetary. A character must have basic math and computer operation to take this skill. A failed skill roll means that the spacecraft is off course. To find out how far it is from its destination, subtract the character's skill from the failed roll and multiply the result by one million. That is the resulting miss in kilometers. **Base Skill:** 45% + 5% per level of experience.

Navigation: Training in map reading, star charts, course computation, following landmarks, and use of navigational equipment. Includes land, air, and water navigation, as well as piloting by instruments alone. A failed roll means the pilot is off course. Roll 2D6x100 for most aircraft, 4D6x100 for jets, and 2D6x10 for ground vehicles to deter-

mine how many miles/kilometers they are off course. Roll for every hour that one is off course. **Base Skill:** 40% + 5% per level of experience. **Requires:** Basic Math, Read Sensory Equipment and at least minimal Literacy.

Navigation Space: Basically the same as normal navigation techniques. The only difference is the use of stars and some of the sensory equipment. More importantly, a failed roll will place the ship 4D6 light years off course! **Base Skill:** 40% + 5% per level of experience.

Navigation - Underwater: This much the same as the skill above, but this entails relying on Instruments Only! Characters that have the Ocean Geography Surveying skill get a one time bonus of 15%. **Note:** does not include air, land, water. **Requires:** Basic Math and Read Sensory Instruments. **Base Skill:** 55% + 5% per level of experience. A failed roll means the pilot is off course. Roll 4D6x100 to determine how many miles/kilometers they are off course by. Roll every hour that one is off course.

Orbital Navigation: Characters with Orbital Navigation will be able to plot courses for traveling in the orbital planes of the Earth and its moon, and will know the positions of any major objects within this area, such as space stations, rogue asteroids and "no-go" zones. **Base Skill:** 50% + 5% per level of experience. **Requires:** Basic math.

Radar/Sonar Operations (Read Sensor Equipment): The ability to use radar (radio echo bounces) and sonar (underwater sound echo bounces) equipment and correctly read the information to precisely locate and follow aircraft, ships and submarines. This is all included in the skill ability to read sensor equipment. **Base Skill:** 30% + 5% per level of experience.

A note about sonar: In submarines there are two methods or types of sonar operations, passive and active. To use active sonar, the sub must give a pulse of sound to bounce off any nearby ships or objects. This is very dangerous since it immediately gives away the position of the ship; most subs will not use active sonar unless absolutely necessary.

Most submersibles will rely on passive sonar systems. This is much more difficult since the sonar operator must sift through the background noise to find any enemy ships. Sometimes they will not be able to distinguish the location of a ship from the background static. Despite this fact passive sonar is used because it does not give away the location of the sub. **Skill Penalty:** -15% on read sensory equipment skill.

Read Sensory Equipment: Individuals with this training can operate, maintain, understand, and "read" or interpret sensory data from all types of conventional sensor devices. These devices include radar, sonar, motion detectors, surveillance equipment, optical enhancements, instrument panels, and so on. Note that characters without this skill cannot understand nor operate aircraft, radar, or detection/surveillance equipment. **Base Skill:** 40% + 5% per level of experience.

Starship Gunnery - Manual: This skill applies to the guns on a ship that have to be fired manually, some of the guns on the larger Zentraedi ships have to be manned. The character aims his/her weapon at a specific target and fires at it. **Bonus:** +2 to strike. **Note:** Characters without the weapons systems skill will be able to operate them, but no bonus to strike and will never have the initiative. **Requires:** Read Sensory Instruments. **Base Skill:** 70% + 5% per level of experience, and represents the overall comprehension and ability of the character.

Survey: The individual is skilled in mapping & charting Star Systems.

Survey is a skill conferring Expertise to produce accurate maps & directories of territory. Survey allows an individual to accurately determine the characteristics of an unknown or unclassified world. It allows an individual to correctly produce maps & information about star systems as well. **Base Skill:** 20% + 5% per level of experience.

Acts as Read Sensory Instruments at -25%.

Temporal Navigation/Time Detection Equipment: Character knows how to read and evaluate the information from temporal detection equipment. Includes a knowledge of the Absolute Referent Device and Quantum Differential Device sensors.

From anywhere in the time stream, the character can accurately read the instruments to pinpoint an exact temporal location. Has enough training to attempt to diagnose and repair malfunctions in these devices, using the base skill. **Base Skill:** 40% + 5% per level of experience.

Weapon System: This is the complete understanding of weapon units and systems incorporated into military vehicles, power armor, and robot vehicles. It includes lasers, particle beams, rail guns, missile and grenade launchers, cannons, and vehicle/robot weapons. Adds a special bonus of +1 to strike when using these types of weapons; this does not include hand-held weapons. **Base Skill:** 40% + 5% per level of experience.

Weapon Systems (Battloid): This is the understanding on how the weapon systems work in the battloids only! The character can not master all of the weapon systems on all of the battloids, but can master the weapons systems in one particular battloid, such as the T.C. Battloid from the Southern Cross Book. It includes comprehensive training on the weapons systems of that particular battloid. **Bonus:** +2 to strike. This does not include hand-held weapons which require individual W.P. training. **Note:** Characters without the weapons systems skill will be able to operate them, but no bonus to strike and will never have the initiative. **Requires:** Read Sensory Instruments. **Base Skill:** 80% + 5% per level of experience, and represents the overall comprehension and ability of the character.

Weapon Systems (Battle Pod): This is the understanding on how the weapon systems work in the Zentraedi Battle Pods (RDF and REF) only! The character can not master all

of the weapon systems on all of the Battle Pods, but can master the weapons systems in one particular Battle Pod, such as the Officers Pod found in ROBOTECH: The Role Playing Game. It includes comprehensive training on the weapons systems of that particular Battle Pod. **Bonus:** +2 to strike. This does not include hand-held weapons which require individual W.P. training. **Note:** Characters without the weapons systems skill will be able to operate them, but no bonus to strike and will never have the initiative. **Requires:** Read Sensory Instruments. **Base Skill:** 80% + 5% per level of experience, and represents the overall comprehension and ability of the character.

Weapon Systems (Destroids): This is the understanding on how the weapon systems work in the Destroids (REF and RDF) only! The character can not master all of the weapon systems on all of the Destroids, but can master the weapons systems in one particular Destroid, such as the REF Gladiator found in ROBOTECH II: The Sentinels. It includes comprehensive training on the weapons systems of that particular Destroid. **Bonus:** +2 to strike. This does not include hand-held weapons which require individual W.P. training. **Note:** Characters without the weapons systems skill will be able to operate them, but no bonus to strike and will never have the initiative. **Requires:** Read Sensory Instruments. **Base Skill:** 80% + 5% per level of experience, and represents the overall comprehension and ability of the character.

Weapon Systems (General): This is the complete understanding of weapon units and systems incorporated in vehicles, such as the Cammanhero. It includes a vast variety of weapons, lasers, particle beams, auto cannons, missile launchers and so on. **Bonus:** +2 to strike. This does not include hand-held weapons which require individual W.P. training. **Note:** Characters without the weapons systems skill will be able to operate them, but no bonus to strike and will never have the initiative. **Requires:** Read Sensory Instruments. **Base Skill:** 60% + 5% per level of experience, and represents the overall comprehension and ability of the character.

Weapon Systems (Glitter Boy): This is the understanding on how the weapon systems work in the Glitter Boys. The character can not master all of the weapon systems on all of the Glitter Boys, but can master the weapons systems in one particular Glitter Boy such as the CS GB-10 "Cheetah". It includes comprehensive training on the weapons systems of that particular Glitter Boy. **Bonus:** +2 to strike. This does not include hand-held weapons which require individual W.P. training. **Note:** Characters without the weapons systems skill will be able to operate them, but no bonus to strike and will never have the initiative. **Requires:** Read Sensory Instruments. **Base Skill:** 75% + 5% per level of experience, and represents the overall comprehension and ability of the character.

Weapon Systems (Power Armor): This is the understanding on how the weapon systems work in the Power Armor. The character can not master all of the weapon systems on

all of the Power Armor, but can master the weapons systems in one particular Power Armor such as the SAMAS. It includes comprehensive training on the weapons systems of that particular Power Armor. **Bonus:** +2 to strike. This does not include hand-held weapons which require individual W.P. training. **Note:** Characters without the weapons systems skill will be able to operate them, but no bonus to strike and will never have the initiative. **Requires:** Read Sensory Instruments. **Base Skill:** 75% + 5% per level of experience, and represents the overall comprehension and ability of the character.

Weapon Systems (Robots): This is the understanding on how the weapon systems work in the Robots. The character can not master all of the weapon systems on all of the Robots, but can master the weapons systems in one particular Robots such as the UAR-1 Enforcer. It includes comprehensive training on the weapons systems of that particular Robot. **Bonus:** +2 to strike. This does not include hand-held weapons which require individual W.P. training. **Note:** Characters without the weapons systems skill will be able to operate them, but no bonus to strike and will never have the initiative. **Requires:** Read Sensory Instruments. **Base Skill:** 75% + 5% per level of experience, and represents the overall comprehension and ability of the character.

Weapon Systems (Veritech): This is the understanding on how the weapon systems work in the Veritechs (REF and RDF) only! The character can not master all of the weapon systems on all of the Veritechs, but can master the weapons systems in one particular Veritech, such as the Alpha from the INVID INVASION Book. It includes comprehensive training on the weapons systems of that particular Veritech. **Bonus:** +2 to strike. This does not include hand-held weapons which require individual W.P. training. **Note:** Characters without the weapons systems skill will be able to operate them, but no bonus to strike and will never have the initiative. **Requires:** Read Sensory Instruments. **Base Skill:** 80% + 5% per level of experience, and represents the overall comprehension and ability of the character.

Rogue Skills

Appraisal: Using a small magnifying glass a skilled appraiser can identify types of gems and give a rough value. If a success is under 15% then the value is exact. In addition, any check under 10% results in the noticing of magical properties. (See Decipher Magical Properties for how to find out what they are). Gems can only be appraised once per person. **Base Skill:** 40% + 4% per level of experience.

Bargain/Bribe: This persuasion skill is used when a player character bargains with an NPC. It's usually used when they haggle over the price of something, but could also be

used in diplomatic relations, to bribe someone, etc.

Use of the skill is resolved as an opposed roll; both characters make bargain skill rolls. Generally, the character with the higher roll gets the better part of the deal.

If the item over which they're bargaining has a price, use the average price or the black market price. If the price has no average cost or a black market value the GM must decide on the this price. In order to determine a bargain/ bribe the player character must roll his/her Percentile Dice, as well for the NPC or the person offering the merchandise. Then compare the rolls: If the PC's roll is at least three times the NPC's: The purchase price is half of the average cost or black market price.

If the PC's roll is at least twice times the NPC's: The purchase price is 3/4 of the average cost or black market price.

If the PC's roll is higher than, but not twice the NPC's: The purchase price is 10% of the average cost or black market price.

If the rolls are tied: The purchase price is equal to the average cost or black market price.

If the NPC's roll is higher than, but not twice the PC's: The purchase price is 10% higher of the average cost or black market price.

If the PC's roll is at least twice times the NPC's: The purchase price is 3/4 higher of the average cost or black market price.

If the PC's roll is at least three times the NPC's: The purchase price is 50% higher of the average cost or black-market price.

The result is what the player character can bargain the NPC down to; he can always refuse the deal, if he/she wishes. The Bargain skill is, after all, trying to make a deal -- a payment in exchange for the official's approval. In this case, don't make a bargain skill roll for the target of the bribe attempt; instead, the PC rolls the percentile dice, and the NPC rolls the percentile dice and the higher of the two wins out. In other words if a PC rolls a 45% on the dice and NPC rolls 35% the player character wins. Now there are several factor that play in this. The alignment of the character and also their disposition.

There are also penalties for talking to certain alignments. For instance a Diabolical character is easier to bribe than a Scrupulous character will is to bribe. Also, take into consideration the disposition such as being Gung-ho or Shy or Likes to take chances. This will make a PC or NPC despite his/her alignment take or offer higher or lower bribes.

Confidence Talking: The ability to smooth talk oneself out of danger or potentially embarrassing situations, and the ability to come up with a completely bullshit explanation for any occurrence. This is the art of making lame-ass excuses and being able to get away with it. **Base Skill:** 35% + 5% per level of experience.

Cardsharp: A skill that involves the manual dexterity of hand and finger manipulation to perform tricks, palming, and other gimmicks of sleight of hand with playing cards. This includes dealing from the bottom or middle of the deck, stacking a deck (to a cardsharp's favor), hiding cards up

the sleeve (and elsewhere), fancy and impressive methods of shuffling and dealing the cards, as well as "marking" cards, card counting and understanding the odds.

Marking cards often includes a complex series of Braille-like indentations, punctures or trimmed edges so that they are slightly concave or convex, all things that the delicate touch of the professional cardsharp can feel as he deals the cards. Other types of "marks" include incredibly subtle, almost indiscernible variations of the pattern on the back of cards, typically in the right, upper corner.

A failed roll means the character has fumbled the trick, missed (or misread) one of these secret markings, or was too obvious and is caught cheating! **Base Skill:** 24% + 4% per level of experience. Add +4% if the character also has the palming skill.

Con: A character uses his Con skill to persuade an NPC to do something that isn't in the NPC's best interest. Con can involve reasoned argument and false logic, or simply throwing a verbal smoke screen to get the target to hesitate. Sometimes it can take the form of a bargain - "do this for me and I'll do that for you" - but in a Con, the conner has no intention of fulfilling his/her part of the bargain. **Note:** You can not make an NPC do something that is against their alignment.

When a character makes a Con attempt, determine a difficulty number for the attempt, depending on how likely the target is to believe the player character (All penalties are accumulative):

Very Easy (your own grandmother) - 0%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Easy (a naive teenager) - 10%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Moderate (An Infantry guard who doesn't have orders preventing it) - 20%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Difficult (local town police) - 30%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Very difficult (Dog Boy) - 40%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Whether the target has a particular reason to trust or like the character (+0%), or distrust or dislike him/her (+10% if they hate the other character).

Whether what they are asked to do is particularly risky, dangerous or costly (+10% for risking their lives). If the character's roll is higher than the victim's roll, his/her target does what he/she wants. You can use the number rolled as an indication of the degree of success; if it's much higher than the victim's (at least twice as much), the victim may volunteer additional help, and may never realize he/she has been had. If it's close, the victim may do as asked, then realize he/she has been duped as the player character walks

away. **Note:** Robots without a human brain, Royal Guard, etc., plus characters above the level of 12, can not be conned.

Base Skill: 30% + 5% per level of experience. A failed roll means that the Con did not work and depending on who the intended victim was, the character may be in big trouble or no trouble at all and manage to annoy the NPC.

Concealment: Is the practiced ability of hiding something on one's body or in hand, usually by continually moving it around from hand to hand or place to place unnoticed. Objects must be no larger than 14 inches in height and length, 6 inches in width and weigh 10 lb or less. The smaller and/or lighter the item, such as a knife, gem, small sack, etc., the easier it is to conceal (add a bonus of +5%). Larger items such as a book or club or statue or other similarly larger and heavier objects are more difficult to conceal on one's person for obvious reasons. A penalty of -5% applies to items over 7 inches (remember 14 inches maximum) because it is more difficult size. Larger than 14 inches are impossible to conceal. **Base Skill:** 20% + 5% per level of experience.

Dice Rolling: The character is trained in the art of rolling dice. This skill is checked when ever dice are rolled for any thing, include save checks, damage rolls, and/or skill checks (**Note:** does not include this skill's check). A successful roll means the character may add or subtract 1 from any die roll and/or may add or subtract up to 10% from a percentage roll (D100). **Note:** this skill does not effect the roll made to determine psionics or any other rolls while determining a character and its abilities. **Bonuses:** May add 1 to any two attributes under 18 or May add 1 to any attribute over 18. **Note:** cannot choose the same attribute twice. **Base Skill:** 16% + 4% per level of experience. (IQ bonus doesn't apply)

False Divination: This is a fraudulent form of fortune telling, or divination, where one pretends read the future. This could be casting the Yarrow Sticks for an I Ching reading, drawing from the Tarot, "contacting" spirits, or more fantastical means. However, the con artist is fixing the results, by stacking the cards, arranging the sticks, or just plain lying. One form of false divination can be taken per skill slot spent on this skill. Beware; on a roll of 01 or 00 (GM's choice), a false divination may come true, to the detriment of either the diviner or the customer; GMs, make them squirm! **Base Skill:** 24% + 3% per level of experience.

Find Contraband, Weapons & cybernetics: The character with this skill knows where to find arms dealers, smugglers, body shop-shops, M.O.M. and Juicer conversions, criminal cyber-docs and illegal medical treatment, as well as how to spot them. He is also familiar with their practices, hang-outs, gang or criminal ties, general practices, code of conduct, pricing structures and modes of operation. Likewise, the character has a good idea of what Black Market weapons and cybernetics should cost and what these people pay for contraband items (typically about 20% of what they sell it for). the character also knows the penalty of being caught with an illegal weapon, implant or

bionics. For most societies, any M.D. weapons, concealed weapons and sidearms are forbidden inside large population centers.

This skill is especially appropriate in the modern cities of Rifts Japan, as well as in large cities of the Coalition States, the NGR, Atlantis, and other large, modern cities. **Base Skill:** 26% + 4% per level of experience. **Note:** This skill should be considered a separate skill apart from streetwise.

Gambling - Standard: This skill enables the character to skillfully play in several games of chance. The character knows the rules of 1D4 games, plus an additional game for every 2 points of the character's I.Q. (round up). In addition to rules, the character understands the theories of mathematical "odds" (+5% bonus to math skill), some basic strategies and tactics for winning consistently, when to hold them, old them, etc. **Base Skill:** 30% + 5% per level of experience.

Gambling - Dirty Tricks: This is the other side of gambling in which the character is skilled at cheating in games of chance. This includes knowledge of dirty tricks such as counting cards, how to use marked cards, using trick/loaded dice, stacking the deck (in one's favor), sleight of hand tricks to hide cards up sleeves or in the palm of the hand, dealing from the bottom of the deck, and other cheats (must have the palming skill for the latter two). **Base Skill:** 30% + 5% per level of experience.

Hide/Sneak: Make a hide/sneak skill roll when a character tries to hide him/her self, to camouflage something, to sneak past someone, or to disguise him/her self - any time basically, that he/she is trying to avoid detection. If no one is actively looking for or trying to find the hiding character, determine the difficulty and apply the correct penalty for the attempt: (All Penalties are accumulative)

Very Easy (hiding in a prepared shelter of tree limbs and leaves in the middle of the forests of Earth) - 0%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Easy (hiding from a patrol in a canyon on Tyrol) - 10%.

Any situations in between may be + or - 5% that is up to the GM and/or the players.

Moderate (hiding in a doorway in the streets of a city on Earth) - 20%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Difficult (hiding behind a leg of an 20 ft. tall Robot while a patrol is search for you) - 30%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Very Difficult (Hiding in the middle of the wastelands with no shelter for miles around) - 40%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

If someone is searching for the hider, use the "hide" roll like a "dodge" (including all penalties) that is, the hider's die roll matched against the searcher's die roll accounting for all penalties. Whom ever has the higher roll wins that particular battle. **Base Skill:** 30% + 5% per level of experience.

Locate Secret Compartments: Vaguely similar to the espionage skill of detect concealment, this skill focuses specifically on finding and opening trap doors and secret compartments constructed within building's and furniture. The character is familiar with all standard types of trap doors, hidden floor and ceiling panels, secret rooms, and secret passages, as well as the usual methods of opening them. This gives the character a solid idea of where such secret doors are most likely to be found, how to identify and access them, and their typical construction and design. This knowledge also includes finding secret compartments concealed and built into furniture, boxes, toys, the heel of a boot, clothing and other objects. It takes about 2D4+6 minutes to properly search the walls and floors of a 10 foot square area or any one piece of furniture or object. Roll once to locate and again to open it. **Base Skill:** 20% + 5% per level of experience. Add a bonus of +5% if the character also knows carpentry and another +5% if he has the general repair or field armorer skill. Reduce this skill by half when trying to detect camouflage and other forms of concealment. Also reduce by half if an attempt is made to deactivate or safely trigger a trap.

Palming: Simply the ability to pick up and seemingly make a small object such as a coin, key, playing card, knife, etc. disappear by hiding or concealing it in ones hand. Adds a bonus of +5% to pick pocket skill. **Base Skill:** 25% + 5% per level of experience.

Pick Locks: The character knows the methods and tools for picking/opening key and basic tumbler type locks. This does not include sophisticated computer or electronic locks.

It takes 1D6 melee rounds for each attempt to pick a lock. A failed roll means the lock holds; try again. **Base Skill:** 30% + 5% per level of experience.

Pick Pockets: An ability to remove items from a person without their being aware of it. If a pick pocket attempt fails, the item has NOT been removed and there is a 67% likelihood of the intended victim recognizing the intent of the action. **Base Skill:** 25% + 5% per level of experience.

Pool: Pool is played using 2D10 or 1D20. A roll of 13 or better is needed to sink a ball. A roll of 1-3 results in a critical miss (see chart). Pool is played either 8 ball, 9 ball, or trickshot! Bets can be made in the game by price per ball. The party with the most ball sunk out of the given game wins money equal to the number of balls sunk times the wager per ball (example. Your team plays a 100 credit per ball game. You manage to sink 10 balls and win. Your groups winnings is 1000 credits [10 X 100, and this money is to be split up between the players on 1 side as seen by the players]). Trick shots are bets and the player has a -3 to called shots. If a player scores a ball, they get to roll again if not the dice are surrendered to the next player.

(1-5 games) 1st- Natural 20 sinks 2 balls (Critical strike)
(5-12 games) 2nd- W.P. Pool Cue, +1 to hit
(13-20 games) 3rd- Critical strike on Natural 19-20
(21-29 games) 4th- 3 is no longer a critical miss
(30-44 games) 5th- +1 to hit

- (45-56 games) 6th- a roll that adds up to 19 is equivalent to a Critical Strike.
- (57-66 games) 7th- 25% chance of being recognized as a famous pool player.
- (67-77 games) 8th- +1 to hot called strike penalty
- (78-87 games) 9th- People pay 1D6x100 credits to watch you play
- (88-97 games) 10th- You may instruct people in the fine art of pool and you can get payed 1D4x100 credits a lesson.
- (98-107 games) 11th- +1 to hit, 60% chance of being recognized
- (108-117 games) 12th- Skill ability to not sink the cue ball
- (118-126 games) 13th- The bar pays you 3D6x100 credits to play there
- (127-139 games) 14th- +1 to hit, 80% chance of being recognized
- (140+ games) 15th- +2 to hit. At this level you become the Micheal Jordan of pool and you are payed an extra 1D6x1000 credits per game.

Critical Miss Chart

- 01-10 You hit your opponent and might get into an old fashioned brawl.
- 11-15 Lucky you bounced a ball and scored.
- 16-31 You break the pool cue. You must play 100 credits to replace it.
- 32-60 Scratch! You've ripped the felt. You have to pay 400 credits to replace.
- 61-69 You sank a ball for your opponent.
- 70-85 You sunk the cue ball. Three times you lose.
- 86-00 You sunk the eight ball. You lose.

Pool Shark: This skill teaches the character the physics and geometry of the pool table. Studying this skill allows the character to perform trick shots as well as the ability to prepare for the next several shots in advance. This also allows the player to regulate his/her game to win or lose depending on the situation. This skill demonstrates the basic skills of angling and ricocheting as well as english and "jumping" the cue ball for more difficult shots. **Requires:** Math - Advanced. **Base Skill:** 40% + 5% per level of experience.

Prowl: This skill helps the character to move with stealth; quietly, slowly and carefully. Techniques include balance and footing, short steps and pacing, rifle positioning, prone positions for low visibility, and crawling. A failed Prowl roll means that the character has been seen or heard. If the Prowl is successful, then the character is not seen and may make a Sneak Attack. **Base Skill:** 46% + 8% per level of experience.

Safecracking: This is a specialized skill in which the character studies the strengths, weaknesses, and construction of safes and how to open them without damaging the contents inside. The fingers of the safecracker are so sensitive that they can "feel" the subtle calibration of combination locks and other locking mechanisms. When using explosives, they can use their abilities to such precision that they can "blow" the lock off a safe, security door, safe deposit box and similar without creating a big, area affect explosion or inflicting damage to the contents (a failed safecracking skill or demolitions roll means the explosion was too much and the contents are damage). **Base Skill:** 20% + 4% per level of experience. **Bonuses:** Adds +5% bonus to the lock picking and demolitions skill. **Penalties:** Requires Focus, concentration and keen hearing, Characters with a M.E. under 15 are -10% on this skill.

Search: Used when trying to locate someone or something. When the target is not actively hiding or hidden, the user must roll and of course there are penalties (all penalties are

accumulative):

Very Easy (when you know its exact location) - 0%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Easy (when you know its approximate location) - 10%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Moderate (when your information on its location is a few days old) - 20%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Difficult (when you're following a cold trail - week or month old information) - 30%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

Very Difficult (when nobody's seen it in years) - 40%. Any situations in between may be + or - 5% that is up to the GM and/or the players.

If the target is hidden, the hider's hide/sneak skill roll increases the searcher's difficulty number. Take one round to use when attempting to find a hider in your immediate area (spot an ambush before they attack you). When used in detective work, can involve minutes performing a computer search (provided the character has Computer skills), or days tracking down a witness and informants. **Base Skill:** 30% + 5% per level of experience.

Seduction: This "skill" involves considerable practice and experience in this difficult game of con artistry. This character will have studied extensively the nature of the male/female mind (and anatomy) so as to understand how to best seduce a potential sexual partner. Though this skill may be useful to prostitutes, massagers, and even psychologists, it is mainly used as a deceptive ploy to gather information from someone when they are at their weakest. Intended targets will not necessarily be turned into putty, even if the roll is successful. The G.M. should take all mitigating circumstances into account when tabulating bonuses and penalties. If the victim suspects that he is being manipulated, and resists, then there is almost no chance of success (also, consider sexual orientation and compatibility). **Base Skill:** The M.A. + P.B. attributes +4% per level of experience.

Shell Game: It's the same the world over. All the character needs is a flat surface, three shells (or cups, or bowls), a pea, and a gullible customer. The idea is to keep moving the shells around and let the customer bet on where the pea will appear. Missing the roll (getting over the base skill on percentile) means that a customer has a genuine chance of spotting the correct shell and wins. Or, if the pea was hidden or palmed, the customer is likely to see the trick. Three Card Monty is the card variant of this skill, found in the more urban areas. **Base Skill:** 20% + 4% per level of experience.

Streetwise: This skill instills an understanding of the darker side of city life and the scoundrels who roam the streets. The streetwise character will be able to recognize gang members by their actions and philosophies, gang colors (emblems and clothing that denote membership to a par-

ticular organization), gang symbols and mannerisms, and dangerous locations and gangland haunts. The individual will also recognize a potential brawl situation, assess a gang members rank / power in the organization, and know some of the hangouts, modes of operation, rituals, ethics, and perhaps even notorious gang leaders of the more infamous street gangs. This skill also includes the ability to recognize and locate black market dealers / organizations, illegal cyber-doc clinics, drugs and arms dealers, and similar criminal outfits. **Base Skill:** 20% + 4% per level of experience.

Streetwise - Con Games: This skill provides the individual with a great understanding of one of the dark sides of city life: con artists. He will know their tricks, games, methods, and practices. He will be able to spot con artists, and judge if they are cheating, and how. This skill also provides the character with enough knowledge to set up a con game himself, pulling reasonable wages from other people's gullibility. Con games can be anything from the simple shell game known the world over, or can be a huge, elaborate scheme, like getting investors for real estate, etc. **Base Skill:** 20% + 4% per level of experience.

Streetwise - Drugs: This skill gives the character the ability to recognize characters addicted to drugs, street corner pushers, big time dealers, drug smugglers, juicers, Japes, and undercover agents looking to bust dealers. Similarly, the character has a good idea what drugs cost, how to use them and where to buy them (even if he doesn't use them himself). The character also knows most of the "street names" of common drugs, recognizes the drug when he sees it and know the general effects and dangers it represents. He can also recognize the symptoms in others and can guess what drug a user may be high on with reasonable accuracy (roll under skill ability). **Note:** This additional street knowledge can be included as part of the regular streetwise skill or used as an additional rogue skill; G.M.'s choice. **Base Skill:** 25% + 5% per level of experience.

Streetwise - Gambling: This skill gives the character general knowledge about many common types of gambling (from cards and roulette, to horses and gladiatorial combat). Knowledge includes the rules of the games, odds of winning, best bets, knowing when to stop, spotting a cheating casino / rigged system, and knowing who to talk to for the inside information (for a price). A successful roll does not mean the character wins automatically, but correctly understands all the risks and odds involved, and will win more consistently than someone who is gambling randomly. **Base Skill:** 20% + 5% per level of experience.

Streetwise - Networks: This skill gives the character an understanding of the darker side of computer networks. Computerized networks exist in many high-tech cities in Rifts, particularly in the NGR. These networks are very complex and difficult to navigate, but on them one can find all sorts of illegal activity and illegal contacts and connections. Characters with this skill will know who and how to ask on the Net about various things, will know how to ob-

tain pirated software, will be able to buy and sell to the Black Market and others from this connection. Networks can be very useful in finding large amounts of information in very little time. **Note:** Though no more than Computer Operation is required, the more computer skills the character has, the better he will fit in on the net. For instance, speaking fluent techno-can will make the character "talk the talk" of the Net. Computer Hackers will also be able to gain illegal access to parts of the Net where certain types of people hang out, etc. Add a +15% bonus if the character has hacking and other computer-related skills. **Base Skill:** 15% + 5% per level of experience. **Requires:** Computer operation, literacy.

Streetwise - Organized Crime:

Use & Recognize Poison: People with this skill are trained in the use of poisons and toxins of all types. This includes the use and preparations of poison from plants, roots, mushrooms, animals and insect venom, and other deadly substances, as well as antidotes. Types of poisons include ingestive (must be eaten), contact (is absorbed through the skin) or blood (enters the bloodstream by cut or injection). The use of poison can be dangerous. The first percentile number indicates the success ration of using and administering poison carefully and properly. IF the person fails to make his success ration, there is a 1-30% chance of having inflicted himself (is an antidote handy?). The second number indicates the character's ability to recognize food, drink or items that have been poisoned. **Base Skill:** 24% / 16% + 4% per level of experience. Add +4% if the character also knows holistic medicine. **Restriction:** Only characters of an evil and anarchist alignment can use poison to inflict bodily harm on others. Also note that many poison inflict damage and cause ailments and pain, but do not automatically or instantly kill the victim.

Yarrow Stick Counting: This is a fraudulent form of fortune telling, or divination, where one *pretends* to cast the Yarrow Sticks for an *I Ching* reading. However, the con artist will "count" the sticks, so as to arrive at a desired set of lines (usually the particular interpretation is memorized from the book, right before the reading, so the character will seem to know the whole *I Ching* by heart). Not unlike "card counting," an expert can arrive at any desired Hexagram (by rolling under the skill on percentile). Even if the character fails the roll, it's still possible to move the sticks around quickly enough so that the customer won't see the deception. **Base Skill:** 24% + 3% per level of experience.

Science

Note: In the world of Rifts, the majority of people can not read nor write. Most of the science skills require literacy as a prerequisite skill. Anthropology (everything can be com-

mitted to memory) and mathematics are the only exceptions.

Anthropology: This is the behavioral study of man and other intelligent life-forms and their environments. Studies include societies, customs and beliefs, religions, political structure, as well as rudimentary history and archaeological background. It is important to note that anthropology is more concerned with the study of modern races and societies than it is with ancient ones. This is especially important when dealing with other races and cultures in the present time in order to avoid accidentally breaking taboos or codes of behavior. It will also tell the anthropologist whether he may be dealing with a dangerous people (hate humans, fear technology or magic, are cannibals, worship demons, etc.).

The skill can also be used in the examination of items/artifacts and ruins to identify the probable people/race, purpose, and technological level. The character can identify the period in which the item was used (contemporary or ancient), but is not skilled enough to tell whether an item is an authentic artifact or a forgery.

In the world of Rifts, few humans and fewer non-humans know much about humankind or the world before the rifts. The anthropological student is one of the few who is well versed in the legends and few facts about the "Time of Man." As a result, he can often identify pre-rifts technology and man-made creations. He is also knowledgeable in their black market value and the many laws that prohibit the possession, sale, and scavenging of ancient artifacts. **Base Skill:** 20% + 5% per level of experience.

Archaeology: This is the scientific study of relics of ancient civilizations by excavation and other means. Studies include proper excavation (digs) techniques, analysis, preservation, restoration, and dating methods (including carbon dating), as well as a rudimentary history and anthropology background.

Like the anthropological student, the archaeologist is one of the few who is well versed in the legends and few facts about the "Time of Man." He is an expert in the identification of pre-rifts technology and man-made creations, from books and clothing to vehicles and buildings. The character can ascertain whether the item is an ancient artifact or of recent construction, and therefore, if an item is an authentic or a forgery. He is also well versed in their black market value and the many laws that prohibit the possession, sale, and scavenging of ancient artifacts. For example: The possession of books (even comic and children's books), video discs, or other pre-rifts educational or technological data is illegal by the decree of the Coalition. Failure to turn such items over to the government is a serious crime punishable by imprisonment or death. **Base Skill:** 20% + 5% per level of experience. **Special Bonus:** Knowing Anthropology gives a +5%. Biology and Zoology together adds +10%.

Astronomy: The study of the stars and other celestial bodies, their movements, positions, cycles, alignments, and interrelations with the earth and each other. This knowl-

edge can also be used to determine direction, approximate distances, identify seasons, and tell the time of day. **Base Skill:** 25% + 5% per level of experience.

Astrophysics: Knowledge of Stellar astronomy and how it relates to nuclear physics, quantum mechanics, relativity, and other explanations for the creation of deep space phenomena, like quasars and black holes. Gravitonic drive systems require this skill to understand the principles under which they work. **Requires:** Basic and Advanced Mathematics. **Base Skill:** 30% + 5% per level of experience.

Biochemistry: Science concerned chiefly with the chemistry of biological processes. From its roots in chemistry, chiefly organic and physical chemistry, biochemistry has broadened to encompass any biological problem amenable to the investigative techniques of both chemistry and physics. Biochemists study such things as the structure and function of proteins, carbohydrates, and enzymes; the chemical regulation of metabolism; and the molecular basis of the action of genes. A milestone in the growth of the field with the elucidation of the structure of DNA. **Requires:** Read the passage above. **Base Skill:** 50% + 5% per level of experience.

Biology: Basic understanding of cells, anatomy, physiology, evolution, and genetics. The character will know how to use a microscope, cultivate bacteria, and how to classify new organisms. **Base Skill:** 30% + 5% per level of experience.

Biophysics: Application of various tools, methods, and principles of physical science to the study of biological problems. In biophysics, physical mechanisms and mathematical and physical models have been used to explain life processes such as the transmission of nerve impulses, the muscle contraction mechanism, and the vital mechanism. **Base Skill:** 45% + 5% per level of experience.

Biotechnology: The use of biological processes, as through the exploitation of living organisms or biological systems as a component in the development or manufacture of a product, in the technological solution to a problem, and the like. For example, genetic engineering techniques have been used to create custom-designed bacteria capable of producing drugs and other substances. Such bacteria can be grown in quantify in "bioreactors" and then processed to extract the substance produced; specially cultured plant and animal cells can be similarly grown and processed. Often the extracted substance is not the final product and needs further chemical processing. The field of biotechnology also, includes genetically enhanced livestock; plants and foods with genetically engineered qualities, such as improved disease resistance or prolonged shelf life; custom-designed drugs, fertilizers, and pesticides; and therapies to repair genetic defects. **Base Skill:** 35% + 5% per level of experience.

Botany: Plants, their categories and functions, are studied

extensively, Characters will know the basics of cross-fertilizing and germinating, as well as growing experimental plants. **Base Skill:** 25% + 5% per level of experience.

Cartography: The methods and abilities needed for accurate map making and map reading. Includes a basic understanding of geology, estimation of distances, and the use of advanced sensors for gaging altitude, distance, depths, etc. Characters will be able to make extremely accurate land and underwater maps, including topography, prevailing wind / currents, terrain type and all other pertinent geographic information. Also includes the ability to accurately read and interpret a map, adding +10% to navigation skills when this skill and a map are present. **Base Skill:** 40% + 5% per level of experience. **Requires:** Navigation, Read sensory Equipment, and Literacy.

Chemistry: The basic understanding of chemical principles and formulae. Characters know enough chemical laboratory procedures of analyzing and synthesizing chemical compounds to act as competent assistants. **Base Skill:** 30% + 5% per level of experience.

Chemistry - Alchemical: A combination of modern chemistry (organic and analytical), botany (a lot of elixirs require different herbs, flowers and roots), and history, with a little cryptography thrown into the mix. The character can interpret ancient alchemical texts, formulas and directions, and knows how to substitute modern ingredients for their ancient counterparts, and can use high-tech versions of the primitive equipment. Focus is on the transmutation of elements, things like turning lead into gold. A successful roll means the character succeeds in interpreting an alchemist's formula (even if written in code). Depending on the complexity of the procedure, it could take from one to six additional rolls to accurately reproduce an actual elixir. **Base Skill:** 25% + 5% per level of experience. **Requires:** Cryptography, Chemistry, Chemistry - Analytical, Biology, Lore: Alchemy, and Literacy.

Chemistry - Analytical: Training in chemical engineering theories useful in the analysis of compounds and their practical applications. It provides a fundamental theoretical and experimental basis for all of chemistry, including organic, inorganic, and analytical chemistry. Important topics are chemical equilibrium, electrochemistry, molecular structure, molecular weights, reaction rates, solutions, and states of matter. Characters will be highly skilled in the use of laboratory equipment and can analyze and synthesize chemicals. **Base Skill:** 25% + 5% per level of experience. **Requires:** Chemistry, Advanced Mathematics, and Literacy. Computer Operations is strongly suggested but not required.

Chemistry - Chinese Alchemical: A combination of modern chemistry (organic and analytical), botany (a lot of elixirs require different herbs, flowers and roots), and history, with a little cryptography thrown into the mix. The character can interpret ancient alchemical texts, formulas and directions, and knows how to substitute modern ingredients

for their ancient counterparts, and can use high-tech version of the primitive equipment. This skill focuses on using herbs to provide long life/immortality as well as "miracle" cures. A successful roll means the character succeeds in interpreting an alchemist's formula (even if written in code). Depending on the complexity of the procedure, it could take from one to six additional rolls to accurately reproduce an actual elixir. **Requires:** Classical Chinese Literacy, Chemistry, Biology and Botany. **Base Skill:** 25% + 5% per level of experience.

Chemistry - Pharmaceutical: This is the study of drugs and their interaction with the human body. Knowledge includes a familiarity with common medical drugs, drug interactions, dosages, the use/distribution of drugs, their effects on the human body, and other biological applications. The skill will enable characters to recognize common drugs and their effects, recognize poisons/toxins, and safely administer existing drugs (painkillers, hallucinogens, stimulants, relaxants, antibiotics, tranquilizers, and so on). The character will also be able to synthesize complex polymers and organic molecules (often taken from living tissue samples). A failed roll means the drug is improperly administered or prepared, and has no effect, or the synthesization process was badly set up, and did not work, etc. **Base Skill:** 20% + 5% per level of experience. **Requires:** Chemistry, Chemistry - Analytical, Advanced Math, Computer Operation, and Literacy.

Cosmology: Science that aims at a comprehensive theory of the creation, evolution, and present structure of the entire universe. The polemic system and the Copernican system are the theories that describe the position of the earth in the universe. According to a hypothesis, the steady-state theory, the universe expands, but new matter is continuously created at all points in space left by the receding galaxies; this theory has new adherents. **Base Skill:** 45% + 5% per level of experience.

Cross-Dimensional Physics: Figuring out the weird multidimensional equations involved in cross-dimensional theory requires a character of pure genius. **Restrictions:** Characters must have a Minimum Required I.Q. of 20. Characters with an I.Q. of 14-19 can also take this skill, but are -25%. **Base Skill:** 25% + 5% per level of experience. **Requires:** Astrophysics, Math - Basic and Advanced.

Cryptozoology: This is the science of piecing together physical, circumstantial, and theoretical evidence to hypothesize about the existence of "hidden animals." Scientists in this field examine bones, footprints, photographs, etc. to determine if a particular animal exists or not. Examples of theoretical animals include the Loch Ness Monster, the Sasquatch, and Ogopogo. An example of an animal that was found to exist after it supposedly disappeared is the coelacanth. **Base Skill:** 40% + 5% per level of experience. **Requires:** Biology and Zoology.

Ecology: Study of the interrelationships of organisms and the physical environment. Within the Biosphere; the basic

unit of study is the ecosystem - a community of plants and animals in an environment supplying the raw materials for life, i.e., chemical elements (or food) and water. An ecosystem is delimited by climate, altitude, latitude, water and soil characteristics, and other physical conditions. The energy for fueling life activities reaches the earth in the form of sunlight. By photosynthesis green plants capture that light energy and store it in the chemical bonds of carbohydrates, fats and proteins. Some of the energy is acquired by plant-eating animals, and a fraction of it passed on to predatory animals. Such sequences, called food chains, overlap at many points, forming food webs. Once spent, the energy for life cannot be replenished except by further exposure of green plants to sunlight. The chemicals of life are continually recycled by such processes as photosynthesis, reception, and nitrogen fixation. Disruption of these cycles by natural causes such as drought or pollution can disturb the balance of an entire ecosystem. An ecosystem that has reached a stable and self-perpetuating stage is known as a climax community. When extensive and well-defined, the climax community is called biome. Examples are tundra, savanna (grassland), desert, and forests. Suability is attained through a process known as succession, whereby a relatively simple community, such as lichen- and algae-covered rocks, gives way over time to one more complex, such as forest or tundra. **Base Skill:** 30% + 5% per level of experience.

Economics: This is the study of money management, social-economic trends, distribution, income and expenditures as it pertains to the government and the consumer/public. Explores economic factors in industry, human resources, labor institutions, and international finance. Applies observations, analysis, research, estimations, and projections toward predictions of market and market trends. **Base Skill:** 40% + 5% per level of experience.

Electrochemistry: Science dealing with the relationship between electricity and chemical changes. Of principal interest are the reactions that take place between electrodes and the electrolytes in electric and electrolytic cells and that take place in an electrolyte as electricity passes through it. **Requires: Base Skill:** 35% + 5% per level of experience.

Entomology: The study of insects, an arthropod class comprising about 675,000 known species, and representing about nine tenths of all classified animal species. Insects are studied for purely biological reasons, as well as for their role as crop pollination; carries of vital, bacterial, fungal, and protozoal diseases; parasites of humans and livestock; destroys of economically important plants; and predators other destructive insects. **Note:** -30% when dealing with alien and mutant life forms. **Base Skill:** 25% + 5% per level of experience. **Requires:** Biology - Basic and Advanced, Math - Basic and Advanced, and Chemistry.

Geochemistry: The study of the chemistry of a planet (like Earth), especially the study of the absolute and relative abundance of the elements and their distribution and movement. Such studies have provided insights into the evolu-

tion of the oceans and atmosphere, the ages of rocks, the chemical evolution of life, and more recently, the effects of the massive introductions of pollutants into the environment. This will help the character in discovering cleaner sources of power, organic ways to rid a pesky insect, etc. In other words the character will study and develop machines, chemicals, gases, etc. to be more environmental friendly. **Note:** A failed roll means the experiment or device failed, can not roll again until the experiment is finished. **Base Skill:** 45% + 5% per level of experience.

Geology: The science dealing with the structure of planetary crusts, and the formation and development of their various layers, including individual rocks and fossils. Characters are skilled in quantifying rocks and minerals, as well as being able to judge good conditions for finding a particular type of mineral (such as precious metals or stones, or fossil fuels). **Base Skill:** 25% + 5% per level of experience. **Requires:** Advanced math, and literacy.

Geophysics: This is the study of the structure, composition, and dynamic changes of a planet and it's atmosphere, based on the principles of physics. Applied geophysics uses seismic, electrical, gravimetric, and radiometric techniques for geological exploration and prospecting. **Base Skill:** 35% + 5% per level of experience for those on earth.

Hydrology: Study of water and its properties, including its distribution and movement in and through the land areas of the earth. The hydrologic cycle consists of the passage of water from the oceans into atmosphere; onto, through, and under the lands; and back to the ocean. Hydrology is mainly concerned with the part of the cycle that follows the precipitation of water onto the land and precedes its return to the oceans. **Base Skill:** 30% + 5% per level of experience.

Identify Sea Life: Characters with this skill can identify all different kinds of fish, squid, octopus, shellfish, turtles, sea mammals (whales, dolphins, seals) and sea monsters, as well as seaweed, sponges and even swarms of tiny life forms (such as krill, the food source for many whales, and the different one-celled organisms that give off a visible glow at night). Even more importantly, the character can recognize habitats, or water and weather conditions, that signal the presence of certain kinds of sea life. For example, the character can attempt to determine what kind of fish are feeding below the ship, or what giant schools are travelling nearby, based on the appearance of certain predators, such as knowing where to find tuna when certain dolphins are sighted. Includes a knowledge of which sea life is edible, useful as healing herbs, or poisonous. Another important bit of knowledge is being able to identify which barnacles, shipworms and mollusks (which live on the hull, under the waterline) are harmless, and which are immediately threatening. **Base Skill:** 27% + 4% per level of experience.

Interdimensional Theory: This complex skill can only truly be understood by highly intelligent creatures. It re-

quires thinking of the universe in terms of four dimensions (not the typical three we are accustomed to). At higher skill percents, it also allows the person to think abstractly about five or six dimensional structures. Practically, the character will understand some of the theories and facts about interdimensional travel, the boundaries between dimensions, what exists in between dimensions, void, quantum mechanics, time travel, space fold, and other complex, dimensional-theory areas of study. Despite this knowledge, it is unlikely the character will ever be able to suggest a practical way to perform any of these feats. **Note:** Many of the equations involved in these theories are much too complicated, even for super intelligent creatures, so computers are needed to fully use this skill. **Base Skill:** The I.Q. attribute + 2% per level. **Requires:** Advanced Math, and Computer Operation. **Restrictions:** A I.Q. of 18 or higher is needed to grasp the concepts as well as an M.E. of 16 or higher (to overcome boredom).

Marine Biology: This skill is a general knowledge of the ecology of the oceans and seas, with an emphasis on undersea habitats, environments, and the types of fish and sea animals attracted to such places. This skill also gives the character the knowledge of where to look for particular types of sea creatures (i.e. in coral reefs, under rocks, inside caves, warm water, cold water), the types of food sea animals eat/prey upon, migration patterns of fish and eels, and a knowledge of tides, water composition, and ocean plant-life.

The marine biology skill also gives the character specific medical and scientific knowledge about the behavior, habits, evolution, physiology, cells, anatomy and genetics of fish, marine mammals and other types of sea life. This knowledge enables the character to perform surgery, remove glands and sacs of poison or chemicals, prepare antidotes to poisons (from sea creatures only) and the care, keeping and medical treatment of marine animals, including dolphins and whales. **Base Skill:** 35% / 25% + 5% per level of experience. The first number is the character's general knowledge. The second number is specific medical and scientific applications, including making antidotes to poison, capturing animals without killing them (+10% to hunt/kill), surgery (sea animals only; -60% on humanoids), and the care, keeping and medical treatment of marine animals. **Note:** -30% when dealing with alien and mutant life forms. **Requires:** Biology, Advanced Mathematics and Chemistry.

Mathematics - Basic: Knowledge of basic math, including the ability to count, addition, subtraction, multiplication, division, and fractions. **Base Skill:** 45% + 5% per level of experience.

Mathematics - Advanced: Knowledge of all basic and advanced mathematics, including algebra, geometry, trigonometry, calculus, and techniques for using advanced mathematical formulae. **Base Skill:** 45% + 5% per level of experience.

Mathematics - Accounting: Knowledge of advanced math-

ematics, specifically as they relate to money, taxes, the tabulation of debts, accounts, ledgers, assets, liabilities, and so forth. **Base Skill:** 45% + 5% per level of experience. **Requires:** Advanced math, and literacy.

Mathematics - Statistics: Includes probability, regression, forecasting, and experimental design. **Base Skill:** 50% + 4% per level of experience. **Requires:** Basic and Advanced Mathematics.

Meteorology: The branch of science that deals with the atmosphere of a planet. The character will have the knowledge of weather patterns, cold fronts, Low systems, etc. The technical way to forecast weather is to use weather satellites, radar, computers, and the almanac. On today's earth the technological way is not available, but the barometers, weather balloons etc. still exist and sometimes you can find almanacs to help as well. **Base Skill:** 30% + 5% per level of experience for those on Earth; 50% + 5% per level of experience for the Sentinels. A failed roll means that the character's prediction on the weather is wrong. A reminder you do have to wait the allotted time to see if the prediction is correct.

Microbiology: This is a branch of medicine that deals with micro-organisms including bacteria, viruses, fungi, parasites and disease agents in man. The study includes antibodies, immunology, techniques in the diagnosis of infectious disease, biochemical genetics, cell structure, cell principles. **Requires:** A background in biology and chemistry. The same conditions for incomplete studies apply as noted under M.D. **Base Skill:** 20% + 6% per level of experience.

Nanotechnology: This is the study of how matter acts on an atomic/molecular level, and how the principles of molecular biology, enzyme control, genetic manipulation, and fine-point electromagnetic control can be used to manipulate matter on an atomic level. Nanotechnology deals with creating things bottom up, atom by atom. It deals with the theoretical technologies that could evolve from being able to control matter atomically. Skill includes using STM (Scanning Tunneling Microscopes), electron microscopes, and all other types of apparatus associated with observing matter on a molecular level. **Base Skill:** 30% + 5% per level of experience. **Requires:** Computer Operation, Biology, Chemistry, Advanced Math, and Literacy. **Restrictions:** On Rifts, the study of nanotechnology is very rare. Only high level scientists, working for large corporations have been able to develop any useful applications for the difficult technology. It is unlikely that a character will be able to find someone to teach him this skill.

Nanomanufacturing: This is an extension of the Nanotechnology skill, giving a greater depth of knowledge in this area. The character will know the basics of building STMs, monomolecular needles, and fine-point electromagnetic control devices, all for the purpose of manipulating individual atoms. He will know how to make nanofactories, how to produce advanced alloys, and so on, all by using atom control devices. The specifics of program-

ming nanofactories (once built) to produce extremely small robots.

The size of the robots can be anything from 100 times smaller than a human cell to around 1 cm in diameter. These robots can have manufacturing, medical, repair, cleaning or other function, but in each case the nanoscientist will have to be extremely proficient in the appropriate category (ex: if it will be for medical applications, then must be an M.D., pathologist, toxicologist, and an M.D.B.). It may take months (even years) of programming and designing the robots and can only be attempted when in superior high-tech facilities, that have access to appropriate technology, but once the plans are set and the factories set up, production will occur extremely quickly. **Note:** Can attempt to make self-replicating nanorobots, but at -40%. **Base Skill:** 25% + 5% per level of experience. **Requires:** Nanotechnology, Computer Operation, Computer Programming, Computer Repair, Computer Hacking, Biology, Chemistry, Chemistry - Analytical, Chemistry Pharmaceutical, Toxicology, Mechanical Engineer, Robot Mechanics, Robot Electronics, Power Systems, Electrical Engineer, Math - Advanced and Literacy.

Nuclear Chemistry:

Nuclear Physics: Study of the components, structure, and behavior of the nucleus of an atom. It is especially with the nature of matter and with nuclear energy. The subject is commonly divided into three fields:

1. Low Energy Nuclear Physics: the study of radioactivity.
2. Medium Energy Nuclear Physics: the study of fires between nuclear particles.
3. High Energy or Particle Physics: the study of the transformations among subatomic particles in reactions produced in a particle accelerator.

This helps the character to understand the fusion turbine engine, how our sun produces its energy and can apply this knowledge to building nuclear devices. The character must choose one of the following fields of study or the character can choose all three, but at the cost of other skills unless otherwise stated. **Base Skill:** 25% + 5% per level of experience for any and all of the choices above. **Requires:** Basic and Adv. Math, Chemistry and Chemistry Analytical, and Chemical Engineering.

Ocean Geographic Surveying: The methods and ability to identify natural geographic formations (mountains, trenches, coral reefs, etc.), identify wreckage and underwater cities, identify Earth minerals, damage caused by earthquakes, earthquake zones, determining depth, accurate map making, accurate map reading and geographic photograph identification and evaluation, as well as a basic knowledge of geology and oceanography. **Base Skill:** 15% + 5% per level of experience (+15% to read maps).

Oceanography: The study of the sea integrating marine applications of geography, geology, physics, marine biology, and meteorology. Oceanography is important to shipping, fisheries, and climatological studies. This will help in

attacks at sea, build bases at sea, building sea ships, etc. **Requires:** Geology, Physics, Marine Biology, Ocean Geographical Survey, and Meteorology. **Base Skill:** 45% + 5% per level of experience.

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

Paleontology: Study of prehistoric life through the examination of ancient bones and fossils. A successful roll means the character can identify the species and time period of any prehistoric animals, including dinosaurs. Character also has an immediate chance of identifying the time period of any particular prehistoric era simply by observing local vegetation. Specimens can be accurately dated using the lab tests listed at the end of this section. **Base Skill:** 40% + 5% per level of experience.

Dating rocks, fossils & artifacts: The length of time and level of accuracy under scientific conditions is listed on the following chart. Scientific determination of an item's age can be conducted by the character only if the character has the Chemistry-Analytical skill, and access to the proper facilities. Otherwise, the item must be sent to a laboratory that specializes in such work. The latter is expensive, costing as little as one thousand dollars for items only a few hundred years old and as much as \$10,000 to \$40,000 for an object which is thousands or millions of years old; the ability to do this "in-house" reduces the price to 1D6x10% of normal, but often reduces the usefulness of the data in terms of scholastic debate. This is because the ties of the characters' lab to them brings up the question of impartiality, and the possibility of fraud. Many times, an item is generally considered fraudulent simply because it goes against accepted "history", and if the tests were done by the discoverer, it would stand even less a chance (the reason why, even as late as the coming of the Rifts, scientists on BtS Earth considered anyone who thought Atlantis was a real place a crackpot, and declared even legitimate Atlantean artifacts as frauds, without even studying them).

Age In Years	Level of Accuracy
under 300 years old	Within 2D4 years
301-500 years old	Within 2D6 years
501-1000 years old	Within 3D6 years
1001-2000 years old	Within 6D6 years
2001-5000 years old	Within 1D6x10 years
5001-10,000 years old	Within 2D6x10 years
10,001-50,000 years old	Within 3D6x10 years
50,001-200,000 years old	Within 2D6x100 years
200,001-1 million years	Within 3D6x100 years
1 to 10 million years	Within 2D6x1000 years
over 10 million years	Within 2D6x50000 years

Parapsychology: is the study of the paranormal. It is based on three standard forms of paranormal activity (or scientific anomalies). One is ESP (Extra-Sensory Perception), one is PK (Psychokinesis), and the other is a term that represents a few different fields: anomalies that suggest survival after death (near-death experiences, apparitions, and reincarnation).

Parapsychology is generally not interested in claims of supernatural monsters (unless the claims fall under one or more of these groups), alchemy, witchcraft, vampirism, UFOs, astrology, or the search for bigfoot. The things Parapsychologists study (that fit into the three standard groups above) are: Telepathy, Precognition, Clairvoyance, Psychokinesis, Bio-PK (direct mental interactions with living systems), Near Death Experiences, Out-Of-Body Experiences, Reincarnation, Hauntings, and Poltergeists. Of course, there are many Parapsychologists who seem determined to study not only these things, but some of the many things listed that Parapsychologists normally don't study. These people are rogues, and do not usually get due credit for their discoveries by the scientific community.

Characters that have this skill are able to understand paranormal phenomena and have an advanced level of knowledge surrounding the paranormal. **Base Skill:** 40% + 5% per level of experience. **Requires:** Psychology. **Recommended:** Math - Statistics.

Petrology: A branch of geology concerned with the origin, composition, structure, and properties of rocks, as well as, laboratory simulation of rock-forming processes. This will help in establishing what rock formation make the best cover, or what rock formations block sensors, etc. This applies to land and water rock formations. **Base Skill:** 45% + 5% per level of experience.

Physics: The understanding of the physical properties of matter and energy, including acceleration, rotation, inertia, velocity, optics, waves and particles. This skill also includes the use of all lab equipment related to physics, such as lasers, mirrors, and even (at higher percents) particle accelerators. **Base Skill:** 25% + 5% per level of experience. **Requires:** Advanced Math, and Literacy.

Psychobiology: Study of anatomical and biochemical structures and processes and their effect on behavior. It is closely related to physiological psychology. Areas of investigation include hormonal and biochemical changes in nerves, glands, and muscles, and how these changes influence development, emotions, and learning. **Base Skill:** 45% + 5% per level of experience.

Psychology: Science or study of the thought processes and behavior of humans and other animals in their interaction with their environment. Psychologists study sensory perception, emotion and motivation, problem solving, use of language and other mental tasks group interaction, adjustment to social and physical environment, and the normal and abnormal development of these processes. The file is closely allied with such disciplines as anthropology and

sociology in its concerns with social and environmental influences on behavior physics in its treatment of vision, hearing, and touch; and biology in the study of the physiological basis of behavior

Psychology encompasses a very broad range of specialties and approaches including behaviorism; gestalt; neuropsychology, which studies the interaction of brain function and behavior; and clinical psychology, which focuses on the diagnosis and treatment of psychological problems. The psychology skill provides the character with a complete, broad understanding of the principles, practices and theories of psychology. Thus, he or she will recognize abnormal behavior (phobias, psychoses, obsessions, neuroses, etc.), stress and exhaustion, as well as suggest a therapy. The character will also be able to recognize the use/presence of unnatural influences, such as drugs, hypnosis and other mind control (like magic, psionics and possession). A failed roll means that an abnormality has not been recognized or that an incorrect judgment has been made. **Base Skill:** 30% + 5% per level of experience. **Requires:** Research, Computer Operation, and Literacy. **Restrictions:** This is a very rare skill on Rifts, studied by few. Therefore, it is unlikely anyone but a Rogue Scientist would have learned it.

Psychotherapy: This training is an in depth knowledge of the principles, theories and evaluation of human behavior, and includes analysis, understanding and treatment of emotional, mental, motivational, and perceptual disorders; interaction of emotion, nervous system, sensory-motor mechanisms, personality assessment, alcoholism, drug dependence, and treatment. This character will not only be able to recognize abnormal behavior (insanity) but is also able to treat the person himself (see cures for insanity). The individual is also able to assess another character's disposition, social/economic background, environment, probable alignment, and recognize the use/presence of mind/personality altering influences. The first number indicates the proficiency for recognizing and treating a psychological abnormality. The second number is the character's skill in accurately assessing characteristics, disposition, alignment, etc. The character must spend at least an hour of conversation with the other person to make an assessment. Roll for each individual characteristic. Alignment assessments are limited to good, selfish, evil. **Base Skill:** 30/20% + 5% per level of experience. **Requires:** Chemistry - Pharmaceutical, Psychology, Research, Computer operation and Literacy. **Restrictions:** This is a very rare skill on Rifts, studied by few. Therefore, it is unlikely anyone but a Rogue Scientist would have learned it.

Temporal Physics: This is the theoretical physics that explains all the weird things about time travel, including the Coils, Twists and Cycles. Characters or research teams who are investigating time travel for the first time must have a Temporal Physicist to explain the theory, and to predict setting needed to reach any new Twists or Cycles. Characters with this skill are also able to evaluate improvements in time travel devices, and can design totally new kinds of temporal manipulation machines. **Restrictions:** Charac-

ters must have a Minimum Required I.Q. of 21 to learn Temporal Physics. **Base Skill:** 20% + 5% per level of experience.

Theology/Philosophy: Theology is the study of God(s), religions, and the relationships between the deities and the universe and its people. Rational theology is based on opinions deduced from reason. Philosophy is the study of the processes governing thought and conduct. Areas can include aesthetics; ethics, logic, metaphysics and so on. **Base Skill:** 50% + 8% per level of experience.

Trans-Dimensional Physics: Characters with this skill are able to literally picture, in their mind's eye, the entire mathematical universe, complete with time coils and an infinity of alternate dimensions. Characters must have both Basic and Advanced Math, PLUS both Cross-Dimensional Physics and Temporal Physics. **Base Skill:** 10% + 4% per level of experience. **Minimum Required I.Q.:** 46.

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

Xenology: The biological study of alien species. This skill provides general information about the most commonly encountered species in the Three Galaxies. Without Xenology, any attempts to use a medical skill on a creature from another species are at -20% to skill rolls. **Base Skill:** 30% + 5% per level of experience.

Zoology: Study of animal behavior, especially its physiological, ecological, and evolutionary aspects. Originally, an organism's actions were classified as either instinctive behavior (actions not influenced by the animal's previous experience, e.g., common reflexes) or learned behavior (action dependent on earlier experience, e.g., problem solving). Current emphasis is on the interaction between environmental and genetically determined responses, particularly during early development. Characters will know enough about mating habits, migrations, eating habits of most animals as well as the proper care for keeping animals. **Base Skill:** 40% + 5% per level of experience.

Spatial

EVA: Short for Extra-Vehicular Activity, involves working outside a spacecraft or station while wearing a vacuum suit. The skill covers suit operation and repair, damage control, maneuvering and knowing what to do when things go wrong. A character should have Movement - Zero Gravity to take this skill. **Note:** The EVA skill is not necessary for

walking on the moon in a vacuum suit. **Base Skill:** 40% + 5% per level of experience.

Jury-rig: Jury-rigging is an essential part of life in post-flash space. When something breaks down it must be repaired quickly and with anything that comes to hand. A character with this skill can repair almost anything, or even build something out of scrap components. There is no guarantee that the jury-rig will hold for very long (4D6 hours or 2D4 days, whichever is most appropriate), or will even work in the way intended (roll again, a failed roll means the system is only 50% functional), but it may well save a character's life until they can get to a base and buy something more permanent. **Base Skill:** 40% + 5% per level of experience.

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

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

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

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

Stage Magic & Performing Arts

Acting: This is simply the skill of pretending, convincingly, to be someone else. Since this is mainly used for stage acting (or on television, etc.), it is not as useful for deceiving someone face to face. It can be used to this end, but is no substitute for the Impersonation skill. Attempting to impersonate/fool someone is done at -25%. Attempting to impersonate/fool someone is done at -25%.

This involves the process in memorizing lines and being able to recite them with some type of convection. The character will be able to do stage, movies, and TV. The amateur can put on a performance, but people that have an I.Q.: above a 7 and an M.A.: 8 of will find it somewhat pleasing, but not real interesting. A moderate performance will not have an effect on people with an I.Q.: above 11 and an M.A.: 12, these people will take some interest in the film. Of course, the professional will have an effective performance on people with an I.Q.: around 16 or below and an M.A.: of the same. It is possible for a person to fool someone with a performance, but lacks the makeup and technical skills to pull it off completely, unless they are on stage, movies, or TV. The character starts off as an amateur, if the skill is selected twice the is a professional actor/actress. **Base Skill:** 40% + 5% per level of experience.

Balloon Animal Making: The ability to turn long thin balloons into light-weight animal masterpieces, as well as churning out novelty hats, big "glasses" etc. Scholastic training indicates a professional clown or stage magician level of ability, while secondary skill means a gifted amateur. **Base Skill:** 35% + 5% per level of experience.

Clowning: The profession of the clown is an ancient one. Clowning is more than just a costume and makeup, although learning to wear the makeup is a difficult and time consuming process. Clown take on very special "characters" (as if the character were role-playing someone entirely different). Note that clowns, in most fantasy worlds are not considered funny (although they do get laughs). Their acts, skits and play are all ancient routines (called "mystery plays"), the meanings of which are often totally lost in the history of a forgotten time. **Note:** All clowns are members of the clowning guild, no if's, and's, or but's. "False" clowns, those without guild authority are often hunted down and killed, usually by assassins, but royal agents of a few kingdoms are known to have been involved, at one time or another, in the slaying of pretend clowns. **Bonuses:** +5% for each of the following skills: acting, disguise, and history. **Base Skill:** 20% + 4% per level of experience.

Contortionist: The ability to temporarily dislocate bones from joint, fold and bend the body to fit into extremely small areas or through spaces normally too tiny for a normal person. Can fold into a two foot ball and flatten self to four inches.

Adds +5% to escape artist skill.

Adds +2 to roll with punch or fall.

Jesting: The medieval equivalent to a comedian is more than just a teller of jokes. The jester literally "play the fool," in that the object is to make oneself look like an idiot. On a physical level this involves being able to trip over their own feet, look incredibly clumsy, and take pratfalls (all without seriously injuring oneself). The jests themselves are verbal jokes, part of conversations that a jester may have with himself, or with others (usually while pretending to be someone else). The idea is to always have the humor on two levels, the overt funny stuff that even the most ignorant observer will find funny, and a more sophisticated, biting, sardonic humor that only those in the know will understand. Jesters also know how to create jokes, put together comedy scenes, and assemble "situation" comedies. Traditionally, jesters wear floppish clothing that is a mix of mismatched colors and patterns. Most successful jesters are considered to be wise counselors, and are respected for being the only member of a court who can tell the monarch that he is acting like an idiot without getting himself beaten, killed or imprisoned. This is usually done by playacting at being monarch and exaggerating any foolish or wrong-headed moves or decisions (while funny, this is not usually done in public, but privately). **Bonuses:** +5% if the acting skill is known. **Base Skill:** 28% + 3% per level of experience.

Juggling: The ability to toss "up" a number of objects, such as balls, clubs, knives, lit torches, and almost any small objects, and keep them continuously in the air with fast hand movements. The characters P.S. will determine the weight of the objects. A weak character will only be able to juggle eggs, bullets, etc., while a strong character can try his luck with chainsaws and other heavy items. It is used for the entertainment of others and to develop greater hand-eye coordination. As a skilled expert, the practitioner develops a superior sense of coordination, manual dexterity and reflexes, which provides the following abilities and bonuses.

1. **Four attacks per melee with a thrown weapon.** This can include darts, knives, throwing axe, javelin, small spear, club and other small items appropriate for throwing. It does not include swords, maces, ball and chain, pole arms, staves, chains or other objects. Add one additional throwing attack at third level and another at sixth and ninth. The thrown attack takes the place of normal hand to hand combat that melee. This means the character can either attack by throwing missile weapons OR by engaging in hand to hand combat; he CAN NOT do both in the same melee round.
2. **Bonuses:** +1 on initiative, +1 to strike with any thrown/missile weapons. +1 to parry. These are both in addition to hand to hand or W.P. skill bonuses.
3. **Number of Items Juggled:** Up to four objects/items at level one, plus ONE for each additional level of experience.

Base Skill: 40% + 5% per level of experience.

Mime: The artful combination of two other skills, prowl and sign language, to create a form of silent entertainment.

Characters who choose the mime skill must first select both prowl and sign language. The percentile score indicates the overall quality and acting / portrayal of the mime. **Base Skill:** 30% + 5% per level of experience.

Performance: This ability is used by actors, gladiators, pro-wrestlers and politicians to impress and sway the public. A character with this skill knows how to do things with flair; if a skill roll is successful, it works like an attempt to charm or intimidate the audience. **Base Skill:** 30% + 5% per level. **Note:** Obvious lies, inconsistencies and evidence to the contrary may ruin the effectiveness of the best performance. G.M.s, use your discretion.

Philosophies(T): Characters educated in religious institutions (monasteries, temples, religious schools, etc.) can learn that school's philosophy. While this is typically one of the oriental philosophies it can also be a western one.

Eastern Philosophies include - Confucianism, Buddhism (choose subtype), Tibetan Lore, Taoism, Shinto, Bushido, Zen and Hinduism.

Western & Mideastern Philosophies include - Christian (Choose from Catholicism, Eastern Orthodox, Conservative Protestant and Liberal Protestant), Judaism, and Islam (choose from Sunni, Shiite or Sufi). Rarer types are up to the GM (such as tribal beliefs, voodoo etc.). **Base Skill:** 80% + 2% per level of experience.

Public Speaking: Training in the quality of sound, tone, pitch, enunciation, clarity, and pace in speaking to the public, loudly and distinctly. Also includes the practice of good, enticing storytelling and composition of the spoken word. The percentile number indicates the overall quality and charisma of the spoken word. **Optional:** Seeing how the M.A. stat would have a bearing on this skill, a GM may allow a bonus to this skill based on a high M.A., either the I.Q. bonus line or the trust/intimidate bonus divided by 5. **Base Skill:** 30% + 5% per level of experience.

Sleight of Hand: This skill counts as TWO skills. A skill that involves the manual dexterity of hand and finger manipulation to perform certain feats. One of the tricks, or gimmicks, of sleight of hand is to distract the observer(s) with one hand and palm or otherwise manipulate an item with the other hand. Sleight of hand also includes a basic level of escape artistry. Techniques include hand positioning, tensing, popping joints in and out, the study of knots, and usually a hidden lock picking tool(s). **Bonuses:** +5% to palming, +5% to pick pockets, +10% to escape artist, +6% to concealment. All are one time skill bonuses applicable immediately.

To escape from locked chains and manacles, the character must have the lock pick skill as well. Note that an escape artist does NOT need to see the knots, locks or manacles that hold him. Escapes and lock picking can be done by touch and/or sound, as well as sight.

Time Restrictions and Penalties

Although the sleight of hand skill provides added skill and nimbleness of hands, the character is still restricted by time and the odds against him. The following penalties

apply whenever the character tries to pick a lock or escape his bonds. They generally reflect the complexity and difficulty of the job. In some cases, more than one penalty may apply. **For Example:** The character may be handcuffed, arms and legs/feet tied, and then locked in a chest (total darkness), for a cumulative penalty of -25%. ALL penalties are cumulative. **Note:** ALL the locks and vaults may be of the highest quality and supposedly unpickable; however, they are not super sophisticated. Bank vaults, professional security systems, electric locks, and electric alarm systems, are beyond the capabilities of the magician/escape artist. See electrical skills.

A failed skill roll means that the time has been spent in a futile attempt. Try again! The same attempt by any character other than the stage magician will take three times as long.

Escape and Lock Pick Penalties

- 0% Rope and typical knots: One melee
- 5% Rope and superior knots: 1D4 melees
- 0% Key padlock: 1D4 melees
- 5% Combination padlock: 1D6 melees
- 15% Security combination lock: 2D6 melees
- 5% Typical door key lock: 1D4 melees
- 10% Security door key lock: 2D4 melees
- 5% Any standard key lock (doors, chests, etc.): 1D6 melees.
- 5% Handcuffs: 1D4 melees
- 20% Straitjacket: 2D4 melees
- 15% Jail cell door: 2D6 melees
- 5% Car trunk: 1D4 melees
- 25% Vault door with superior combination lock: 2D6 minutes from the outside, 2D6 melee rounds from the inside.
- 80% Electrical lock/bank vault: 6D6 minutes.
- 20% Lack of proper tools; must use inferior, improvised tool(s), like a hairpin or belt buckle.
- 50% No tools at all.
- 10% Total darkness.

Ventriloquism: This is the ability to speak without moving one's lips. The character can talk, while making it seem as though he is saying nothing. This does NOT include the ability to throw one's voice, although with no apparent source for the sound, a person might be confused. It is mostly a parlor trick and stage act. **Base Skill:** 25% + 5% per level of experience.

Technical

Accounting: This is the fundamental of mathematics to do complex and often very easy work such as pay roll, taxes, books for a business, and so on. **Requires:** Math Basic and Advanced to have this skill. **Base Skill:** 30% + 5% per level of experience. A failed roll means that the characters calculations or process is messed up and has to start again from scratch.

Advanced Fishing: The normal fishing skill has to do with the recreational sport of fishing with a hook, pole and line. Advanced fishing is the knowledge of commercial fishing techniques, including the use of nets, cages (for lobsters and crabs), trolling, explosives, harpoon guns and other

methods and techniques used in commercial fishing of mass catches from the ocean. It also includes a knowledge of baiting, as well as cleaning, preparing, storing and preserving catches for transport to market. **Base Skill:** 30% +5% per level of experience. **Note:** -15% when dealing with alien creatures and mutants.

Advertising: This is the art and training of advertising fundamentals centering on budgeting, planning, implementing, marketing, and promotion. Areas of study are likely to include: selecting media, consumer trends/habits, advertising objectives, writing ad copy/headlines, and basic design elements. **Base Skill:** 35% + 5% per level of experience.

Antiquarian: Knowledge of historical and ancient artifacts, including the ability to accurately appraise valuables. Includes a basic understanding of precious stones and metals. Of course, the definition of "historical" depends on the game and era played; i.e. this skill would be used by a Rifts Black Marketeer to appraise pre-rifts items (his area of specialty), while most other games would not include 20th/21st century technology in the skill. The exact nature of the area(s) of specialization of the skill is up to the GM, and may be based on the History Specializations possessed. **Base Skill:** 40% + 5% per level of experience.

Art: The ability to draw or paint or sculpt or do craft-work. Scholastic art training indicates a professional quality, while a secondary skill indicates a talented amateur. **Base Skill:** 35% + 5% per level of experience.

Balloon Animal Making: The ability to turn long thin balloons into lightweight animal masterpieces, as well as churning out novelty hats, big "glasses" etc. Scholastic training indicates a professional clown or stage magician level of ability, while secondary skill means a gifted amateur. **Base Skill:** 35% + 5% per level of experience.

Basic Construction: The practiced skill of repairing structures (including bridges, houses, skyscrapers, the Statue of Liberty, etc.) or building them, under competent supervision (this would be the skill belonging to most of today's construction workers--non-college-trained, blue collar laborers). This includes the ability to read simple blueprints and the ability to operate simple construction equipment (such as small welders, solderers, power drills, etc.). People who have this proficiency understand how buildings are constructed. This can be useful in the case of rescuers trying to dig people out from under a collapsed building (i.e. figure out how to shift it so the whole thing won't collapse on the people). **Base Skill:** 50% + 5% per level of experience.

Basic Drafting: Includes reading and drawing simple blueprints, as well as making fairly good-quality drawings (Basic Mathematics required). **Base Skill:** 50% + 5% per level of experience.

Begging: This skill is used by "street bums". The base skill

determines the chance of collecting a donation from each passerby. And on a crowded street it could be pretty lucrative. The amount of money depends on the economy of the area where the begging is taking place. **Base Skill:** 30% + 2% per level of experience.

Bionics: Study of living systems with the intention of applying their principles to the design of engineering systems. Drawing on interdisciplinary research in the mechanical and life sciences, bionics has been used in audiovisual equipment based on human and ear function, to design air and naval craft patterned after biological structure of birds and fish, and to incorporate principles of the human neurological system in data-processing systems. Another application has been the development of artificial limbs controlled by recognition of the electrical patterns in muscle tissue. **Base Skill:** 45% + 5% per level of experience.

Breed Dogs: The first percentile number indicates the art of raising, mating/breeding, taming and training domestic and wild canines, as well as a knowledge about canines in general.

The second percentile number is used to attempt to tame a wild canine, teach a dog tricks, or to train the animal for a specific task like tracking, retrieving, pointing, herding animals, attack on command, and so on. A failed roll means that the animal refuses to learn that particular trick or specialty. **Note:** These are trained work animals or pets, not familiars. **Base Skill:** 40%/20% + 5% per level of experience.

Brewing: Is the making of fermented alcoholic beverages from grains or fruits. This specifically includes wine, mead, ale, beer and moonshine. More sophisticated alcohol, such as brandy, rum, and whiskey, are not included, nor are champagnes or fine wines. The first percentile number indicates the chance of success (a failed roll means a ruined batch of booze). The second indicates the quality of the brew-the higher the number rolled the tastier the drink). **Base Skill:** 25%/30% + 5% per level of experience.

BS Writing: Similar to both the Technical: Writing skill and the BS Smooth Talking skill, BS Writing is much like a mix of the two. This is the ability to come up with a completely lame-ass piece of writing that will pass off as a genuine article. This also includes the ability to think up some BS and right it on the fly, much like righting this skill description <g>. Characters skilled in BS Writing will often use a lot of proverbs and will use many big words in their writing, such as supercalifragilisticxpealodocious and acetylsalicylic acid (aspirin). **Base Skill:** 45% + 5% per level of experience.

Bureaucracy: This skill involves knowledge of bureaucracies and their procedures. It can be used in two ways. First, to determine whether a player character knows something about a bureaucracy (how to get the right form), or about bureaucracy in general (what kinds of things they're likely to require).

It can be used to obtain cooperation from a bureaucrat.

Someone unfamiliar with a bureaucracy can struggle with forms, procedures and bureaucrats for hours without getting what he /she wants; someone who knows how to deal with bureaucrats will figure out the right procedures, which forms he needs, and who he needs the approval of or cooperation from a bureaucracy. Of course there are penalties on the type of information being requested:

- Available to All (finding out how much you owe for that car you bought.) - 0%
- Available to Almost Anyone (finding out who's on the next flight coming into town.) - 10%.
- Any situations in between may be + or - 5% that is up to the GM and/or the players.
- Available to Anyone Who Qualifies (Use of credit or to acquire a loan from a bank.) -20%.
- Any situations in between may be + or - 5% that is up to the GM and/or the players.
- Fairly Restricted (Low level secrets that even privates know, that have and/or can be leaked to the public.) - 30%.
- Any situations in between may be + or - 5% that is up to the GM and/or the players.
- Moderately Restricted (Limited to Lieutenants and above, no civilians can obtain access to the information.) -40%.
- Any situations in between may be + or - 5% that is up to the GM and/or the players.
- Extremely Restricted (Limited to Colonels and above, no civilians can obtain access to the information.) -50%.
- Any situations in between may be + or - 5% that is up to the GM and/or the players.

The difficulty is modified for: (All are accumulative)

- How common or unusual the request is. Bureaucracies have smooth procedures for dealing with common problems, but are unwilling to break rules or establish new procedures.
 - Very common problems: - 0%.
 - Uncommon Problems: - 15%.
 - Extremely unusual requests: - 25%.
 - Any situations in between may be + or - 5% that is up to the GM and/or the players.
- Funding and Morale level of the Bureaucracy:
 - Whether the bureaucracy is extremely well funded and has an Excellent morale (- 0%)
 - Whether the bureaucracy is somewhat well-funded and has good morale (-15%)
 - Poorly funded and in a bad shape (funding savaged, completely mismanaged: -25%).
 - Any situations in between may be + or - 5% that is up to the GM and/or the players.
- Whether officials have particular reason to trust the character (Coalition, or a Coalition ally - 0%).
- Whether officials have a particular reason to distrust the character (Coalition or ally dealing with their particular officials - 15%).
- Known crime figures dealing with any type of authority -30%.
- Any situations in between may be + or - 5% that is up to the GM and/or the players.

Once the difficulty number is determined, make a skill

roll. Success means the character gets what he wants in short order (depending on circumstances, that can mean in a few minutes or a few days). Failure means his request is refused, or routed elsewhere, or the bureaucracy will take days or months making up his mind, etc. **Base Skill:** 60% + 5% per level of experience.

Business Management: This is the fundamental understanding on how to run a small or large business. This is the knowledge of the paper work, procedures for daily operation, placing orders for inventory, dealing with people, and so on. A failed roll means that you messed up count in the drawer, angered a potential buyer, messed up an order, or what ever the task was, has met with failure. **Requires:** Basic and Advanced Math to have this skill; Accounting can be helpful, but is not required. **Base Skill:** 40% + 5% per level of experience.

Calligraphy: The ability to produce beautiful Japanese letters using a brush, ink and paper with great skill and legibility. He can also copy Chinese character symbols and, if the character has taken the Chinese language and literacy skills, he can write Chinese.

Traditionally, any person of culture and education, especially a noble, is expected to be able to produce gorgeous ideograms. Calligraphy is a skill almost as necessary as literacy for a traditionalists. **Base Skill:** 35% + 5% per level of experience.

Calligraphic Forgery: A special skill that allows the character to imitate the calligraphy of the ancients and to reproduce copies of exotic styles. This is an advanced version of artistic calligraphy, and the character must take both skills. To successfully pass off a forgery as an ancient work requires a roll under the base skill on percentile. Attempting to forge the penmanship of a particular author is more difficult (-25% penalty on the roll). **Base Skill:** 25% + 5% per level of experience.

Candlemaking: Characters with this skill will be able to produce their own candlewax for the purpose of candle-making. It is also possible to create specialty candles with this skill, with penalties appropriate to the complexity of the job. May be taken twice to denote professional quality. **Base Skill:** 30% + 5% per level of experience.

Chinese Antiquarianism: Knowledge of the value and rarity of Chinese artistic, historical and ancient artifacts. The character can attempt to appraise the dollar value of any item. In addition, the character knows how to buy and sell antiques, and will be able to locate customers for any given item. The character can also attempt to determine fakes and frauds, based on both the quality of the item, as well as whether or not it fits correctly into the knowledge of the period. Also includes a basic understanding of precious stones and metals and the ability to do simple quality tests. For example, the character can do a simple test for the purity of gold or examine a gem and determine its size (carats), clarity and luster. **Base Skill:** 35% + 5% per level of experience.

Chinese Calligraphic Codes & Code Breaking: This very special form of Cryptography involves training in Chinese mythology, the classics of Chinese literature, plus an extensive investigation into the different styles and techniques of Chinese calligraphy. Chinese codes usually involve two levels of deception. First, the characters are altered, substituted, or invented, so that the code-breaker will have to figure out a whole new "alphabet." Second, the messages are usually cryptic references to historical or mythic figures, so the code-breaker has to have a good knowledge of books and legends. **Base Skill:** 10% + 2% per level of experience.

Chinese Classical Studies: The character is a master of the four categories of classics of China, including *ching* (classics), *Shih* (history), *Tzu* (philosopher's writing), and *Chi* (miscellany). In addition, the character has committed to memory (to the point where they could pass one of the fabled imperial examinations) the Five Sacred Books (the *I Ching*, *Shih Ching* (Book of Odes), *Shu Ching* (Book of History), *Li Chi* (Book of Ritual), and *Ch'un Ch'iu* (Spring & Summer Annals)) -- and the four books of Confucian thought -- *The Great Learning*, *the Doctrine of the Mean*, *Analects of Confucius*, and *the Works of Mencius*. **Base Skill:** 40% + 5% per level of experience.

Chinese History: Extensive knowledge of the history of China. The character can, based on architecture, materials, technology, artistic form, and style of calligraphy, identify objects or sites associated with the various dynasties and pre-dynastic periods. The character will know the names, and at least a brief history, of all the various rulers of China, the various kingdoms and provinces, and important neighboring nations, as well as the works of such important writers as Confucius, Mencius, Lao Tzu, and Sun Tzu. **Note:** In order to have the Chinese History skill, the character must have an O.C.C. skill in Chinese Language. **Base Skill:** 45% + 5% per level of experience.

Cobbling: The simple skill of fashioning and repairing shoes, boots, and sandals of all types and makes. May be taken twice to denote professional quality. Requirements: Leather Working. **Bonuses:** +5% if the sewing skill is known. **Base Skill:** 25% + 5% per level of experience.

Construction Demolitions: This is the same as the Technical Demolitions skill; however only civilian (construction) applications are taught. When working under military conditions, or with a military application of the skill, subtract 30%. **Note:** An exception to this is the Military Construction Engineer, who specializes in this kind of work. **Base Skill:** 60% + 5% per level of experience.

Contacts: Because the number of people living in orbit and the rest of the solar system is so small, there is a good chance that a character will know or have heard of a particular person. This skill measures how good that knowledge of the people around him is. It can also be used to make connections between objects and people who are particu-

larly associated with them.

The base percentage of this skill is a character's chance of having heard of a character before. If the person in question is from the same home base or in the same occupation as the character making the roll, this base percentage is doubled. One-tenth of the base percentage is the character's chance of personally knowing the person mentioned.

To give an example, Parks, a pilot from the Yuro base, notices a distinctively designed transport vessel moving near his hip. His contacts skill is 12%, but because particular ships are associated with their pilots and he is a pilot, he doubles it to 24% before the rolls the dice. He gets an 02, less than one-tenth of his 24%, and recognizes the ship as belonging to an old business associate, Tobermory. They dock and Tobermory introduces his new engineer Clint, originally from the Freedom base. Parks rolls against his base 12% because he is not an engineer nor from Freedom Station, and the result of 45% shows that he has never heard of Clint before (too bad, because Clint is a dangerous psychotic). **Base Skill:** 6% + 2% per level of experience.

Deep Sea Fishing: Although similar to Freshwater fishing, the methods involved are very different. Smaller fish are generally caught using a variety of different nets in quantity (4D6 fish at a time). For bigger fish (50 pounds and up), special tackle is required, which is actually attached to the ship. Those with this skill have a basic knowledge of the most common fish, and know the proper techniques for preparation and cooking (some fish have poison glands or quills that must be removed prior to cooking). For line fishing, roll once every hour, but once every ten minutes for net fishing. May be taken twice to denote professional quality. **Note:** While someone with the Freshwater fishing skill can catch and cook fish while on ship, using the usual techniques, they'll catch only the smaller fish, and they'll only roll for success once per hour. Also, they won't have the knowledge involved in identifying which are edible, or the details of how a specific fish should be prepared. **Bonuses:** +5% if the identify sea life skill is known. **Base Skill:** 32% + 4% per level of experience

Diplomacy: A very important survival skill, this skill represents either a natural talent or special training in the gentle art of compromise and negotiation.

Those who possess this skill are experts at dealing with others and have a knack for creating items such as political policy and for smoothing over hurt feelings.

Though this skill is not meant to replace characters role-playing out their encounters and political dealings, the GM should incorporate it somehow into the situation. **Base Skill:** 25% + 5% per level of experience.

Because of the massive factors that affect a diplomatic situation (not all of which can possibly be represented), here are some bonuses and penalties that will affect the character's skill roll:

Bonuses:

- Get's a bonus to his skill percentage for a high M.A., using the I.Q. attribute section of the "bonuses from high attribute" chart to determine the bonus.
- The skill user has had favorable dealings with the other

party in the past: +10%

- The skill user's race is allies with that of the other party: +5%
- The other party favors the skill user's position (though he may not be completely sure): +15%

Penalties:

- For each point of I.Q. that the one upon whom the skill is being used has above 16, subtract 2% to the skill user's percentage.
- The skill user has had unfavorable dealings with the other party in the past: -20%
- The skill user's race is enemies with that of the other party: -10%
- The other party opposes the skill user's position vehemently: -25%

Economics: This is the study of money management, social-economic trends, distribution, income and expenditures as it pertains to the government and the consumer/public. Explores economic factors in industry, human resources, labor institutions, and international finance. Applies observations, analysis, research, estimations, and projections toward predictions of market and market trends. **Base Skill:** 40% + 5% per level of experience.

Entrepreneurship: The mastery of business, finances and economics necessary to build companies from scratch, as well as management of existing corporations, recognizing and solving problems, investment opportunities, and to the know-how buy out other businesses. Aside from management skills the character has to have the charm necessary to raise investment money and direct both people and resources. **Base Skill:** 40% + 4% per level of experience. This skill costs 1 slot for running businesses whose yearly gross is less than 100,000 dollars/credits, 2 slots for grosses up to 1 million, 4 slots for grosses up to 10 million, and 6 slots for no upper limit. For operating businesses over their expertise, there is a -10% per skill slot difference penalty. Also, persons with the 4 or 6-slot versions are -30% to operate businesses that fall in the 1-slot skill's area of expertise.

Falconry: The art of training and handling falcons, and other birds of prey. The use of these animals is much more limited than many fantasy gamers would believe. Falcons were used specifically for the entertainment of the rich and hunting game fowl. A standard hunt would entail a game bird, such as a quail, pheasant, duck, etc., being flushed out into the air by dogs, and the falcon released to strike it down.

Players take note! For game purposes, let us presume that these avian predators can be trained to pursue and attack any visible, flying foe or target, strike down other birds, and return them to its master. Let us further suppose that they can be trained to strike at any "moving" target that they are directed at. This means a falcon could be sent to fly in the face of an opponent and slash at him with its claws for up to two attacks before returning to its master or flying into the sky. These trained birds respond to hand signals and whistles. They are trained to strike and return,

little more. Under no circumstances can these birds fly alongside their masters or follow even simple instructions - this is a dumb bird, not a dog with wings.

Note: Falcons or any uncaged birds *cannot* be taken into underground dwellings or inside buildings without panicking. This is one reason they are always blinded with a leather hood. Another reason is that they instinctively attack any small, moving prey and are easily startled. Furthermore, it is impossible to engage in combat with a falcon on one's wrist or shoulder without injuring the falcon or oneself.

Trainers must roll two out of three successful rolls to succeed in training their bird. Failure means that the animal cannot be broken of bad habits and training is a general failure. **Base Skill:** 30% + 5% per level of experience.

Fashion Tools and Weapons: Useful tools and weapons can be constructed from readily available material. These crude items are usually made from wood, stone, vines, and bones, and include making a simple wood and/or stone hammer, club, hand shovel, pick, fishing hook, bone needle, wooden stake, torch, rope, string, fishing line, simple flute, blow gun, staff, wooden spear, bola, throwing stick, arrow, short bow, stone knife, and spear and axe head made from chipped stone. The ability to fashion tools is a source of pride for jungle tribesman and wilderness folk. An unsuccessful roll results in a product that is completely useless, try again. It generally takes about 1D4 hours to make a small, simple item and 2D4+1 to make a larger, more elaborate item like a stone axe, spear with a stone head, short bow, etc. **Base Skill:** 20% + 5% per level of experience.

Gem Cutting: The ability to evaluate and cut gemstones. The monetary value of a gemstone can be determined by a thorough examination where any flaws, chips or imperfections will be observed. In addition, the character can cut gem stones to increase their value or cut one stone into several smaller ones. The first percentile number is to appraise gemstones while the second is used to cut stones. When a cutting roll is failed the stone is damaged, which decreases its value. However, the stone can be cut again to repair the flaw; although the stone will be smaller and of lesser value than the original. **Base Skill:** 25/10% + 5% per level of experience. **Requires:** Gemology.

Gemology: Skill in identifying and appraising the value of precious metals (silver, gold, etc.) and stones (jade, ruby, sapphire, diamond, etc.). This ability also enables the person to identify fakes, but at a penalty of -10%. A failed roll means the character cannot tell whether or not the item is fake or real, or its value is grossly under or overestimated. **Base Skill:** 25% + 5% per level of experience.

General Repair/Maintenance: Not everyone can be an Operator, blacksmith or a carpenter, but many are good with their hands and capable of doing minor work for themselves. The General Repair/Maintenance skill includes: sharpening blades, minor repairs on weapons, packing their own S.D.C. bullets/ammunition, sew tears in clothes (it may not look pretty, but does the job), replace a wagon

wheel, change a tire, shoe a horse, repair furniture, paint, varnish, nail and assist in basic woodworking, and even do minor patchwork on armor (restores 1D6 M.D.C.).

Roll once to see whether the character can figure out what's broken, what must be done to fix it, and whether it's beyond this meager abilities. Roll again to determine success or failure in making the actual repair. If failure, the player may try again, but only twice. **Base Skill:** 35% + 5% per level of experience. Reduce skill proficiency by half if the item is extremely damage, complex, high tech or alien.

Glassworks: This skill can be used to create a variety of glass products from store windows to ceramic style glassware. When used in conjunction with the blacksmith skill it is possible to create stained glass windows. May be taken twice to denote professional quality. Areas of specialization: Glassblowing (making glass objects, such as bowls, goblets, and others), glazier (coating an object in glass), and oculist (lens maker). **Bonuses:** +5% if the chemistry skill is known. **Base Skill:** 20% + 5% per level of experience.

History: An extensive and continuing study and love for world history. This skill provides the character with a general knowledge of the growth of civilizations, cultures, religions and myths, past and present. The character will recognize major types of ancient architecture, ruins, areas of historical significance, weapons, characteristics, demons and deities. Select one Lore as an area of particular interest, but note that any educational skill bonuses will not apply to that lore area. **Base Skill:** 45% + 5% per level of experience. A failed roll means failure to recall details.

History-Era Specialization: There is a big difference between the History skill (roughly equivalent to High School/College US & World Civilization classes) and having a thorough knowledge of an era of history (300 level and above classes on the subject). Each of the following specializations is the result of in-depth study of a cultural era, possibly at the graduate school level. A beginning list of specializations is below; it does not necessarily encompass all possibilities, especially for alien cultures. Note that some skills are available only in certain games, for obvious reasons. These specializations are described below.

Cost	Type
1	20th Century
1	19th Century
1	18th Century
1	West
1	16 & 17th Century
1	Renaissance Era
1	Medieval Era
1	Greco-Roman Era
1	Middle-Eastern (600 AD to modern day)
1	Ancient Middle-Eastern
1	Oriental Culture
1	Indian (Asia)
2	Native American - Pre-Columbian
2	African - Pre-Colonial

2		(Rifts) Atlantean Era
2		(Robotech or Macross) Zentraedi
2		(Rifts & PFRPG) Palladium World

History, 20th Century: From 1901 to 2000 A.D. Characters who visit the modern world from another time, or another dimension, will be confused and bewildered without this skill. Anyone brought up in the 20th Century will automatically know how to get around in the world, but unless they have this skill, they won't necessarily know anything about the big picture of society and politics. **Base Skill:** 50% + 5% per level of experience.

History, 19th Century: From 1801 to 1900 A.D. The mature and developed colonial empires are at their height, and with the defeat of Napoleon, Britain becomes the foremost world power. Also covers the birth of the industrial age, when steam engines and massive political movements move millions around the world. Military and weapons technology advances from the flintlock, through the percussion cap, and on to the prototypes for all modern gunpowder weapons. **Base Skill:** 60% + 5% per level of experience.

History, 18th Century: From 1701 to 1800 A.D. Although America breaks off from Britain to form the United States, virtually every other colonial tactic is successful. The English and French colonial empires continue to grow, while the Spanish and Portuguese gradually fade into feeble and incompetent dominions. Age of Flintlock Guns. **Base Skill:** 50% + 5% per level of experience.

History, West: This is a basic historical knowledge of the myths, legends and (distorted) history of the pre-Rifts West, as well as the post-Rifts New West. The focus of this history is on cowboys, gunslingers, gunfighters, Indians, and their weapons, habits and mannerisms, as well as the Code of the New West, Cowboy's Code, and basic information about notable monsters, vampires and famous people and outlaws. The base skill percentage indicates the approximate degree of information the character has learned or can remember accurately. **Base Skill:** 30% + 5% per level of experience.

History, 16th & 17th Century: From 1492 to 1700 A.D. The major feature of this era is the establishment of the first true worldwide empires. Both Spain and Portugal establish global networks of trade and colonization, while England, Holland and France try to fill in the gaps. Age of Matchlock Guns. **Base Skill:** 60% + 5% per level of experience.

History, Renaissance: From 1350 A.D. to the beginning of the 1500's. After the monotony of the Middle Ages, the following historical period saw dramatic changes in every field of human arts and technology. Age of early (mostly artillery) guns. **Base Skill:** 50% + 5% per level of experience.

History, Medieval: From roughly 476 A.D. until about 1350 A.D. The age of feudal society, where armored knights, nobles and kings dominated the world by force of person-

ality and arms. Also covers the Gothic Conquests, the Byzantine Empire, and the rise of Muslim Civilization (though the latter is covered in more depth by its own specialty). **Base Skill:** 40% + 5% per level of experience.

History, Greco-Roman: Rome, and the Roman system of government of laws, played an important role in world affairs for almost 2,000 years. The character will learn about Rome from its start as a City-State, around 500 B.C., through the sacking of Rome in 455 A.D., and continuing through the Byzantine, Eastern Roman Empire, that lasted until 1453 A.D. Also includes classical Greek and Etruscan history, from the time of the Minoan culture up to the rise of Rome. **Base Skill:** 40% + 5% per level of experience.

History, Ancient Civilizations: Includes a study of Mesopotamian, Sumerian, Babylonian, Egyptian, Phoenician, Greek and Persian civilizations. In other words, all known history, from the earliest records (about 3500 B.C.) until about 200 B.C. Unfortunately, much is unknown about this period, and much more woefully inaccurate. **Base Skill:** 30% + 5% per level of experience.

History, Chinese: Extensive knowledge of the history of China. The character can, based on architecture, materials, technology, artistic form, and style of calligraphy, identify objects or sites associated with the various dynasties and pre-dynastic periods. The character will know the names, and at least a brief history, of all the various rulers of China, the various kingdoms and provinces, and important neighboring nations, as well as the works of such important writers as Confucius, Mencius, Lau Tzu, and Sun Tzu. **Note:** In order to have the Chinese History skill, the character must have at least stage 3 skill in Chinese Language. **Base Skill:** 45% + 5% per level of experience.

New Historical Specializations (not taken from existing lists):

History, Middle-Eastern (Islamic): Covering from ca. 600 AD to the modern day, this skill covers the states of the Middle East from the decline of Roman & Byzantine influence and the origins of Islam, to the modern nations that arose from the spread of the religion. To a lesser extent, also covers the non-Islamic states affected by the Islamic ones (Israel, Lebanon, Moor-occupied Spain prior to 1490, etc.) **Requires:** knowledge of one of the Islamic philosophies (Cultural/Temple skill). **Base Skill:** 40% + 5% per level of experience.

History, Oriental Cultures (general): Unlike Chinese History, this covers China, Mongolia, Japan, and Southeast Asia from Vietnam to Thailand. As this is a lot less specific, the information is as well. One specific area listed (other than Chinese) can be further specialized in, but at the cost of an additional skill slot and a requirement of knowledge of the language for that specialization. **Base Skill:** 20% + 5% per level of experience. For an area specialization, add +20% to that area, but subtract 10% from all other areas.

History, Indian (Asia): The history of the Asian subcontinent from the arrival of the Aryans through the British colonial era. Is somewhat spotty from 1800 on (use appropriate century skills, otherwise use this skill at -20%), and information concerning the pre-Aryan civilization is mostly theoretical, and based on the legendary stories handed down from that period. Note that many non-traditional historians (those who don't blindly dismiss the idea of ancient high-tech civilizations) have pointed out that the Vedas and other books have VERY detailed, graphic accounts of the use of aircraft, chemical weapons, and even NUCLEAR WEAPONS, even describing in detail the decontamination procedures for the latter. In BTS, Rifts, or even the Anime-based games, such references could be directly connected to the fall of Atlantis and related civilizations (in the first two, fighting off the demons; in the latter, tying into the origins of the Tyroleans or Marduk). **Base Skill:** 40% + 5% per level of experience.

History, Native American (Pre-Columbian): This skill covers the societies of the Americas prior to the arrival of the Conquistadors. Taken as a first level specialization, it covers to an extent all of the societies from Alaska to Chile, but is weak in all areas. When the skill is taken, the character must take an area of concentration, with a bonus of +20% in that area alone. Choose from South American, Central American, North American and Arctic cultures. **Base Skill:** 20% + 5% per level of experience.

History, Pre-Colonial Africa: This skill covers the African continent from the point of view of the areas not influenced directly by Phoenician or Egyptian ancient civilization, nor by their Greco-Roman conquerors. One has to be careful to keep objective in this area, as much of the "facts" in this field are either remnants of colonial disbelief that the natives could have been responsible, or "Black Power" myths that are as equally fallacious. The only trustworthy histories are the local oral ones, and these can be distorted by later cultural exposure. **Base Skill:** 20% + 5% per level of experience.

History, Rifts Atlantean Era: Only available to True Atlanteans, Sunaj and their allied races (such as the Chiang Ku Dragons). The might and majesty, not to mention the tragic fall, of ancient Atlantis is too important for those societies who witnessed it to forget (for to forget can mean its repetition). **Base Skill:** 40% + 5% per level of experience.

History, Robotech or Macross Zentraedi: As with the Zentran Lore Skill, this skill's specifics depends on the universe it comes from. Whereas the Lore skill is primarily a cultural (or lack thereof) skill, this skill is a compiled record (from ship archives and interviews with officers) of the real history of the race, from its greatest battles to its supposed origins. Can be used at -40% for use on Tyrolean or Marduk history. **Base Skill:** 40% + 5% per level of experience.

History, Palladium World: A skill common on both Palladium and Rifts Earth (among immigrants), this is a scholarly skill on the history of Palladium from the defeat of the

Old Ones up to the point studies were last done on the planet (may be up to date, or off by hundreds of years if the last visit was right after the Rifts came to Earth). A person with skill has likely read, at least, portions of the Tristine Chronicles, possibly even the entirety of one of the popular versions. **Base Skill:** 40% + 5% per level of experience.

Invention: This skill allows the character to take an idea and invent something from it. The skill is used in conjunction with other skills, following the formula below. An example of the invention skill in use is: A blacksmith wishes to make a better, stronger horseshoe, by using his invention, blacksmith, chemistry, and horsemanship: general (first percentile) skills, he comes to a final percentage chance of making the new horseshoe. If the skill roll fails, then the invention is useless, and the inventor has to start again.

Formula: [invention percentage + appropriate skill percentages] divided by the total number of skills = final percentage chance of inventing.

Invention time is equal to 1 year multiplied by (100% - invention percentage), or longer (GM's discretion, try to be fair).

For example: a character wishing to invent the catapult would use the invention skill (35%), carpentry (50%), mathematics: advanced (60%), and blacksmith (45%). The formula would be: [35% + (50% + 60% + 45%)] divided by 4. Giving a final percentage of 47% (always round up) to successfully invent the catapult. The time needed to invent the catapult would be [1 year multiplied by (100% - 35%)], making 0.65 years, or about 7 months and 27 days. Although a prototype might be ready in half that time (just don't expect good results when using the prototype).

Requires: A minimum I.Q. of 12. **Base Skill:** 0% + 5% per level of experience.

Note: It is possible to invent something without the invention skill. The character just uses the skills most directly involved in the same formula. The major difference comes in the time needed to complete the invention, which is almost double, or even triple, the time needed for someone who possesses the invention skill.

Investigative: This area of study involves the techniques, principles, and theories of investigation. It trains a person to look for and recognize clues systematically examining details with care and accuracy. This is applicable to environments, events, the spoken word, and body language.

Research and interrogation techniques are also learned. The interrogation of a person involves a series of questions which will probe unobtrusively or bluntly into the area in question. The tact of the interrogator may be gentle, quiet and calming or violent, intimidating and unnerving. All of these tactics are verbal and emotional and do not suggest physical abuse/torture. **Note:** If a character refuses to talk he/she can reveal little. However, body language/movement may tell the interrogators all they need to know.

Generally, a person with this skill will uncover at least one or two leads/clues per each hour of investigation. Of course many of them may be false leads, dead ends, or non-conclusive. Game Masters use your discretion in each case, as circumstances can be very different each time, perhaps

revealing many clues or none at all even after hours of investigation. **Base Skill:** 30% + 5% per level of experience.

Journalism: Fundamental journalistic writing techniques, editing and news reporting, for newspapers, magazines, radio and television. It also includes typing skills. The writing quality is professional if two slots spent on this skill (+10% Bonus). **Base Skill:** 40% + 4% per level of experience. A failed roll means the item is horribly written.

Language: Characters with a language skill can understand and speak in a language other than their own native tongue. Language is one of the few skills that can be selected repeatedly in order to select several different languages. Each selection gives the character knowledge of a different language and costs one skill selection each time.

There are several major languages in the world of Rifts, they include:

American	English, the universal language of the American continents
Awarak	
Ancient Eygption	
Brodkil	
Cariban	
Chinese	
Classical Greek	
Creole	a universal trade language in S. America
Demongogian	
Dragonese	elven from the Palladium Fantasy RPG
Dwarven	
Elven	<ul style="list-style-type: none"> • Common Elven is known as Alyenya and is the only widely used elven language. Each race of elf (with the exception of half-elves) has their own secret language. • The Sylvendi (Common Elves) speak Sylnya, a language tied closely to their beloved forest. So much so in fact that anyone who can speak Sylnya may try to communicate with a creature of the forest at half their Sylnya language proficiency (except Sylvendi elves who, of course, use full proficiency). • The Ilyendi (High Elves) speak Ilyenya. A language of nobility and power. Any one speaking Ilyenya gains a +5% to trust/intimidate, or charm/impress while speaking the language (Except Ilyendi elves who gain +10%). • The Ubelendi (Drow) language of Ubelnya inspires fear and horror in all who hear it. While speaking Ubelnya a character has an innate horror factor of 6, or a bonus of +1 if their own innate horror factor is higher than 6 (Ubelendi speaking Ubelnya gain a +2 bonus to horror factor). Ubelnya is only taught to Ubelendi and their servants, any outsider displaying an understanding of the language is usually killed. A character may only possess this language if taught it by an Ubelendi or one of their servants. a blend of Russian, German, and Polish faerie folk as found in the Palladium RPG
Euro	
Faerie Speak	
French	
Gargoyle	
Ge	
Giantese	
Goblely	
Human: Eastern	used on Palladium earth
Human: Southern	used on Palladium earth
Human: Northern	used on Palladium earth
Human: Western	used on Palladium earth
Japanese	
Orcish	surprisingly the various tribes of Orcs all utilize a similar language, a few of the smarter tribes have developed a written language
Portuguese	
Shaydorian	
Spanish	
Trade One	the second major tongue of the Americas believed to be the language of the First Race favored by telepathic races because it uses telepathy in addition to the spoken word
Trade Two	The wolfen language
Trade Three	English/American
Trade Four	Uses hisses, whistles and clicks for most words)
Trade Five	
Trade Six	
Techno-can	Basic but modified America/English; a universal com-

puter / techno language used in high-tech computer communications and systems. Not used as an everyday spoken language but as a specialized tech-language developed for technical journals and as a universal computer language

Troll

In all my readings I have found only one instance of Trolls smart enough to have a written language. The Rock Trolls of Shannara (by Terry Brooks). So, in general, it can be assumed that Trolls do not have a written language.

Tupian

Base Skill: 50% + 5% per level of experience.

Language - Chinese: The Chinese language continues to flourish in that part of the world and in neighboring regions such as southern Russia, Mongolia, and parts of the Middle East and India. **Base Skill:** 40% + 5% per level of experience for all Asians, but only 25% for all Westerners.

Language - Mongolian: is the language of Mongolia (north of China). Its speakers are found scattered all around China, as well in many parts of the former Soviet Union. By the way, Mongolian is part of the Altaic family of languages, which also includes Japanese and Korean. **Base Skill:** 55% + 5% per level of experience.

Language - Tibetan: The language of Tibet, can be found in many of the mountainous regions of southwest China.

The **Miao** are a tribal people, who have been alternately warring with, and living peacefully with, the Chinese for thousands of years. Their language is still found in many wilderness areas.

Thai is not only the language of Thailand, but also of many ethnic groups scattered across southern China and most southeast asian countries.

Kazakh, Kirghiz, Uighur and Urianghai are all **Turkic** dialects (related to Turkish) and are found in the far west and northwest of China.

There are even more exotic languages, but most are spoken only in remote regions. **Base Skill:** 55% + 5% per level of experience.

Language Dialects: Taking this skill for a particular language means the character will be able to communicate in all the dialects of that language. This roll is needed only when the dialect in question is different to the character's own dialect. It can also be used to make out words in closely related language trees (Dutch/German, the Slavic Languages, or the Romance languages). **Base Skill:** 50% + 5% per level of experience.

Language - dUnaidon: The spoken language of the Children. Its sound is very reminiscent of German and other Gaelic languages, with the occasional grunt or snarl added for emphasis. **Base Skill:** 50% + 5% per level of experience.

Language Historical: Besides time travel, these skills are often useful in dealing with D-Bees from alternate Earths, whose history diverged from (Rifts) Earth's own, or even in other games that could conceivably deal with visitors from another Earth.

Language - Classical Greek: One of the most valuable of all historical languages. Once limited to a fairly small region, Alexander's great conquests spread Greek through much of the world. Highly educated people were expected to speak, read and write Greek until the early Twentieth Century. It is also one of the standard languages used by all True Atlantean societies, and so would be a boon for most dimensional travelers. **Base Skill:** 50% + 5% per level of experience.

Language - Latin: The rough language of the Roman soldiers and merchants became the common language of trade all over Europe, Africa and through much of Asia. Later, with the growth of the Church of Rome, Latin became the common language of priests and learned people all over the world. Note that educated people living at the height of the Roman Empire preferred to speak Greek. **Base Skill:** 55% + 5% per level of experience.

Language - Mongolian: Modern day Mongolian is a bastardized form of Chinese, Pakistani and Himalayan sub-dialects, mixed with various Russian words for certain items, people, weather and so on. It is spoken in eastern Kazakh, Afghanistan, and Pakistan, as well as Mongolia and parts of Siberia and northern China. **Base Skill:** 40% + 5% per level of experience. **Note:** Characters who speak Russian or Chinese can pick out words and phrases at about 35% level of understanding; those who speak Euro can only understand at a 10% level.

Language - Norman French: Useful in Western Europe from about 800 A.D. to 1200 A.D. After the Norman Conquest in 1066 A.D., it became the nobles' language in England. Eventually, it evolved into modern French, the language of culture until the Twentieth Century. **Base Skill:** 55% + 5% per level of experience.

Language - Portuguese: The main explorers of the Fifteenth Century were Portuguese, and they spread their language throughout the known world. Along with the Spanish, the Portuguese maintained the major colonial empires after the discovery of America. Their language is common in South America, Southeast Asia, and along the coast of Africa. Note that it is closely related to Spanish during this period, and the other language can be understood at a -10% penalty, with an additional -5% for every 100 years since 1500 A.D. **Base Skill:** 55% + 5% per level of experience.

Language - Russian: The Warlords are so drive to reclaim and rebuild Russia that they insist on speaking the Russian language as it existed prior to the Great Cataclysm. The only changes in the language are some words added to describe dimensional Rifts, ley lines, D-Bees, and magical references, as well as local slang words for various spirits, undead and monstrous creatures. A speaker of Old Russian can understand other Slavic dialects (Ukrainian and Polish at -40%). **Base Skill:** 50% + 5% per level of experience.

Language - Colonial Spanish: Spain, and the royal family

of Spain, dominated Europe, and most of the rest of the world, from the time of the discovery of America in 1492 A.D., until the defeat of the Spanish Armada. Most educated people and diplomats would be expected to speak Spanish until the Eighteenth Century. Note also the compatibility with Portuguese in that language skill; the same modifiers apply here. **Base Skill:** 55% + 5% per level of experience.

Chinese Language & Literacy: Chinese, as a language is unique in the world. That's because the language has been in continuous use, both in the spoken and written form, for over three thousand years. And, because the written language is based on abstract characters (ideas), rather than phonetics (sounds), it has become more and more complex as it evolved. Here are the four "levels" of literacy available to characters, depending on which skills they select. Native Speakers get Stage 2 or 3 as their base skill, based on their level of education. An upgrade costs the stage level in slots, not counting other requisites.

Stage 1 - Thousand Character Literacy. This applies only to characters who take Chinese as an secondary skill. The character can read simple instructions, write notes, and knows how to use a Chinese dictionary (something that a character with no skill in Chinese could not do). The character knows only one dialect, either Mandarin or Cantonese. **Base Skill:** 40% + 5% per level of experience.

Stage 2 - Chinese Literacy. Applies to native speakers (those raised in a Chinese-speaking household) and to characters who take Chinese as an O.C.C. skill. The character can read and write around 3,000 ideograms, and can quickly learn more when they need to. Reading and writing are fully fluent and it's possible to read all modern newspapers, magazines and popular books. The character knows both Mandarin and Cantonese dialects. **Base Skill:** 55%+5% per level of experience.

Stage 3 - Advanced Chinese Literacy. The character must have an O.C.C. skill in Chinese Language (or be a native speaker) and either Chinese Antiquarianism, Chinese Classical Studies, Chinese History, or Chinese Mythology (any one will do). Or, must spend two language slots from the Oriental Studies Program (the base ability, plus the additional slot). The character has a mastery from 15,000 to 50,000 characters, which means that anything printed in the late Twentieth Century is Readable. With reference books and dictionaries, the character can attempt to decipher ancient manuscripts and inscriptions. Knows both Mandarin and Cantonese, and can also read and write Chinese cursive script. **Base Skill:** 60% + 5% per level of experience.

Stage 4 - Classical Chinese Literacy. The character must have an O.C.C. in the Chinese Language (or be a native speaker plus Chinese Classical Studies, Chinese History, and Chinese Mythology). This allows

the character to be able to read and write in just about any version of the Chinese characters, including the pre-dynastic pictographies. The character can speak Mandarin and Cantonese and, if exposed to a speaker of ancient Chinese, could easily pick up the spoken language. **Base Skill:** 60% + 5% per level of experience.

Law: A general knowledge of the laws and legal systems of the societies the character is familiar with. If a character chooses to be an expert in a single legal system, give a 10% bonus for that system, but reduce the by 5% for all other legal systems not related to it. For example, in most Rifts North American societies, the legal systems are based on the pre-rifts United States system (including the Canadian areas). **Requires:** Literacy. **Base Skill:** 30% + 5% per level of experience.

Law - CCW: This skill covers the laws of the Consortium of Civilized Worlds, including the Civilization Compact. **Base Skill:** 30% + 5% per level of experience.

Leather Working: The character is skilled at tanning and preserving animal hides. Usually this skill is combined with tailor to enable the character to make leather goods such as clothing, capes, bags boots, saddles, saddle bags, tack and harness for horses and even leather armor. If this is done the character can fully repair, and make modifications to leather armor (see armor in the Combat and Equipment sections). May be taken twice to denote professional quality. **Bonuses:** +5% for each of the following skills: sew, and skin and prepare animal hides. **Base Skill:** 25% + 5% per level of experience.

Lip Reading: The character knows how to interpret the spoken word through the movement of the mouth. Characters can observe targets from a distance and understand what they are saying. The target's mouth must be in line of sight and cannot be obstructed by anything. If the moving lips are partially obscured the GM should apply a penalty he/she thinks is appropriate to the situation. This type of art requires the character to speak the language he is attempting to lip read and to have a 80% proficiency or above in that language. Characters must also select this skill in relation to their common tongue first. Other languages selected after this will count as a new skill and must meet the 80% proficiency requirement. **Note:** This skill is usually taught to CS spies or rouge agents working in espionage. This is not a skill the common soldier would know. **Base Skill:** 30% + 5% per level of experience

Literacy: The written word is more valuable than ever in the world of Rifts, yet, sadly, the majority of the world's population can not read or write. Illiteracy is encouraged by the Coalition as it is a means of securing the empire's power base and hold over the people. Those who are literate will be viewed with suspicion unless they are a member of the Coalition's elite aristocracy or military.

Like the language skill, the character may be able to read and write several different languages, but each language

counts as a separate skill selection. American/English is the official written language of the Coalition. **Base Skill:** 30% + 5% per level of experience.

Literacy - dUnaidon: heavily reminiscent of very early forms of German and Old English, the written version of the Children's language is rampant with archaic symbols and runes. **Base Skill:** 30% + 5% per level of experience.

Lore - Alchemy: Throughout human history, there have been legends about powerful magicians "turning dirt into gold," or spending their lives trying. Though this may be the most famous, there are thousands of reports, stories, and myths about people using chemicals and strange combinations of plants to produce a powerful, physical change in a substance. This skill includes hundreds of accounts, and volumes of stories about formulae and procedures for various elixirs and potions (perhaps even less than 10% of these hold any truth). To actually carry out the procedures in these myths is another affair, though. **Base Skill:** 25% + 5% per level of experience.

Lore - Animal: This is the ability to identify any species and races of animals. This is not give the ability to identify any type of monsters or supernatural creatures. **Base Skill:** 25 + 5% per level of experience.

Lore - Astral: An in depth knowledge about the Astral Plane, Outer Plane, Inner Plane, Void, and major kingdoms, as well as a general knowledge about astral travel, methods of travel and navigation, astral beings, domains and dangers. Having this skill will add an additional +2% per level to the Astral Navigation psionic power (see Nightbane: Between the Shadows; New Psionic abilities). Astral Lore can only be learned from the few individuals and organizations who regularly venture into the Astral Plane. **Base Skill:** 26% + 4% per level of experience.

Lore - Cattle/Animals: This is a general knowledge about cattle, horses, livestock, and other notable animals of the West. This knowledge includes what they eat, where they live in the wild, means of defense, the value of their meat, fur, hides and horns, and their natural predators, as well as the most notable tales about supernatural animals, spirits, gods and magic attributed to or involving animals (including some Indian spirit and totem lore). **Base Skill:** 30% + 5% per level of experience.

Lore - Cetra: This is a comprehensive study of the Cetra species, their powers, limitations, and the myths and beliefs associated with them. Very few non-Cetra have the crucial pieces of evidence that would allow them to have this skill, and those fortunate few usually gained the knowledge from a Cetra who was willing (or forced) to pass the knowledge on. **Base Skill:** 35% + 5% per level of experience.

Lore - The Children: The study of the tribes, their habits, origins, powers and weaknesses. It will also aid in differentiating fact from superstition regarding the werebeasts'

vulnerabilities and strengths and basic werebeast hunting tactics. At higher levels of knowledge (65%+), the character (non-Child) may have some idea about the existence of separate groups within the wereraces known as "tribes" as well as other detailed information. Obviously, the Children themselves who were raised within the Tribes, whether they have this skill or not, are aware of the existence of the other Tribes. It should be noted that this skill should only rarely be allowed to non-Tribe members as they are very secretive about their existence. A further point that all Game Masters should keep in mind is that the Donathair would be *very* interested in "talking" with non-Children that have any knowledge about the existence of the Tribes. **Base Skill:** 30% + 5% per level of experience.

Lore - Chinese Mythology - Buddhist: This skill is pretty much the same as the Taoist version, except that it deals with the equally crowded hordes of Chinese Buddhist entities. However, it is a different skill from the Taoist version. **Base Skill:** 35% + 5% per level of experience.

Lore - Chinese Mythology - Taoist: Includes extensive knowledge of the vast library of works on Chinese myths relating to gods, ghosts, demons, monsters, dragons, Immortals, and the undead. Since there are such a vast array of mythic entities (it is said, for example, that every star in the sky corresponds to a named deity in Chinese Mythology), character is very skilled at locating written references on any given subject. This is all further complicated by the legends of Immortals becoming gods, of gods becoming mortal, and of virtually any mythic figure dying and being reincarnated as some "other" mythic figure. Characters will, given a few hours of research time and access to a decent library, be able to come up with a variety of legends (unfortunately, often contradictory) on any given named mythic entity or related to any particular place or period of Chinese history. **Base Skill:** 35% + 5% per level of experience.

Lore - Conspiracy: A comprehensive knowledge about the issue of conspiracy and cover-ups by world governments in the areas of the paranormal, UFOs, military, experimental testing, etc. by such participants as the FBI, KGB, CIA, and major world governments. The character knows the theories about the Roswell incident, Area 51, telekinetic weapons testing by the Russian government, the Illuminati, and drug and chemical weapons testing. **Base Skill:** 30% + 5% per level of experience.

Lore - Cults and Sects: This skill is a comprehensive study of the phenomenon of cults, sects, and occult religion. This includes the techniques of indoctrination as well as the identifying marks of the major cults. **Base Skill:** 30% + 5% per level of experience.

Lore - D-Bee: Most D-bees (the slang term for dimensional Beings) are just alien humanoids from another dimension or planet. To be classified as a D-bee, the creature must be remotely humanoid in appearance, usually a biped, has a human-like intelligence and does not possess supernatu-

ral powers. Creatures who are not humanoid in basic shape and have extremely monstrous or demonic appearances and/or powers, are usually considered to be monsters rather than D-bees.

D-bee lore is the general study of alien humanoids. This area of study will include culture shock, common types, common behavioral patterns, the distinction between instinctive predators and social oriented beings, myths and legends.

Specific areas of knowledge include the general habits, behavior, customs, powers and weapons of the most infamous D-bees, including Psi-stalkers, Simvan, Xiticixes, True Atlanteans, Kittani, Altara warriors, temporal raiders, and Kydians (Splugorth Overlords). The D-bee lore skill also includes similar, general information about common D-bees living in the geographic area where the skill is being taught; i.e. beings commonly know to live in North America will be know by the CS. Similarly, D-bees in Germany / Europe are known by the NGR, and so on. D-Bee lore is not a science. Consequently, it is not always accurate, complete or in depth. See anthropology for an in-depth approach to behavioral science. **Base Skill:** 25% + 5% per level of experience.

Lore - Demons and Monsters: This is the study of demonic creatures and supernatural monster lore throughout the ages and around the world. It includes the beliefs of ancient and primitive cultures, as well as documentation in the modern Rifts world regarding demons, vampires, possession, places of magic, reputed places of demonic habitation or attraction, and the study of legendary and known supernatural beings, including their know habits, appearance, weaknesses, strengths, powers and abilities. The master of demon lore may be able to identify a particular type of monster by hearing its description or a description of its actions, seeing a drawing or photograph or footprint, or by how it acted, killed, or exhibited certain abilities. **Base Skill:** 25% + 5% per level of experience.

Lore - Dragon: This is the study of dragons, their history and lore over the ages and around the megaverse. It includes knowledge of all known species of Dragons as well as their performed habitat and the known natural abilities for each species. The character with this skill may be able to identify a particular species of dragon by hearing its description or a description of its actions, seeing a drawing or photograph or foot print, how it acted, killed or exhibited certain abilities. **Base Skill:** 30% + 5% per level of experience.

Lore - Dreamstream: This skill is helpful in understanding and identifying the features, dangers and inhabitants of the Dreamstream. Even a beginner will automatically know of such things as Dream Pools and other major concepts regarding the dream lands. Skill rolls are necessary to identify creatures and events/transformations of the Dreamstream. **Base Skill:** 25% + 5% per level of experience.

Lore - Faerie: This skill is effectively the same as the previ-

ous Demon and Monster lore skill, except that the emphasis of the lore is on the faerie folk. Since the coming of the rifts and magic, the fairies of ancient myths have proven to be quite real and often encountered in the wild, especially near ley lines and nexus points. Faerie folk include fairies, sprites, pixies, brownies, bogies, toad stools, pucks, kelpies, gnomes, ogres, and a host of other supernatural beings. **Base Skill:** 25% + 5% per level of experience.

Lore - Farm: This skill is not to be confused with the science of botany in which the character can farm, and identify and grow plants. Farm lore is a knowledge of myths and legends about real and mythological plants, roots, herbs and farming. It also includes a very basic knowledge of how to grow and care for plants, where notable plants (usually poisonous or medicinal/herbal) and mythical plants are said to be found, and adds a bonus of +2% to the skills of botany, holistic medicine and faerie lore. **Base Skill:** 25% + 5% per level of experience.

Lore - Folklore and Mythology: This skill is a comprehensive study of folklore and mythology. The character will be able to identify the major players involved with a given region and can roll at half the skill level to be able to identify minor players in myth. These players include gods, heroes, monarchs, creatures, and tales. **Base Skill:** 30% + 5% per level of skill.

Lore - Galactic/Alien: This skill helps characters identify know alien races, and provides information on their culture, habits, etc.

For Rifts: Phase World characters, this would include the Three Galaxies, while the Mechanoids, Robotech & Manhunter universes have their own unique subsets of alien races. For the first two, it is very difficult to know every single recorded alien species without a computer database handy, it also includes most of the well known legends and speculations about the Cosmic Forge, cosmoknights, kreeghor and prometheans. But the latter two have a small enough core group of races for most of it to be in memory only. It also includes most of the well known legends and speculations common to that spacefaring society. **Base Skill:** 25% + 5% per level of experience. When dealing with less known alien species, G.M.s can assign a penalty from -5% to -30% at their discretion.

Lore - Geomancy & Lines of Power: A study of ley lines, burial mounds, places of power, megaliths, and geomancy beliefs that certain places on earth are polarized with an unknown energy or forces that can heal, cause paranormal phenomena, attract supernatural forces, open dimensional gateways, are magical or are places of evil. The study includes "known" locations of such places, such as Stonehenge and the Bermuda Triangle, as well as the many theories behind them and the legacy of legends, mysteries, disappearances and dangers linked to each. The skill will provide the character with insight about the areas and enable him/her to recognize specific, known, places of power, as well as recognize unknown megalithic markers of these revered or feared places. **Base Skill:** 25% + 5% per level of

experience.

Lore - General Law: The study of Law allows the character to know many legal precedents, procedures and punishments *common* throughout the Russian Frontier. It includes the laws, customs and punishments of the Warlords, Cossacks and Sovietski, the code of the Ware-Knight and Huntsman, as well as the laws, customs and practices of most villages and major cities. This can be an invaluable skill when trying to argue for one's life before a Warlord or Council of Elders. **Base Skill:** 25% + 5% per level of experience.

Lore - Ghosts and Faeries: A study of reports, myths and legends regarding the supernatural, ghosts, apparitions, haunted houses and places, death cults, necromancy (rituals and purpose), mediums/seances, and near death experiences, as well as myths regarding faerie folk, including faeries, sprites, leprechauns, nymphs, woodland/nature spirits, goblins, gnomes, trolls, ogres, bogies and others; their magic powers, habitat, and so on. This includes ghosts, spirits and faeries of all cultures around the world. **Base Skill:** 35% + 5% per level of experience.

Lore - History of Russia: This is a basic historical knowledge of the myths, legends and (distorted) history of the pre- and post-Rifts Russia. It includes the history of the Soviet Union, Communism in Russia, bits and pieces about the Ukraine, Poland and Mongolia, but focuses mainly on pre-Communism traditions, Christianity, ancient gods and myths, and basic information about notable monsters, vampires and famous Russian people, heroes, and outlaws. The base skill percentage indicates the approximate degree of information the character has learned or can remember accurately. **Base Skill:** 30% + 5% per level of experience.

Lore - Indians: Characters with this skill can recognize the different tribes and nations, warriors and shamans, totems, fetishes and warnings, identify the people by their housing, clothing and weapons, and has a fundamental understanding about the Native Americans' society, beliefs, customs and laws - at least the most notable. They also know about Indian gods, spirits, and magic. **Base Skill:** 25% + 5% per level of experience.

Lore - Japanese Mythology: Includes extensive knowledge of the vast library of works on Japanese myths relating to ghosts, spirits, dead, elemental forces, supernatural animals and gods. Japanese mythology has so many gods and supernatural beings, including Buddhist and Shinto. That the phenomenon had been called by some 20th Century scholars, the "rush hour of the gods." **Base Skill:** 30% + 5% per level of experience. This skill also gives the character a fair understanding of Chinese Buddhist gods and demons (-10% skill penalty) and even Hindu and Brahmin gods (-20% skill penalty).

Lore - Juicer: This skill covers all there is to know about Juicers, different Juicer variants, what powers they possess, Juicer lore and myths, drug side effects, etc. A character

with this skill will recognize Juicers by their armor and abilities, as well as know the names of the most famous Juicers in history, current famous Juicer leaders, infamous gangs, and similar facts. **Base Skill:** 30% + 5% per level of experience.

Lore - Magic: This area of study does not give the character any magic powers or the ability to read magic symbols. What it provides is general information about magic, magic creatures and myths about magic. For example, a character with this skill knows about the general powers and abilities of infamous magic creatures such as the various types of dragons, sphinxes, unicorn, and so on. He'd know what the main types of magic (on Earth or at least his geographic area) are, such as spell casting, summoning, rifting, technowizardry, stone magic, temporal magic, bio-wizardry, rune magic, necromancy, and so. Likewise, the character is likely to know legends about powerful magic items, magic places, magic curses and related legends. Although the character cannot read runes or mystic symbols, he is likely to be able to recognize whether the symbol is a real magic ward, rune or warning.

The following abilities come with this layman's skill:

Base Skill (general knowledge): 25% + 5% per level of experience.

Recognize wards, runes and circles: 15% + 5% per level of experience.

Recognize Enchantment: i.e. magic items, people under charms and curses, etc.: 10% + 5% per level of experience.

Lore - Megaverse: The player is knowledgeable in the workings of dimensions, multiple planes of existence, theories concerning parallel worlds, etc. This is the study of myths, legends, and accounts of other dimensions/planes of existence. The character gains a certain knowledge of famous dimensions, such as Wormwood, Hades, Dyval, Phase World, Uricos, Rifts Earth, the Elemental Planes, the Astral Plane, and other, less well known dimensions. The character may be able to surmise what dimension someone visited by listening to an account they give, but actually getting to other dimensions is an entirely different matter. The character will have heard the myths about rifts, teleport spells, and portals, as well as other means of traveling between dimensions, but will not actually be able to perform any magic himself. **Base Skill:** 25% + 5% per level of experience.

Lore - Nightbane: This is a comprehensive study of the Nightbane species, their powers, limitations, and the myths and beliefs associated with them. Very few non-Nightbane have the crucial pieces of evidence that would allow them to have this skill, and those fortunate few usually gained the knowledge from a Nightbane who was willing (or forced) to pass the knowledge on. **Base Skill:** 30% + 5% per level of experience.

Lore - Nightlands: The study of the shadowy parallel dimension ruled by the Ba'al. This skill includes knowledge about the inhabitants of the Nightlands, including the

Nightlords, Doppelgangers, Hunters and Hounds, and others. This skill is most often found in the hands of mystics and psychics who have seen the Nightlands with their own eyes, but a number of occultists have also unearthed a few forbidden books discussing this mysterious plane of existence. **Base Skill:** 25% + 5% per level of experience.

Lore - Omens and Superstition: This skill lets the character identify all major forms of omen and superstition. The character will understand the meaning and what is implied by a given occurrence or happening. If the character also has Lore - Religion, the character will also be able to recognize the source of the omen or superstition. **Base Skill:** 30% + 5% per level of experience.

Lore - Poison: A thorough study of poisons, both natural and man made. A character possessing this skill knows how to harvest/collect the ingredients, mix them properly, how to administer, and how to recognize poisons and poisoning. **Base Skill:** 20% + 5% per level of experience.

Lore - Psychic & Psionics: Knowledge about psionic powers, how they are believed to work, how they affect people, their limitations, and who possesses them. This skill also provides a rudimentary knowledge about people and beings who possess psionic power such as minor and major psychics, healers, Psi-Stalkers, Simvan, Bursters, Mind Melters, Mind Bleeders, and the most infamous supernatural creatures (vampires, possessing entities, Goquas, Mindolans, Raksashas, etc.). The character may also have a passing knowledge about some of the psionic weapons and symbiotes of Atlantis, famous psychics in the region, mind control (via drugs, psychology, hypnosis, magic and psionics) and myths and legends about such places as the Astral Plane, Dreamstream, The Enclave and Psyscape. The character does not have to be a psychic himself, but he should believe that psychic powers really exist. Psychic lore is most commonly known by people who are psychic themselves, or involved in the PAB, Pandora Project (see the Spook Squad material in the Nightbane books) or similar organizations in Beyond the Supernatural, Heroes Unlimited or Rifts that study paranormal phenomena. **Base Skill:** 25% + 5% per level of experience.

Lore - Read Aura: This skill gives the character the ability to distinguish between different species just by their aura. With repeated practice and time a character could ID both the species and the individual character. **Note:** Due to some of the close distinctions between humanoid races (and some creatures and SN creatures for that matter) the skill level starts of low. **Base Skill:** 20% + 2% per level of experience. (very difficult to tell the small changes in an aura need to ID someone/thing). **Requires:** The psionic ability of See Aura.

Lore - Religion: A comprehensive study of the world's religions, past and present, their beliefs, rituals, holy places, pantheons of deities and supernatural creatures (demons, spirits, angels), stories of creation, myths and legends. The skill will help the character recognize specific rituals, their

purpose, the deity(s), icons, and similar information. **Base Skill:** 25% + 5% per level of experience.

Lore - Science: This knowledge gives the character an in-depth understanding about the general overview and concept of the science and the history of the science selected. The character must select a different science each time this skill is selected. For instance, a character can select Lore - Parapsychology and Lore - Botany at the cost of two skills. This skill does not replace the science skill, it just gives the character the knowledge of major discoveries and/or participants. **Base Skill:** 30% + 5% per level of experience.

Lore - Sea: Knowledge regarding the myths and legends of the oceans and seas of the known world, including the edge of the world, sea monsters, sea creatures and aquatic people, ghost ships, and general knowledge about marine animals and whether or not they are dangerous to humanoids. **Base Skill:** 25% + 5% per level of experience.

Lore - Technology: Can identify the name, company and type of any equipment found. Characters can also estimate the value of the item and whether or not it was constructed before or after the coming of the Rifts. **Note:** Does not include ancient weapons. Vibro-blades, nuero-maces and other similar type of equipment based on technology can be identified. **Base Skill:** 40% + 5% per level of experience.

Lore - Temporal: The technical skill of temporal lore is the study of temporal and dimensional theory and travel. It does not give the character any abilities of the temporal O.C.C.s. It includes knowledge of theories of time travel, such as the Theory of Non-Interference and the Fate Corollary. Also included are such things as basics of dimensional travel and disturbances (ley line storms) and infamous dimension-traveling races (temporal raiders, dragons, etc). It also gives the character a rudimentary knowledge of how temporal technology and techno-wizardry works (basically; nowhere near enough to repair or build such devices). The character can also attempt to activate temporal devices he/she has no training with, but at a -30% penalty. **Base Skill:** 25% + 5% per level of experience.

Lore - "Time of Man": This is the study of all stories, myths, documents and artifacts pertaining to the history of humankind on earth before the coming of the Rifts. This includes a working knowledge of all theories about the coming of the Rifts, a reasonable knowledge of how the world was before, the ability to identify Pre-Rifts artifacts (and recognize fakes), the ability to appraise the artifacts value, etc... **Base Skill:** 25% + 5% per level of experience.

Lore - UFOlogy: The unofficial study of UFO phenomenon. The character knows all the theories about extraterrestrial visitations as well as some of the theories involved. The skill also imparts knowledge about some of the more science-fictionous of the information (propulsion, weapons, abilities). The character will also know a little of the alien abductee theory and effects. **Base Skill:** 30% + 5% per level

of experience.

Lore - Undead: By personal observation or through a description of traits and combat the character can recognize all types of undead and the signs / presence of necromancy. The character also knows the origins of most types of the undead, including automatons (animated dead), banshees, corpse creatures, dark life, ghouls/nasu, mares, maxparry, shamblers, mummies, spectres, syvans, vampires, yema, and zombies. A success roll indicates whether the character accurately remembers the information about them. A failed roll means he is flustered and either can't remember or recalls the wrong information. **Base Skill:** 10% + 5% per level of experience.

Lore - Vampires: The study of the undead, their habits, origins, powers and weaknesses. The skill will help a character determine if a person is under the sway or control of a vampire, or whether or not a victim has been killed by the undead. It will also aid in differentiating fact from superstition regarding the vampire's vulnerabilities and strength, the few ways to truly destroy them, and basic vampire-hunting tactics. At the higher levels of knowledge (65%+), the character may have some idea about vampire intelligences, the Wampyr sub-race, and other detailed information. **Base Skill:** 36% + 4% per level of experience.

Lore - Witches: This skill enables a character recognize the handiwork, enchantment, rituals, and influence of witchcraft. He or she can also positively identify a witch by physical examination, recognize the evil familiar, and to tell whether it is an animal or demon. The character also knows about pacts, basic abilities, weaknesses and similar data about witches. Roll to recognize witches, familiars, rituals, or enchantment. A success means positive identification. A failed roll means inconclusive evidence, which may mean the suspect may be the innocent. Note about evil witches: All suffer from the same weaknesses: Holy water acts like acid doing 2D4 per application to a witch, twice that for demons and devils. Salt is a lethal poison which does 2D4 damage per ounce (28 gm). Immersion in salt/sea water causes 4D8 per melee round (aquatic witches (for example mermaid witches) are the exception). Magic and psionics due full damage, as do most normal weapons. **Base Skill:** 10% + 5% per level of experience.

Lore - Wormwood: This is the study of the planet Wormwood, its history, inhabitants and cultures. It includes a comprehensive knowledge of the current workings on Wormwood, including an understanding of the ongoing war, the light and dark, the religious sects, creatures, magics and tactics of the Unholy, etc... The character is well versed in myths, legends and theories of Wormwood's creation, past, where the inhabitants came from, and so forth. **Base Skill:** 25% + 5% per level of experience.

Lore - Zentran & Meltran: This is the study of the Zentran/Meltran (Zentraedi) people, history, customs, philosophy, habits, weaknesses, strengths and abilities. In Robotech, it includes knowledge of the Sentinels races (-20%), as seen

through the eyes of the Zentraedi, and limited information on the Robotech Masters (-40%). In Macross II, it includes basic information about the Marduk. Note that a person from a Robotech world are -60% when dealing with Macross Zentran & Meltran, and vice-versa. **Base Skill:** 30% + 5% per level of experience.

Map Reading: Maps are a difficult things to read, especially if done in another language, or coded military maps. This skill allows the character to read a map by recognizing constellations, land marks and other things to read it properly. **Base Skill:** 35% + 6% per level of experience.

Masonry: A rudimentary understanding of the principles of bricklaying and stone construction. The percentile number indicates the success ratio of recognizing deterioration, improper construction, the intended purpose of construction, styles of masonry, approximate age or period of construction, identify dwarven and human construction, and general data about mason guilds. The character can also mend masonry and assist in construction and demolitions. **Base Skill:** 30% + 5% per level of experience. The masonry skill adds a bonus of +5% to locate secret compartments when both skills are known.

Milling: A character with this skill is familiar with the of grinding, especially grinding grain into flour or meal. The character also has a basic knowledge of how to construct the equipment necessary to operate a mill. May be taken twice to denote professional quality. **Base Skill:** 25% + 5% per level of experience.

Mining - Earth: The ability to locate mineral deposits or areas where they are likely to be found, excavate the land, and separate ores. The person also has the knowledge to successfully dig a min, pan for gold, and/or direct a mining operation. The actual finds, costs, and actual profits of a mining project should be determined by the GM. Remember that most mining operations are guess-work and yield nothing or very little. **Base Skill:** 8% + 8% per level of experience.

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

Mining - Underwater:

Naval History: is a basic historical knowledge of the oceans and seas of Rifts Earth and the beings that travel on and below them. The base skill percentage indicates the approximate degree of information the character has learned or can remember accurately about the oceans and seas, or

various aquatic creatures and beings. **Base Skill:** 30% + 5% per level of experience.

Operate Heavy Power Tools: Knowledge of exactly how to use heavy equipment such as jackhammers, riveters, welders, pneumatic drills, cutting torches, et cetera. May also be considered a "weapon proficiency," as it gives a +3 to strike the target with these construction implements. **Base Skill:** 55% + 5% per level of experience.

Philosophy: Characters with this skill are educated in one specific philosophical doctrine (Confucianism, Buddhism, Tibetan Lore, Taoism, Shinto, Zen, Existentialism, any major religion, etc.), knowing the main rules, sayings, beliefs, code of conduct, view of the universe/creation, etc. **Base Skill:** 36% + 6% per level of experience.

Phonetics: Systems of sounds of language, studied from two basic points of view. (1) Phonetics is the study of the sounds of language according to their production in the vocal organs (articulatory phonetics) or their effect on the ear (acoustic phonetics). All phonetics are interrelated because human articulator and auditory mechanisms are uniform. Systems of phonetic writing are aimed at transcribing accurately any sequence of speech sounds; the best known is the International Phonetic Alphabet. (2) Each language uses a limited number of all the possible sounds, called phonemes, and the hearer-speaker is trained from childhood to classify them into groups of like sounds, rejecting as insignificant all sorts of features actually phonetically present. Thus the speaker of English ignores sounds that are very important in another language, e.g., French or Spanish. Phonemes include all significant differences of sound, among them features of voicing, place and manner or articulation, accent, and secondary features of nasalization, glottalization, laryngealization, and the like. The study of the phonemes and their arrangement is the phonemics of a language. **Base Skill:** 25% + 2% per level of experience.

Photography: Training in the art of still photography, the use of lighting, cameras, lenses, filters, and other camera equipment, as well as storage, development, enlargement, and duplication of film/photos. **Base Skill:** 35% + 5% per level of experience.

Photography - Film: These characters have studied and analyzed films, direction, editing and story telling techniques of the motion picture. Includes: cinematography (use of cameras, lenses, film, stock, lighting, composition), editing (screen continuity, sound interlocking), budgeting, shooting, production, sound mixing and use of super 8 mm and 16 mm equipment (35 mm principles are studied). **Base Skill:** 40% + 5% per level of experience.

Photography - Video: This is the study and use of video film equipment and filming techniques as they apply to video. The same basic type of film techniques (editing, lighting, lenses, etc.) as listed under film are explored. **Base Skill:** 30% + 5% per level of experience.

Plumbing: The practice of fixing leaky pipes or hydraulics. May be used to work on mecha hydraulic systems at -30%. **Base Skill:** 50% + 5% per level of experience.

Pottery: The craft of making pots, vases, mugs, china, and other items made of clay on a potter's wheel and baked in a kiln. The character can also paint and glaze their constructions; this chance is represented by the second percentile. If the person has the art skill at a higher percentage then it is used instead. Failure indicates a ruined pot or a terrible paint job. May be taken twice to denote professional quality. **Bonuses:** +5% to the second percentile number, if the art skill is known. **Base Skill:** 10% / 5% + 5% per level of experience.

Prospecting: The character can recognize and evaluate precious and semi precious metals (gold, fool's gold, silver, bronze, copper) in their natural ore appearance and as refined and polished jewelry. In addition, the character has a good idea where to look for such mineral deposits, and the fundamentals of "panning" for gold and the general knowledge of mining and how to use various types of simple mining equipment.

Furthermore, the character can identify and appraise the value of precious metals (silver, gold, etc.) and stones (diamonds, rubies, etc.), and to identify fakes, but at a penalty of -10%. A failed roll means the character cannot tell whether or not the item is fake or real, or he grossly under or overestimates its value. **Base Skill:** 20% + 5% per level of experience.

Pyrotechnics: The character will be able to set off explosives, in a controlled and orderly fashion. The character will be able to design, reload and make all types of bullets, grenades, explosives and missiles. That's right missiles, the missiles that are in the book are due to this skill. The character can also make the powder for bullets, grenades, etc. **Requires:** Chemistry Engineering and Mechanical Engineering. **Base Skill:** 15% + 5% per level of experience. A failed roll could mean the explosive failed, or the explosive blew up in the laboratory, or nothing happens at all, etc. **Reminder:** This is all up to the GM and/or players to decide and is separate from the Demolitions Skill.

Regional Knowledge: Gives an in depth knowledge of a specific city / town with more general knowledge of the local area and basic knowledge of the rest of the country / kingdom / area. Includes personalities, businesses, monsters, animals, etc. Nothing too in depth or specific but very useful information. All players automatically get 175% for this skill at 1st level and can divide that 175% between as many locations as desired with one at 98% typically being their home-town. **Note:** This skill decreases with experience rather than increasing; -5% per level. This is due to changes in that location and the character's memory. Revisiting frequently or revisiting for a long time adds +5% per week. Can also be used to track-down friends and acquaintances but requires two successful rolls (one to find them, the second to see if they remember / trust you).

Research: Training in the use of methods, techniques, and locations, for finding information, including computer networks, databases, libraries, computerized records/ encyclopedias, etc. This skill is helpful in locating information about people, places and things. The game master will ultimately regulate the availability of accessible, known information regarding a particular subject. In some cases, there may be a ton of history and information, while, in others, very little or nothing at all (which may reveal something by its sheer lack of info). The research skill simply gives characters access to available data. **G.M. Note:** A good rule of thumb is to let players investigate/research something as much as they want, but keep the game moving along. If no information is available, find out where they are conducting research and say something like "Despite the help of the clerk, and three hours of research, you still find nothing (or nothing unusual)." If the character(s) wishes to keep looking, let him, but quickly click off the hours; "Another hour and still nothing." If another player conducting research elsewhere says "What do I find out at the City County Building?" Make the answer a quick "Nothing" or "Something quite surprising," and tell him (perhaps in private). Do not drag out the research aspect, but do consider a reasonable length of imaginary game time. Likewise, if the information is common knowledge or easy to locate, fast forward through what might be a couple of hours research, and tell the character what he has found.

ANY CHARACTER CAN ASK QUESTIONS AND DO RESEARCH! However, the research skill will reduce the amount of time by half and the character is trained to notice relevant data that an untrained character is liable to overlook. Thus, for the truly mysterious, secret or difficult information, have the character with the research skill try to uncover it. Only roll to determine success on these difficult or hushed up bits of information, including addresses, unlisted telephone/computer network numbers, obscure and suppressed data. Also note that having the Streetwise skill is strongly recommended, as it puts the character in touch with the appropriate people (+15%). **Base Skill:** 35% + 5% per level of experience. **Requires:** Computer operation, and literacy.

Right Brain Memory Techniques: The use of visualization to remember things. Can be used to cut the time it takes to memorize a new spell into 1/8 of its normal time, or just to memorize a list in a couple seconds. **Base Skill:** 20% + 5% per level of experience.

Role-Playing Game Design: Gives characters the ability to drive themselves beyond exhaustion, and to keep incredible hours without food or sleep. **Attribute Bonus:** +1 to P.E. **Base Skill:** 32% + 4% per level of experience.

Rope Works: This is a skill that takes into account the various needs and uses of rope. The character knows a variety of ways to tie knots, the advantages to various types of ropes and cords, their tensile strength and how to weave/make rope. A failed roll to tie a knot means that it is loose and sloppy and easy to untie, slip out of, or likely to unravel or

snap when strained. **Base Skill:** 30% + 5% per level of experience. Characters bound/tied by this character are -10% to escape/slip knots.

Sculpting & Whittling: The art of molding or carving a three dimensional figure, object or design out of clay, stone or wood. The percentile number indicates the quality of technique and appearance. Taking the skill twice indicates a professional quality and gets a bonus of +10%. Selecting it once, indicates a talented amateur. **Base Skill:** 36% + 6% per level of experience.

Seamanship: Most sailors don't really need to know how to sail, they just need to be able to follow orders when it comes to belaying, hauling, dropping or trimming sail, which means they need to know the difference between a crossjack, a mizzen mast, a fore lower top gallant and a hundred other names for specific sails, ropes, masts and cross-masts. The skill also includes being able to judge, evaluate and repair sails, rope and rigging (every sailor has to be handy with a needle and thread, as well as knowing how to braid rope). Also involves the basics of ship cleaning and maintenance, as well as how to skillfully operate the pumps needed to remove the water that collects in the bilge. **Requires:** Must have the Sewing skill. **Base Skill:** 22% + 4% per level of experience.

Shipwright: Like an army's field armorer, the shipwright has the necessary skills of a naval mechanic, carpenter and blacksmith needed to repair ships at sea. After any storm or battle, numerous repairs are needed and even in peaceful calm waters a ship's structure should be continuously maintained. Another task of the shipwright, one that is never finished, is directing the application of pitch (usually made from pine sap) to keep the cracks between the boards waterproof. Repairing weapons, armor and other metal objects also falls among the shipwright's responsibilities. A shipwright can make finished objects out of wood (such as belaying pins, replacement spars or boards) and metal (nails, chain, etc.). **Base Skill:** 26% + 4% per level of experience. **Requires:** The character must also have the *carpentry* skill, but gets a +5% bonus to carpentry with this skill-combo.

Sign Language: Different worlds have developed sign languages, for many different reasons. Some, like the sign language of Palladium, evolved to be a standard language for trade; similarly, several of the Phase world trade languages utilize sign to some extent. Others use such a language as their sole means of communication, due to a lack of hearing or vocal ability. An example of the latter is ASL (American Sign Language) for the deaf. To some extent, Earth deaf sign languages have a common basis in their standard signs, but the differences in source languages and alphabets (used for spelling out names and words with no standard sign) lead to difficulty. If a character chooses to learn a sign language, the specific language or source of the language must also be given. For every 10 words (or letters, for spelled out words) "signed," the sender of the sign language must roll to successfully transmit the message. Likewise, the in-

terpreter must also roll versus their skill in sign for every batch of 10 words. A failed roll on either end means a misunderstanding. **Base Skill:** 60% + 5% per level of experience.

Study: This skill indicates a particular area of study for the character. This may be a great poet, writer, type of movie, great person, country/republic, team or organization that exists on records. Character will know numerous famous quotes, anecdotes, stories and myths about the person/place, will have read (or seen, listened to, as the case may be) analyzed and studied in great depth all available sources of information. The character will be able to speak intelligently about the area of study, offer his own theories/interpretations, quote the person accurately, and so on. Though not required, the Research skill is very helpful, and adds a one time bonus of +10% to the study skill. **Base Skill:** 36% + 4% per level of experience.

Surveying: The ability to use surveying equipment to take accurate sightings and measurements of land, for use in architectural designs or map making. Basic and Advanced Mathematics are prerequisites. Bonuses: +10% to Navigation, and a +5% bonus to Optic Systems. **Base Skill:** 40% + 5% per level of experience.

Teaching: This training in the methods and practices of teaching/class room procedure; the disciplines of professional education, management of class rooms, instructional goals, discussion, lectures, conferences, group work, leadership, planning and evaluation. A Master's degree in the teaching arts is a requirement to teach professionally. **Base Skill:** 30% + 5% per level of experience.

Undersea Salvage: The character knows how to locate and identify objects (ship, armor, gold, etc.), recognize salvageable components and materials (valuable parts, electronic equipment, E-clips, weapons, coins, magic items, precious, and gems, etc.), retrieve (with minimal damage and effort), evaluate (estimate approximate resale value based on the item's condition), clean/restore (restoration gets top salvage price), and sell salvaged underwater artifacts, equipment, parts and scrap metal. The salvage skill offers exploiting and capitalizing on some of the simple resources under the seas, including rudimentary mining, excavation, and gathering coral, rocks, seaweed sponges, clams, oysters and starfish. The character is also familiar with underwater cutting tools, cranes, pulleys, and tow lines, and can strip/cut apart and retrieve wreckage and machinery for use as scrap metal. Those with mechanical engineering can salvage working parts, make repairs on slightly damaged items, and even raise small sunken ships, subs, and bots! **Base Skill:** 30% +5% per level of experience; add a salvage bonus of +5% if an mechanical engineer.

Whittling & Sculpting: The art of carving wood, bone and horn into three dimensional figures/statues/toys, designs and simple objects like wooden stakes, arrows, fishing hooks, walking sticks, staves, bowls, a simple flute or

whistle, and similar. Many characters with this skill simply use it to pass time and don't necessarily make anything from their whittling. The percentile number indicates the quality of technique and the quality of the work/appearance. Taking the skill twice indicates a professional quality and gets a bonus of +10%. Selecting it once indicates a talented amateur. **Base Skill:** 30% + 5% per level of experience.

Writing: The ability to write prose (stories), poems, or journalistically (articles, reports, news). Scholastic training indicates a professional quality, while the secondary skill indicates a talented amateur. A failed roll means an awkward and poorly written work that is boring and difficult to understand. Try again. Note that the written word can be a powerful tool in the ignorant and oppressed society of the Coalition. **Base Skill:** 25% + 5% per level of experience. **Requires:** Literacy.

Weapon Proficiencies

Weapon Proficiencies (W.P.) are areas of training and practiced skill with a particular type of weapon, such as revolver or sub-machinegun. This skill provides special bonuses to strike when using that weapon. Do not add this strike bonus to your character's hand to hand combat skill bonuses to strike.

Weapon Proficiencies provide the following bonuses:

Aimed: +3 to strike.

Burst: +1 to strike.

Wild: No bonus or penalty.

Training also enables the character to easily reload, disassemble, unjam, clean, and otherwise maintain the weapon.

Recognizes weapon quality: 30% at level one and +6% per each additional level of experience.

Bonus: add a bonus of +1 to strike for every three levels of experience beyond level one (levels 4, 7, 10, etc.)

Ancient Weapon Proficiencies: Each ancient W.P. provides combat training with a particular type of weapon. The result is hand to hand combat bonuses to strike and parry whenever that particular weapon is used. All bonuses are accumulative. Each W.P. counts as one skill. The character may select several W.P.s or few. **Note:** Characters without any W.P. can use any weapon, but without benefit of the W.P. bonuses.

W.P. Archery and Targeting: This is an expertise with thrown and bow weapons. It includes throwing spears, forks, slings, short bows, long bows, crossbows, and modern bows. **Bonuses:** Add 20 feet to the normal effective range per level or the character, +1 to parry with that weapon (effective at level one), and +1 to strike at levels 2,

4, 6, 8, 11 and 14. **Note:** The character loses all bonuses and rate of fire is half when riding on horseback or a moving vehicle. **Rate of Fire:** Two at level one, +2 at level three, +1 at levels 5, 7, 9 and 12.

W.P. Archery - Cross Bow: An expertise with the cross bow. Training includes the use of all types of cross bows. Archers who are skilled in the use of the short bow or long bow can use the weapon but find it awkward, all bonuses to strike are half, range is normal for the bow (no bonus) and the rate of fire is equal to the archers normal hand to hand attacks per melee (no bonus rate of fire from W.P. Archery). **Bonuses:**

Effective Range: +10 ft per level of experience after level one;

Rate of Fire: One at level one, and +1 at levels 4, 8, and 12;

+1 to strike at levels 2, 5, 8, 11, and 14.

Movement penalty: The character loses all bonuses and rate of fire is half when running and shooting, flying, when riding on horseback or from moving vehicle, or otherwise unbalanced.

Note: By retaking W.P. Archery: Cross Bow the character suffers only the half rate of fire movement penalty. Also a heavy crossbow can only be fired once from horseback. They cannot be reloaded by a mounted man as the bracing and pull are inadequate. Light Crossbows, however, suffer the normal penalties from horseback.

W.P. Archery - Long Bow: An expertise with the long bow. Training includes the use of all types of long bows. Archers who are skilled in the use of the short bow or cross bow can use the weapon but find it awkward, all bonuses to strike are half, range is normal for the bow (no bonus) and the rate of fire is equal to the archers normal hand to hand attacks per melee (no bonus rate of fire from W.P. Archery).

Bonuses:

Effective Range: +25 ft per level of experience after level one;

Rate of Fire: two at level one, and +1 at levels 2, 4, 7, 10, and 13;

+1 to strike at levels 2, 4, 6, 8, 11, and 14.

Movement penalty: The character loses all bonuses and rate of fire is half when running and shooting, flying, when riding on horseback or from moving vehicle, or otherwise unbalanced.

Note: By retaking W.P. Archery: Long Bow the character suffers only the half rate of fire movement penalty.

W.P. Archery - Short Bow: An expertise with the short bow. Training includes the use of all types of short bows. Archers who are skilled in the use of the long bow or cross bow can use the weapon but find it awkward, all bonuses to strike are half, range is normal for the bow (no bonus) and the rate of fire is equal to the archers normal hand to hand attacks per melee (no bonus rate of fire from W.P. Archery). **Bonuses:**

Effective Range: +20 ft per level of experience after level one;

Rate of Fire: Two at level one, and +1 at levels 2, 3, 6, 9,

12, and 15;

+1 to strike at levels 2, 4, 6, 8, 11, and 14.

Movement penalty: The character loses all bonuses and rate of fire is half when running and shooting, flying, when riding on horseback or from moving vehicle, or otherwise unbalanced.

Note: By retaking W.P. Archery: Short Bow the character suffers no movement penalty.

W.P. Barstool: Training in all types of stools and chairs, including bar stools, milking stools, dining chairs, outdoor furniture, and small tables. Considered to be separate from WP Blunt, since it deals with large, cumbersome objects which aren't designed as weapons. Characters without this WP suffer a -2 to strike and parry with chairs and stools, as they are untrained in these unwieldy weapons.

Bonuses: +1 to strike and parry at levels 1, 4, 8, and 13.

Damage for chairs

Barstool - wood	1d6+1
Barstool - metal	1d8
Dining chair - wood	1d6
Dining chair - metal	1d6+1
Milking stool - wood	1d4
Milking Stool - plastic	1d4+1
Deckchair - wood	2d4
Deckchair - metal	2d6
Deckchair - plastic	1d6
Bedside Table - wood	1d6
Bedside Table - metal	1d6+1

W.P. Battle Axe: Training in all types of battle axes and picks. **Bonuses:** +1 to strike at levels one, four, eight, and twelve. +1 to parry at levels two, five, nine and thirteen. +1 to strike when thrown at levels three, eight and twelve.

W.P. Blunt: Training with all types of blunt weapons including mace, hammers, cudgels, pipe, staff and clubs.

Bonuses:

+1 to strike at level one. Add +1 to strike at levels 3, 5, 8, 11 and 14.

+1 to parry at levels 2, 6, 9, 12 and 15.

+1 to throw at levels 4, 7, 10 and 13.

W.P. Bola: The Bola is an old weapon of South American Indians who taught its construction and use to the gauchos. The classic weapon was three rawhide thongs joined at one end and at the other, three cords tipped with metal or leather covered stones; the length of the cords varied from 3-10 feet. When thrown accurately, the bola could entangle the legs to bring down a running animal. One or two weighted balls were used for hunting small prey like rabbits and birds.

Damage: 2D4 S.D.C. As one might expect, various weapon manufactures have created bolas with 1-3 grenades instead of weights, and Northern Gun as created one that works like a Neural Mace, with the stunning charge delivered by remote control once the victim has been ensnared.

Bonuses: +1 to strike, disarm and entangle at levels 2, 5, 10 and 15.

W.P. Boomerang:

- **Bonuses:** +1 to Strike at levels 1, 3, 5, 7, 9, 11, 13, & 15.
- Specials....
- 1. Return path; ~~with~~ return to the thrower.
- 2. Straight Shot; ~~target~~ targets a +4 to dodge.
- 3. Back Shot; Hits victim ~~in~~ behind, -2 to dodge.
- 4. Bounce Shot; Bounce ~~target~~ target back to thrower, only K.O.s/stuns target for 1d6 melees.

W.P. Bow: Includes short bow, long bow, samurai bow, Mongol bow, and Ninja short bow, as well as modern compound bows.

Bonuses:

- Start with +1 to strike and two shots per melee round.
- Add 1 to strike at 2nd, 4th, 7th, 10th, 13th, and 14th levels.
- An extra shot per melee round is added at 2nd, 4, 5, 8, 10, 12, and 14th levels.

WP Broken Bottle: Training in the use of broken bottles and glasses as weapons. The character can break a bottle without cutting himself, and use a variety of offensive moves. If attempting to parry with a broken bottle, the wielder automatically fails, and receives an *additional* 1d6 SDC. However, if the attacker was using a fist, foot, or other part of the body, he also receives 1d6 SDC damage. **Bonuses:** +1 to strike and damage at level one, and an additional +1 to strike and damage at levels 4, 8, and 13.

W.P. Chain: Training with all types of chain weapons including ordinary lengths of chain, nunchaku, flail, and ball or mace and chain. **Bonuses:** +1 to strike and entangle at level one. Add another +1 to strike at levels 3, 5, 8, 11 and 14. +1 to parry at levels 4, 7, 10 and 13. +1 to throw at levels 6 and 12. +1 to entangle at levels 2, 5, 8, 11 and 14.

W.P. Crossbow: Includes both heavy and light crossbows. **Bonuses:** 1 shot per melee at first level. +1 to strike at 2, 4, 6, 8, 10, 12, and 14th levels. An extra shot per melee round is added at 2, 5, 7, 9, 11, 13, 15th levels.

W.P. Fan: The art of using a fan as a weapon is ancient in the orient. Martial artists can perform all moves while holding two fans, except for palm strike and knife hand (which can be used if they are only wielding one fan). **Bonuses:** +1 to strike at levels 1, 3, 4, 8, 11 and 14. +1 to parry at levels 2, 6, 9, 12 and 15. +1 to throw at levels 4, 7, 10 and 13.

W.P. Forked: Includes Sai, tiger forks, tridents and other weapons with tines. **Bonuses:** +1 to Strike and +2 to Entangle. +1 to strike at levels 3, 5, 7, 9, 12 and 15. +1 to parry at levels 5, 9 and 13. +1 to entangle at levels 2, 5, 8, 10, 12 and 14.

W.P. Grappling Hook: Trained use of a grappling hook for climbing, scaling walls (adds +5% to that skill), boarding vessels, tripping an opponent (by hooking the foot, ankle or leg. Does no damage, but knocks victim to the ground and he loses initiative and one melee attack) and impaling (does 1D6 damage). **Bonuses:** +1 to strike or

entangle at levels 3, 6, 9 and 12.

W.P. Improvisation: This is simply the ability to use any available materials at hand and use them as effective weapons. This includes the use of dirt to temporally distract/blind your opponent, the use of sharpened tree branches to use as spears. With this skill almost anything can be a deadly weapon.

W.P. Knife: Training with all types of knives. **Bonuses:** +1 to strike when thrown on level one. +1 to strike at levels 2, 4, 7, 10 and 13. +1 to parry at levels 2, 4, 8, 11 and 14. +1 to throw at levels 2, 4, 6, 9, 11, 13 and 15.

W.P. Lance: Lances are not normal hand-to-hand weapons; they can only be used by someone riding a horse, animal (griffon, or dragon), or vehicle (chariot). Lances can not be used to parry, and often break during combat. **Bonuses:** +2 to strike at level one, and +1 to strike at levels 4, 8, and 12.

W.P. Mouth Weapons (Ninja!): Includes blowpipes, mouth darts, and other weapons that depend on a person's lungs and aim out of the mouth. **Bonuses:** Start with +1 to strike at 1st level. Add 1 to strike at 4, 8, and 12th levels. An extra shot per melee round is added at 3, 7, and 11th levels.

W.P. Net: Training in the use of ancient (string) and modern (carbon fibers or metal alloys) nets. Nets are not so much offensive weapons as they are used to ensnare an opponent, to slow him down, confuse or render immobile for a while. There are two types of snare:

1. Snaring an opponent's weapon: The weapon becomes entangled and is pulled out of the persons hand. A natural, unmodified roll of 18, 19, 20 will disarm an opponent, unless they roll equal to or above the roll to strike (no bonuses).
2. Snare one's opponent: By throwing a large net completely over the opponent, one can snare him. The intended victim must dodge or be netted. If caught in the net, the victim is -8 to strike, -10 to dodge, and -6 to parry. It will require 1D4 melees to break free from the net, unless one has superior weapons (vibro-blades and plasma swords especially). Note that though quite helpless while in the net, those attacking him will be doing a lot of damage to the net, thereby destroying it in a matter of a melee. If the person dodges the net, the net thrower will be without a weapon (it takes TWO hands to throw a net) until he can get out another weapon.

W.P. Paired Weapons: This is an extra skill that, combined with an ancient weapon allows for the use of two weapons simultaneously.

1. Strike and parry simultaneously. In other words, warriors skilled in paired weapons can often perform *two actions* for every *one melee action/attack*.
2. Twin, simultaneous strikes against the same target. Both weapons hit, but is considered ONE melee attack/action, (roll only once for strike). The defender can only parry *one* of the weapons in the parry! The other will

strike, unless he too is using two weapons, or a weapon and a shield, and *has* the W.P. paired weapons skill.

3. Strike two different targets (or strike on and parry the other), simultaneously; both must be within reach.

4. Parry two different attackers; one with each hand.

Weapons are limited to the one-handed types and can be used in any combination; for example, two short swords, or short sword and broadswords, sword and knife, mace and shield, etc. Two-handed weapons cannot be used as paired weapons.

W.P. Polearm: Training in the large spear-like weapons know as the polearm. Also includes tridents. **Bonuses:** +1 to strike at levels one, five, nine and fourteen. +1 to parry at levels one, three, six, nine and fourteen. +1 to parry at levels one, three, six, nine and twelve. +1 to strike when thrown at levels two, five, nine and fourteen.

Roping: The rope is the cowboy's most important and famous tool. Characters with the roping skill can expertly throw a rope to snare/lasso a cow's horns, a horse's neck, or the hoofs of either, to enable a 140 pound man to capture and subdue a half ton animal! Hitched around the saddle horn, a lariat can be used to pull a mired animal out of a bog, mud or river, as well as keep a hobbled horse or other animal from straying away in the night or rain, and the rope can even be used to create an instant, make-shift corral, when stretched taut by several men, to contain and hold a herd of animals - and even for quick justice at the end of a hangman's noose.

The roping skill includes knowledge and training in how to use a lariat, lasso, tie knots, expertly handle roped animals after they are snared, bring them to a stop by taking quick turns of the lariat around the saddle horn (known as "dally" or "da la vuelta"), tethering animals, and how to "hog-tie" animals (after the animal has been lassoed, the horse backs up to make the rope taut while the cowboy "tips" over the animal and ties three legs with a half shank; used in separating stubborn animals from the herd, capturing wild animals, and branding). The rope/lariat can be used for the roping and tying of animals, including cattle, horses, similar alien animals, and even small dinosaurs and people. This skill with a lariat can be executed standing on the ground, but is designed and intended to be done from horseback (or hovercycle).

A failed roll to tie a knot means that it is loose, sloppy and easy to untie, slip out of, or likely to unravel or snap when strained. A failed roll to lasso an animal or stationary target, means it misses its mark or slips off.

Against human and intelligent opponents, roll to lasso as if it were a combat attack to strike and ensnare. The intended victim can try to dodge; parry is not applicable. A successful strike means the character is caught in the lasso. Ensnaring a foot, leg or hand means the victim can be tripped, knocked down and pulled/dragged by hand or horse. Ensnaring the upper body means one arm is pinned (useless). Two or more lassoes around the upper body means both arms are pinned and attacks requiring the use of one's hands are impossible, and the lassoed individual can be pulled off his feet and dragged. Multiple lassoes

can also be used to snare each limb and "spread-eagle" the character. It takes 1D4 melee actions to cut through a lasso, but it is impossible to draw a weapons and cut oneself loose if both arms are pinned or while being dragged. In this combat usage, the roping character is +1 to strike for every 20 points of skill, so a skill of 65% means a +3 to strike/ensnare. **Base Skill:** 20% + 5% per level of experience.

W.P. Rune Weapon: This gives the character the knowledge and ability to use all and any Rune Weapons. With this skill the character can use any rune weapon whether or not he has that w.p. (i.e. if the character doesn't have a w.p. sword but does have a rune sword he can still use it). This gives the character an additional +2 to strike with a rune weapon and +3 to parry with a rune shield.

W.P. Sai: Sai are very versatile weapons, which like many are three general ways to hold a sai: *open, closed* and *extended*. Holding one *open* is simply grasping it by the hilt either with your index finger and thumb bracing the prongs or with your index finger and thumb on the center of the cross-guard. Holding one *closed* is when the center prong is held against the forearm and the pommel is pointing forwards. Note that the tip of the sai should extend roughly 1 or 2 inches (2-5 cm) past the elbow. *Extended* is grasping the sai roughly near the tip, hilt outstretched. This position is used to hook targets with the prongs. A note on sai: Sai used in combat have a sharpened tip, unlike most sai used today in practice. This makes them extremely deadly because of the relatively large holes they make in people rather than narrow gashes associated with most knives.

Bonuses: +1 to strike at levels 1, 3, 5, 7, 9, 12 and 15. +1 to parry at levels 1, 4, 7, 10 and 13. +1 to strike when thrown at levels 3, 8, 13 and 15. +1 to entangle at levels 1, 4, 6, 8, 12 and 14.

Special Strikes: A variety of special strikes are listed below that can be used to flesh out combat. Anyone who knows W.P. Sai can use any of the following moves with the GM's permission.

Thrust: A simple stabbing motion with the sai, usually angling up under the breastbone. Does 1D8 S.D.C. plus P.S. bonuses.

Pommel Strike: Striking using the pommel in a closed position. Does 1D4 S.D.C. plus P.S. bonuses.

Hook: Hooking a part of the opponent's body, generally the back of the neck, and pulling them towards you. This can be used in the following ways - a) Pulling an opponent from combat to grappling range. b) Body Flip/Throw: Does a total of 2D6 S.D.C. damage (1D6 from the hook, 1D6 from the throw). c) If two sai are used, you can pull an opponent into a thrust, doing 2D6+4 S.D.C. damage. Roll to strike to see if you've hooked them. The second roll is +4 to strike. This takes two attacks to perform and can only be used once per melee. d) Disarming an opponent as a defensive move. Gives +3 to disarm with sai only.

Side Strike: Striking your opponent with the side of the center prong. Does 1D4+1 S.D.C. damage plus P.S. bonuses.

Elbow Strike: Due to the prong projecting past the elbow when held in a *closed* position, sai add +4 S.D.C. dam-

age to elbow strikes.

W.P. Shield: Combat skills with large and small shields used primarily for parrying and self defense. **Bonuses:** +1 to parry at levels 1, 3, 6, 9, 12 and 15. A shield can be used in one hand and a weapon in the other. +1 to strike with a shield (1D4 damage) at levels 4, 8 and 12. No bonus to strike when thrown.

W.P. Siege Weapons: An understanding of the use and mechanics of siege weapons, including balista, catapult, onager and trebuchet. **Bonuses:** +1 to strike at levels 2, 5, 9 and 12.

W.P. Slingshot: Includes both ancient slings and modern slingshots. **Bonuses:** +1 to strike and 2 two shots per melee at first level. +1 to strike and an extra shot per melee at levels 2, 4, 6, 8, 10, 12 and 15.

W.P. Small Thrown Weapons: Includes shuriken, throwing spikes, etc... **Bonuses:** Start with being able to fire off 3 per melee round. +1 to throw at levels 4, 7, 10 and 13. Extra shot per melee at levels 2, 3, 5, 6, 8, 9, 11, 12, 14 and 15.

W.P. Spear: Combat skill with large and small spears. **Bonuses:** +1 to strike and parry at level one. +1 to strike at levels 3, 7, 10 and 13. +1 to parry at levels 3, 6, 9, 12 and 15. +1 to throw at levels 2, 4, 8, 11 and 14.

W.P. Staff: Combat skill with large and small staffs. **Bonuses:** +1 to strike and parry at level one. +1 to strike at levels 4, 7, 10 and 14. +1 to parry at levels 2, 5, 8, 11, and 14. +1 to throw at levels 4, 8 and 14.

W.P. Sword: Combat skills with large and small swords, including fencing type training. Includes rapiers, sabers, two handed, and short swords. **Bonuses:** +1 to strike and parry at level one, an additional +1 to strike at levels 3, 6, 9, 12 and 15. +1 to parry at levels 2, 3, 5, 7, 9, 11 and 14. +1 to throw at levels 5, 10 and 14.

W.P. Trident: The practiced use of the trident as a weapon. **Bonuses:** +1 to strike and entangle at level one. +1 to strike at levels 3, 5, 7, 9, 12, and 14. +1 to parry at levels 5, 9, and 13. Entangle an opponent's arm, hand, foot or weapon between the prongs: +1 at level 2, 5, 8, 10, 12 and 14. If a limb is caught or pinned, the trident user can twist the trident with a quick movement that will force the "pinned" opponent to follow the movement and be "flipped" off his feet or upside down under water. The victim of a body flip is thrown to the ground/down/over and loses initiative and one melee action/attack. W.P. Trident provides the body flip move only when using the trident. Typical damage is 3D6 S.D.C. or 3D6 M.D.; can be thrown 50 feet in the air or 30 feet underwater.

W.P. Whip: Skill at "whipping" or snapping with long, flexible, light weapons typically made of leather, rawhide, reeds or M.D.C. cords.

Damage:

Single cord whip: 1D6 S.D.C.

Bull Whip: 2D6 S.D.C.

Cat-O-Nine Tails: 2D6 S.D.C.

Bonuses:

+1 to strike at level one. +1 to strike at 3, 5, 7, 9, 11 and 13th levels.

+1 to damage at 4th, 8th, and 12th levels.

+1 to entangle at 2nd, 6th, 8th, 10th and 14th levels.

This weapon *cannot* be used to parry! An M.D.C. whip still inflicts S.D.C. damage, but is more resistant to damage.

W.P. Zwittentang: The Zwittentang is a huge, gnarled staff (usually 18 feet/5.5 m long or so) that weighs at least 250 lb (112.5 kg). It is traditionally made from ironwood trees. In order to use it with three limbs, one must have a supernatural P.S. of at least 20, with four limbs, a supernatural P.S. of at least 16. For non Rahu-men with only two limbs, one must have supernatural P.S. of at least 30, and the user must be at least 10 feet (3m) tall. When used with two limbs, only W.P. Staff applies. When used with 3 or more, W.P. Zwittentang comes into play, in addition to the bonuses and abilities of W.P. Staff.

The only defensive move that works with the Zwittentang is the basic automatic parry, regardless of what moves the wielder can execute due to martial arts knowledge. Using it quickly requires lots of experience, and moves like a circular parry aren't easy to do.

The Zwittentange does 6D6 S.D.C.

Level Advancement Bonuses:

1st +1 parry.

2nd Circular Parry with Zwittentang.

3rd +1 strike.

4th Spinning Strike does half damage to everyone within 10 feet (3 m), takes 2 attacks.

5th Thrust, does half damage and target must roll vs. punch/fall/impact or be pushed back 10 (3 m) and lose an attack.

6th +2 damage.

7th +1 parry.

8th Spinning Strike does full damage.

9th +1 damage.

10th +1 strike and parry.

11th Trust does full damage.

12th Auto Circular Parry with Zwittentange.

13th +1 parry.

14th +1 damage.

15th +1 attack with Zwittentang.

Modern Weapon Proficiencies: These are areas of training and practiced skill with a particular type of modern weapon. Each W.P. counts as one skill selection. Characters with no knowledge of modern weapons can fire loaded weapons, but will take twice as long to reload and always shoot "wild"; no bonuses to strike.

W.P. Artillery: Covers all vehicle-sized cannons and howitzers, as well as vehicle-mounted missile weapons.

W.P. Automatic Pistol: All modern military automatic pis-

tols (automatic means the weapon keeps firing while the trigger is depressed and until the trigger is released or the rounds are all expended).

W.P. Automatic and Semi-automatic Rifles: Includes all assault rifles like the M-16 and AK-47.

W.P. Black Powder: Knowledge and practice with antique weapons of all kinds. Includes a lot of strange items . . . the ability to load and fire muzzle-loading guns, familiarity with Civil War, Napoleonic, Revolutionary War rifles and pistols.

W.P. Bolt Action Rifle (hunting & sniping): Includes most hunting rifles; not an automatic firing weapon.

W.P. Cyclone Weapon Systems: This skill is exclusive to the cyclone rider O.C.C. and gives the character a +1 bonuses to strike when using any of the standard cyclone weapons. They include the CADS-1 Saber system, EP-37 60mm beam cannon, EP-40 rocket cannon, RL-6 rocket cannon, GR-97 forearm missile launcher, GR-103 mini-missile and missile launcher sidecar.

W.P. Deadball: This skill allows the character to throw the spikes, ricocheting ball in the deadball game with great accuracy. A character with this skill can hit a target by ricocheting the ball off walls, ceilings and floors. This is called shot, at -1 for every ricochet needed to strike the target. It is very hard to parry or dodge the ricocheting Deadball; the victim is at -2 to dodge, and at an additional -1 for every additional ricochet beyond the first.

W.P. Flame Thrower: Includes normal fire, and plasma based flame throwers. This does not include plasma ejectors or similar weapons. This W.P. also instills a basic understanding of how to make best use of the Flame Thrower: i.e. by lighting certain areas on fire, concentrating the fire or dispersing it over a larger area, etc.

W.P. Gallant H-90: This is a separate weapon proficiency because of its unique multi-configurations, and damage capabilities.

W.P. Grenade: Think just anyone can chuck a grenade? If your answer is yes, then you might want to think again. Sure, tossing a grenade takes all the intelligence of your average chimpanzee. Figuring out when to throw the grenade is another matter. First off not all grenades are fitted with the same delay rate. Some have a 5 second delay, some 3 seconds, some can be adjusted to a variable rate. There's even some Soviet grenades that have a zero delay, they go off as soon as you pull the pin!

W.P. Grenade Launcher: Any device, including certain rifle models, that fire grenades. This skill includes the use of the Triax pump-weapons (i.e. TX-16) and the launchers of the CS-14 "Firebreather." **Bonuses:** +1 to Strike at levels 3, 7, and 11.

W.P. Harpoon Gun: Proficiency with the harpoon gun. The weapon can be used either with a plain pointed end (2D6 S. D.C.) or with an explosive head (4D6 M.D.). **Bonuses:** +1 to strike at levels two, four, seven, ten and thirteen.

W.P. Heavy: Includes machineguns, bazookas, LAWS, and mortars.

W.P. Mortar: These are man portable artillery weapons that consist of a tube and small self-propelled bombs that shoot out of the tube.

W.P. Revolver: All cylinder style handguns; not automatic (trigger must be pulled each time the gun is fired).

W.P. Sub-Machinegun: Includes all small arms automatic weapons like the uzi.

W.P. Torpedo: Maintenance and a keen understanding of a torpedo's speed, range, trajectory, and most effective use. **Bonuses:** +1 to strike at levels two, six and twelve. +1 to strike with a depth charge at level four.

W.P. Energy Pistol: Includes lasers and all types of energy firing small arms.

W.P. Energy Rifle: Includes all long range energy firing rifles.

W.P. Heavy Energy Weapons: Includes plasma ejector, rail guns, and similar high tech, mega-damage weapons.

W.P. Sharpshooter: Any O.C.C. except Vagabond, Dragon and Mind Melter, can select the W.P. Sharpshooter skill. However, among the current list of O.C.C.s and in most parts of the world, sharpshooting is not very commonplace. Still, some characters, especially those geared for combat, may have one or two W.P. Sharpshooting skills.

- Counts as two "other" skill selections
- Not available as a secondary skill
- The character must have first spent one skill selection on a desired W.P. skill before the Sharpshooting skill can be selected. Once the W.P. type has been selected, the sharpshooting skill can be added to it at a cost of two "other" skill selections. The sharpshooting skill bonuses are then added to those of the normal weapon proficiency for that specific type of weapon.
- The sharpshooting skill can be combined with the W.P. Archery & Targeting skill (applicable only to the sling, crossbow, and bow and arrow) and all the modern weapon proficiencies, except W.P. Heavy and W.P. Heavy Energy Weapons. Not applicable to W.P. Blunt, W.P. Chain, W.P. Knife, W.P. Sword, or other ancient hand-held type weapons.

W.P. Sharpshooting Bonuses: All bonuses are in addition to conventional W.P. bonuses of +3 aimed, +1 burst.

The Sharp Aimed Shot (applicable to both the single shot and the aimed burst shot): +1 to strike with a P.P. 20 and every additional five (5) P.P. points above 20, but the bo-

nuses are only applicable when the appropriate type of weapon is used. Aimed shots only. No bonuses for shooting wild.

The Sharpshooter's Called Shot: The sharpshooter's aimed shot bonuses are NOT applicable when using this special "Sharpshooter's called shot." Instead, the sharpshooter uses the following superior bonuses: +1 to strike with a P.P. 18 and every additional three (3) P.P. points above 18, but the bonuses are only applicable when the appropriate type of weapon is used and this special called shot counts as two melee attacks/actions. Aimed shots only.

Quick Draw: +1 to initiative with a P.P. 18 and every additional four (4) P.P. points above 18, but the bonuses are only applicable when the appropriate type of weapon is used.

The Bonus Attack: +1 additional shooting melee attack when using that specific weapon for the entire melee round.

The Trick Shot: Most Men at Arms can pick one of the following tricks (or roll 1D6 for random determination), but the Gunfighter, Sheriff and Gunslinger O.C.C.s get ALL six!

1. Can fire a traditional two-handed weapon, like a rifle, one handed.
2. Can shoot over his shoulder by holding up a mirror and aiming at the reflection.
3. Accurately shoot while riding a horse or moving vehicle (normally a wild shot), but strike bonuses are half and a called shot is impossible (-8 to strike and strike bonuses do not apply).
4. Shoot accurately while standing on head or hanging upside down; all bonuses applicable.
5. Roll or somersault and come up shooting (normally a wild shot), no bonuses nor penalties to strike; straight roll of the dice.
6. Ricochet shot, can bounce bullets, arrows, sling bullets and other fired projectiles (depending on the specific W.P.) off of one surface and angle the shot in such a way that the projectile ricochets/bounces off and hits a different/second target (inflicts only one pint of damage to the first surface and full damage to the second). This can also be done with laser weapons but the ricocheting surface must be mirrored or highly polished. Glitter Boys are excellent reflective surfaces for performing a ricochet laser shot.

Sniper: This skill represents special training in the W.P.(s) that the character may possess. This applies only to the W.P.s that fall under Modern Weapon Proficiencies. The character will have to pick this skill for every W.P. the character might have. This will enable he/she to take more time on an aimed shot and receive a +2 bonus to strike. This will work only on an aimed shot. There is an extra +2 bonus if the character has W.P.s in semiautomatic rifle or bolt-action rifle (the second bonus applies *only* when using semiautomatic and bolt-action weapons). All of these bonuses are accumulative.

W.P. Study: Although this weapon proficiency list is fairly extensive, some weapons may be left out. Any player who wants a W.P. in a weapon not represented in this list, should select this skill. Subject to GM approval. When selected,

the player uses the bonuses of the closest weapon on the list. For example: Steve wants his druid to use a scythe. Since W.P. Scythe is not listed, and the GM approves of Steve using the W.P. Study skill. Steve, and the GM then decide that the W.P. Pole Arm skill is the closest equivalent, but the GM allows a bonus of +1 to parry at level 1.

Weapon Mastery

"Ello. My name is Inigo Montoya. You killed my father. Prepare to die."

-Spanish Weapon Master

Some people, such as Lawmen and Gunfighters, learn to do amazing things with guns. Some Indian warriors do similar things with bows and slings, making the New West of Rifts Earth a deadly place... at a distance. Some places, some worlds, however, have either built a culture around hand to hand combat or have never advanced technologically to the point where distance combat is feasible. The same kinds of people live everywhere, however. Just as some in North America have devoted themselves to their guns, some people in these societies have devoted themselves to their weapons, be they high-tech blades scientifically balanced to their wielder's style, magical flails, or a hunk of wood that "just feels right", they have expanded their knowledge beyond mere proficiency: They are Weapon Masters.

Restrictions and Conditions

This skill is applicable only to weapons that rely on the strength of their wielder to cause damage, or their modern, magical and psionics equivalents. Thus vibro-blades, flaming swords and psi-swords can all benefit from this skill, while bows, slings and pistols cannot. Spears, knives, and other throwing weapons can be used with this skill, but all bonuses (save those to initiative) are halved, and the Riposte ability cannot be used.

To acquire this skill a character must sacrifice two OCC related skills or two OCC WP's. Secondary skills cannot be used to acquire this skill. A character must be proficient in the weapon to be mastered, and must purchase mastery separately for each WP.

Bonuses of Weapon Mastery

All bonuses are in addition to attribute and WP bonuses.

- The mantra of business is "Location, Location, Location," supposing a better location will yield better results. Weapon masters have also learned the value of location in the form of a well-placed shot. A weapon master gains a +1 to damage with a PP of 15 and an additional +1 for every 5 points of PP thereafter. This damage can be either SDC or MDC, as appropriate to the weapon.
- Riposte. A Master can go one better than a simultaneous strike, parrying and striking in response to another's attack. This costs an attack, but is done at full bonuses and cannot be defended against (unless his opponent has an unengaged paired weapon or is

also a master).

Example: Master A is using a long sword, while master B is using a Hercules Club. Master A makes his attack, rolling a thirteen (with bonuses). Master B attempts a riposte, rolling a measly 4 for his parry and an 8 for a strike. His opponent parries the riposte with a 12, thus damaging his opponent and protecting himself.

On his next attack, Master B swings his club and rolls an 18. Master A ripostes, rolling a thirteen for his parry and a seven for his strike. Master B parries the riposte with an eleven, and Master A is in a world of hurt (did I forget to mention that Master B is a troll... a BIG troll? Oops). Note that both character have used two attacks (one attack and one riposte), but this is only the first sequence of attacks this melee round.

- **Lightning Speed.** Similar to Iaijutsu, this gives a character great speed when using his mastered weapon. This translates into a +1 initiative at PP 18, and another +1 per additional 4 points of PP. They also receive an extra attack on any round in which they use only their mastered weapon.
- **The Expanded Proficiency.** Finally, a Weapon Master gains a bonus to all maneuvers involving that weapon, such as strikes, parries, disarms and entangles, but not dodges, rolls or holds. This bonus is a +1 at a PP of 20, with an additional +1 per 5 points of PP thereafter.

Wilderness

Agriculture: This is the science and art of farming. Training explores the cultivation of the ground, preparing the soil, sowing, plant seeds, caring for plants and harvesting the crops for the purpose of producing vegetables and fruits. **Base Skill:** 34% + 5% per level of experience.

Arctic Hunting: **Base Skill:** 35+5% per level of experience.

Arctic Survival: **Base Skill:** 40 + 5% per level of experience.

Boat Building: This skill enables the character to build a variety of rafts, small rowboats, large flatbed boats, and canoes. A small raft (two man) can be made within 1D6+1 hours if the lumber or other suitable materials and tools are readily available. A large raft will take about 4D6 hours, a canoe 2D6 days, rowboat, 4D4 days, large flatbed 1D4x10 days. Time is doubled or tripled if trees must be cut down and wood prepared. Of course, the time can be reduced if several knowledgeable people are working on the construction. A failed skill roll means the boat has leaks. Trying to patch it will require 4D4 hours. **Base Skill:** 25% + 5% per level or experience.

Castaway/Shipwreck Survival: Surviving without a ship at sea is a specialized skill, since the seas of most worlds are quite hostile. Those with this skill know how to avoid being sucked down with a sinking ship, how to elect and assemble the best driftwood and scrap for a raft and how to float without exerting themselves (not the same as swimming) for hours at a time. Once the survivor has something to hold on to, it becomes possible to survive for days at a time, but only if you know how to get fresh water (from fish, certain types of seaweed and condensation of dew on cool metal surfaces), as well as how to keep from being attacked or eaten by sea predators. Characters without this skill, or without help from someone else who has the skill, will likely perish immediately, or within hours. Note that once on land, even the tiniest island, the skill Wilderness Survival takes over. **Base Skill:** 27% + 3% per level of experience.

Carpentry: A fundamental knowledge of working with wood. The character knows how to prepare, treat, and preserve wood, recognize quality craftsmanship, can repair damaged wood and wood items, and build (chests, chairs, tables, cabinets, houses, etc.). Adds +5% bonus to the boat building skill if taken. **Base Skill:** 25% + 5% per level of experience.

Construction (Wood): This is the knowledge on how to build and frame houses, decks, storage sheds, and so on. This also gives the character the knowledge of how to use certain machinery only used for wood. **Base Skill:** 30% + 5% per level of experience.

Desert Survival: Specifically, the ability to find water out in the desert. Also includes survival to exposure, path finding and other desert survival skills. **Base Skill:** 50% + 5% per level of experience.

Dowsing: This is the ability to locate fresh water whether it be with a divining rod or by more scientific and logical means. For some (like druids), it is a mystical ability, while for others (like rangers), it is done through deductive analysis and knowledge of nature. The percentage number indicates the success ratio of locating fresh water. A person can roll once every melee to sense water, but must roll *two consecutive* successful rolls to locate the water. **Base Skill:** 20% + 5% per level of experience.

Fashion Tools and Weapons: Useful tools and weapons can be constructed from readily available material. These crude items are usually made from wood, stone, vines, and bones, and include making a simple wood and/or stone hammer, club, hand shovel, pick, fishing hook, bone needle, wooden stake, torch, rope, string, fishing line, simple flute, blow gun, staff, wooden spear, bola, throwing stick, arrow, short bow, stone knife, and spear and axe head made from chipped stone. The ability to fashion tools is a source of pride for jungle tribesman and wilderness folk. An unsuccessful roll results in a product that is completely useless, try again. It generally takes about 1D4 hours to make a

small, simple item and 2D4+1 to make a larger, more elaborate item like a stone axe, spear with a stone head, short bow, etc. **Base Skill:** 20% + 5% per level of experience.

Horsemanship: A familiarity with horses, how to ride them and take care of them. Riding/care/feeding: A fundamental knowledge in the care and grooming of horses. Recognize quality/breed: The percentile number indicates the success ratio of recognizing the quality (age, speed, health, etc.) and breed (race horse, way, riding, etc.) of horses in general.

Jump: The percentile number indicates the success ratio of NOT being thrown from the horse when jumping (or backing). Character must roll under the percentage to remain in the saddle and in control.

(+) Plus to parry and dodge: Applies to the rider, and not the horse. The rider gains a combat advantage from height and speed of being mounted.

Charge Attack: Adds +3 to damage with any ancient weapon, -2 to strike with guns or bow and arrow.

Horse Attack: Having the horse kick and rear. Two attacks per melee; front legs do 2D6 damage, rear do 4D6 damage (S.D.C.), unless otherwise stated.

Bonuses: Attacking while mounted on a horse gives the character the advantages of height and speed. Plus +1 to parry and dodge, +2 to damage (S.D.C.), unless otherwise stated.

Raise/Breeding Horses: This is a fundamental knowledge in the raising, training and breeding/mating horses.

Base Skill: 40% + 4% per level of experience. A failed roll means the character fails at what he was attempting. Make control rolls for difficult moves like charge attacks, leaps, and other sudden movements. A failed roll means the rider falls off the mount.

Hunting: The skill of killing and preparing an animal for food. **Special Bonuses:** Add the following bonuses to the appropriate skills: +2% prowl, +5% track animals, +5% skin animals, +5% wilderness survival, and +5% to cook the catch only. No base skill.

Identify Plants & Fruits: Training in the recognition of the many different types of plants and vegetation and where they grow. The emphasis is placed on edible, herbal and poisonous plants. **Base Skill:** 25% + 5% per level of experience.

Identify Sea Life: Characters with this skill can identify all different kinds of fish, squid, octopus, shellfish, turtles, sea mammals (whales, dolphins, seals) and sea monsters, as well as seaweed, sponges and even swarms of tiny life forms (such as krill, the food source for many whales, and the different one-celled organisms that give off a visible glow at night). Even more importantly, the character can recognize habitats, or water and weather conditions, that signal the presence of certain kinds of sea life. For example, the character can attempt to determine what kind of fish are feeding below the ship, or what giant schools are travelling nearby, based on the appearance of certain predators, such as knowing where to find tuna when certain dol-

phins are sighted. Includes a knowledge of which sea life is edible, useful as healing herbs, or poisonous. Another important bit of knowledge is being able to identify which barnacles, shipworms and mollusks (which live on the hull, under the waterline) are harmless, and which are immediately threatening. **Base Skill:** 27% + 4% per level of experience.

Land Navigation: This skill enables the person to stay on course while traveling over land by means of observation. It includes mentally marking/recognizing geographic landmarks, estimating distance and movement, recognizing sounds, night travel, and other navigational tricks. The player should roll once for approximately every three miles traveled. A failed roll means the character is drifting off course; 2D10x100 yards/meters. Consecutive failed rolls means the individual does not realize that he's off course and continues in the wrong direction.

Note: A group of average men can cover about five miles an hour at a brisk, but relaxed, pace through grassland, along dirt roads or pavement. Travel through dense forest or jungle at a cautious pace, with eyes open for danger, is about one mile an hour. Heavy rain or snow, fog, swamps, etc., will also reduce speed. **Base Skill:** 36% + 4% per level of experience.

Leather Working: The character is skilled at tanning and preserving animal hides. Usually this skill is combined with tailor to enable the character to make leather goods such as clothing, capes, bags boots, saddles, saddle bags, tack and harness for horses and even leather armor. If this is done the character can fully repair, and make modifications to leather armor (see armor in the Combat and Equipment sections). May be taken twice to denote professional quality. **Bonuses:** +5% for each of the following skills: sew, and skin and prepare animal hides. **Base Skill:** 25% + 5% per level of experience.

Mountaineering: Unlike a climber, a mountaineer is experienced in the use of specialized mountain climbing gear and also knows all the skills of survival in the rugged high-altitude environment. To become a professional mountaineer, the character must have been on at least two high-difficulty, high-altitude expeditions. **Base Skill:** 40% + 5% per level of experience. **Bonuses for professional skill:** +1 P.S. & P.E., +2D6 SDC, +10% to Climb, Climb Rope and Repelling. **Requires:** Climbing.

Oceanic Survival: Surviving without a ship at sea is a specialized skill, since the seas of a fantasy world are often quite hostile. Those with this skill know how to avoid being sucked down with a sinking ship, how to select and assemble the best driftwood and scrap for a raft, and how to float without exerting themselves (not the same a swimming) for hours at a time. Once the survivor has something to hold on to, it becomes possible to survive for days at a time, but only if you know how to get fresh water (from fish, certain types of seaweed and condensation of dew on cool metal surfaces), as well as how to keep from being attacked or eaten by sea predators. Characters without this

skill, or without help from someone else who has the skill, will likely perish immediately, or within hours. **Note:** Once on land, even the tiniest island, the skill of Wilderness Survival takes over. **Base Skill:** 27% + 3% per level of experience.

Preserve Food: Knowledge in the preparation of foods for storage and later consumption. Includes canning fresh fruit and vegetables, making jams and honey, drying fruit, vegetables, and herbs, drying meat and fish, plus various smoking, salting, and pickling methods. **Base Skill:** 25% + 5% per level of experience.

Rope Works: This is a skill that takes into account the various needs and uses of rope. The character knows a variety of ways to tie knots, the advantages to various types of ropes and cords, their tensile strength and how to weave/make rope. A failed roll to tie a knot means that it is loose and sloppy and easy to untie, slip out of, or likely to unravel or snap when strained. **Base Skill:** 30% + 5% per level of experience. Characters bound/tied by this character are -10% to escape/slip knots.

Sense of Direction: A simplified version of the Land Navigation skill. The character has the ability to tell which direction he or she is traveling, relative to a specified point. **Base Skill:** 15% + 5% per level of experience.

Skin and Prepare Animal Hides: Training in the methods and techniques in skinning, tanning, stretching, and preserving animal hides as fur or leather. Adds a +5% bonus to the sewing skill. **Base Skill:** 30% + 5% per level of experience.

Spelunking: The art and practice of exploring caves. Unskilled characters wandering about in a large series of natural caverns have about the same chance of survival as unskilled climbers attempting to scale a major mountain without guidance. **Base Skill:** 55% + 5% per level of experience.

Tame Animals:

First percentile: Capture roll

Second percentile: Tame/train roll

Capture &/or tame creatures with animal intelligence (6 or below)

Time Requirements: 1D4 weeks +1 week per I.Q. point.

Base Skill: 25%/30% + 5% per level of experience.

Requires: Track or Track Animal, Ride Animal (if to be ridden) and the language to which it will respond.

Track Animals: This skill enables the character to identify an animal by its tracks, scent, spoor, and habits. The individual can also follow the animal's tracks and other signs. This means he can also estimate how fresh the tracks are, what direction they are heading, whether the animal is hurt or sick, and guess it's age. The habits and habitats of animals and animal behavior are also learned.

Tracking humans with this skill is also possible, but is done with a penalty of -20%. **Base Skill:** 20% + 5% per

level of experience.

Track Dragons: This is a variant of the tracking humanoid skill which specializes in tracking dragons. The character is familiar with all the tell-tale signs that a dragon leaves behind when he passes by. Counter tracking is possible with this ability, although it is often futile since dragons most often use magic to do their tracking. **Base Skill:** 25% + 5% per level of experience. Other creatures may be tracked at half the normal percentage.

Track & Hunt Sea Animals: General knowledge of the oceans and seas, with an emphasis on undersea habitats and environments, and the types of fish and animals attracted to such places. The character knows where to look for particular types of fish and sea creatures (i.e. in coral reefs, under rocks, inside caves in warm water, cold water, etc.), the types of food the sea animals eat/prey upon, migration patterns of fish and sea mammals, and notable types of seaweed and their uses (edible, poisonous, etc.). **Base Skill:** 35%/35% + 5% per level of experience. The first number is the general knowledge, and the second is the character's ability to locate and capture small and large undersea creatures (crustaceans, fish, eels, sea mammals, etc.). **Note:** -20% when dealing with mutants and alien creatures.

Trap Construction: Training in the design and application of traps and mines used in anti-personnel and defense tactics. With readily available materials and simple tools, including shovels, knives, sticks, wire and rope, the character can build fiendish traps. Any who would scoff at the effectiveness of traps in modern mega-damage combat should reconsider. While traps may not damage M.D. equipment, unless the trap is augmented with explosives (requiring the Demolitions skill), simple pits can hamper, even immobilize, troops and robot vehicles by making them unable to climb out (will earth walls support the weight of a several ton robot trying to climb out? Not likely). Other traps can be used as alarms (triggering flares, video cameras, or simply producing noise), or even as diversions to distract the enemy while the character escapes.

The greatest drawback of traps lies in the amount of time required to prepare them. It can take hours to prepare rock slides, large pits, etc., even with heavy equipment. But, even this time can be shortened with help from others, as only one character needs the skill, in order to successfully direct others in the traps' construction. Ingeniously prepared traps can, and often do, shift the advantage of a battle to the side that prepared the field for combat. See the Appendix for examples of most common types of traps. **Base Skill:** 20% + 4% per level of experience.

Trap/Mine Detection: Knowledge of the strategic placement of booby traps and mines, the tell-tale trademarks and indications of traps and mines, how to avoid them, and the use of mine and explosive detection equipment. The character has been trained to watch for suspicious objects, dirt mounds, trip wires and camouflaging materials that may denote the presence of a trap. Simple snare traps

and trip wires can be easily disarmed by the character, but the demolitions disposal skill is required to disarm mines, explosives, or complex traps. **Base Skill:** 20% + 5% per level of experience for detecting by visuals alone. Add +50% when using special detection equipment to locate mines and explosive traps, +10% if the trap isn't a mine or explosives, but using metal (such as a trip wire) as part of the trap. **Note:** See the Rifts World Book 11 description of this skill for rules on training some Dog Boy types to sniff out traps.

Undersea & Sea Survival: Methods and information for surviving in an underwater environment or lost at sea (on the water's surface). Includes a basic knowledge of what sea animals and fish are edible and easiest to find and catch, how to make simple fishing hooks and lines, dangerous predators and D-bees to avoid, how to protect oneself from the sun, water and food rationing, and fundamental survival techniques. **Base Skill:** 25% + 5% per level of experience. **Note:** At the G.M.'s option, this can be included as part of a character's basic wilderness survival skill. This is especially likely of Navy men, sailors, pirates, sea druids, ocean wizards, and aquatic D-bees.

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

Winter Survival: This skill involves learning to survive in arctic or Antarctic conditions, building Igloos and snow caves, spotting thin ice and crevices, and techniques to stay warm. **Base Skill:** 40% + 5% per level of experience.

Exclusive Martial Arts Forms

Italian School of Fence Martial Art Form (Exclusive) based on N&SS

"And is he a man to encounter Tybalt?"

"Why, what is Tybalt?"

"More than Prince of Cats, I can tell you. O, he is the courageous captain of compliments. He fights as you sing prick-song, keeps time, distance, and proportion; rests me his minim rest, one, two, and the third in your bosom: the very butcher of a silk button. A duelist, a duelist!"

- Mercutio and Benvolio "Romeo and Juliet"
Act II Scene IV

Entrance Requirements: IQ of 10 or higher Skill Cost: 6 years

The Italian School of Fence represented the second of the major forms of swordsmanship to take fighting to the "scientific" level. Following the social trends of the time, the Italians followed the Spanish into the arena of planned and reasoned personal combat.

The Italian School of Fence developed during the Renaissance, a time of scientific growth and learning in the sixteenth century. Starting with a master named Agrippa in 1553, the formerly heavy style of swordplay, typically used by knights to break through the plate armor that few wore anymore, transformed into a lighter, thrust-oriented form. The Italians began to employ the factors of timing and distance rather than speed and stamina. The design of civilian weapons followed along the same lines as the Spanish Rapier, becoming thinner and lighter. This scientific approach to combat led to the dropping of most of the religious and mystical guises that previous styles used.

Agrippa, and the masters that followed, reasoned that several improvements could be made in swordplay. Since no one wore plate armor in the cities, one didn't need to wield a heavy cutting weapon designed to combat that kind of enemy. Civilians would, therefore, be able to fight in whatever method would quickly dispatch an unarmored opponent. Since a line is shorter than an arc, the Italian Masters decided that a thrust would work faster than a cut. Secondly, whatever was closest would hit first, so the weapon was held out, between the two swordsmen, rather than in the backward position that would allow for a stronger cut. Other "discoveries" were made about the mechanics of the weapons themselves, leading to the Italian Rapier, but more importantly was the use of timing and distance. An Italian Fencer would examine his opponent's fighting style, observing how fast moves work and judging how fast other moves would probably work. An attack could then be properly timed, taking advantage of the point where an enemy is too busy moving into an attack to properly defend. This led to specialized moves; such as the disengage, time thrust, and riposte; to take advantage of those times.

Beyond pure science, most teachers also discussed the

concepts of honor to their students. It was generally felt that if everyone dealt with everyone else in an honorable fashion, there would be fewer duels as there would be no reason to fight. This idea, while reasonable, fell through. Noblemen would use honor to find reasons to fight, and the common man just didn't care. Nevertheless, most teachers did their best to teach a student of when it was proper to fight, as well as how to fight. Concepts such as who to behave toward a friend who challenges you to a duel

As with other forms of Western Martial Arts, Italian Rapier Fencing faces the problem of few people knowing about the realities of rapier fighting. As the gun became the primary self-defense weapon and weapon of war, the sword was phased out. Thanks to the pragmatic outlook of most Westerners, the skill of swordfighting became lost as the more powerful and easier-to-learn art of gunplay became more and more popular. This means that the skill is learned in small groups who recreate the skill, rather than learned in a proper school. To be turned into an effective martial art, the skill must be practiced day after day for several years, as well as researched by whatever means are necessary.

Like other Western duelists, the Italian Fencer will approach a fight in a calm and composed manner. They treat fighting with the seriousness and respect that it deserves, and not with the hot-blooded flashiness of the average Errol Flynn movie. They will hold back, preferring to feel out the opponent until they feel they have a good enough knowledge of their opponent's moves before moving in for the kill.

Costume: Street clothes of the period the character lives in, but the preferred outfit will be loose, allowing for full movement of the legs, crotch, and shoulders.

Stance: Sword between the Fencer and his opponent, with the off weapon hand held forward to help with parrying (often holding a dagger). Weight is on the balls of the feet and slightly forward, off-weapon side leg forward, back foot at a 45-degree angle.

Character Bonuses: +2 to ME (concentration)
+1 to PP (balance and control)
+1 to PE (aerobic workout)

Combat Skills:

Attacks Per Melee: Four

Escape Moves: None

Basic Defensive Moves: Parry, Automatic Parry, Dodge

Advanced Defenses: Disarm, Maintain Balance, Circular Parry, Combination Parry/Attack.

Hand Attacks: Strike (Punch), Roundhouse (See Choy-Li-Fut Kung Fu, does 1D10 Damage)

Foot Attacks: Snap Kick, Tripping/Leg Hooks

Special Attacks:

False Attack (new!) The False Attack is just that, a fake attack. It is used to draw a parry or reaction out of the opponent. The exact method of attack the character fakes varies and can be any type of attack the character possesses.

This is a Combination Move, used in conjunction with another attack. The character chooses what attack to fake and rolls to strike. On a roll of 5 (or equal to the opponent's AR) or greater, the false attack succeeds. The opponent can (and should) attempt to defend against the false attack. Whether they successfully defend against the fake attack or not, the attacker then moves into the second attack. The character is at +3 to strike with second attack and the defender must use an attack to defend against it (no Automatic Defenses).

Time Thrust (special!) The Time Thrust is an attack made as an opponent prepares to attack, similar to a Simultaneous Attack. This move takes one action and is done in place of a Parry.

The Fencer rolls to Strike (using Time Thrust bonuses rather than Strike). If the Fencer gets higher than the attacker, the Fencer's weapon lands first and interrupts the other, meaning no damage is done. If the attacker gets higher, standard Simultaneous Attack rules apply. The attacker can try to defend against the move, but they are at half their normal Parry bonus, due to the suddenness and surprise of the move.

Base Time Thrust bonus is equal to one-fourth of the character's IQ (round up, maximum of 7) plus the character's PP bonus.

Lunge (special!) The Lunge is a fast attack used to close distance quickly. The front foot is thrown towards the opponent, carrying the body and the weapon towards him. The Lunge basically is a standard attack that only works at Long Range and produces a Critical Strike.

Successful or unsuccessful, the Lunge requires a Maintain Balance roll of 5 or better to get back into a position of being able to move. This recovery takes an additional attack, making a total of two required for the move. Attacks and parries can still be made while in the lunge position, but are both at -3 and moving is impossible.

Disengage (special!) The disengage is a fast move that brings the weapon underneath the opponent's weapon to attack in the opposite line.

This is a defensive move that can only be done in response to an attack on the blade or weapon arm itself, such as an Arm Hold, Entangle, or direct damaging attack on the weapon. It uses the character's normal bonuses to parry, but grants the character +3 to strike on the following attack due to the speed and ease of the "parry," as well as the opponent being slightly off-balance after the failed attack. This is an Automatic move.

This move can be combined with the Riposte, resulting in an additional +2 to strike.

Combination Attack/Grab (special!) The Combination Attack/Grab is a move that requires agility and speed. The Fencer starts by striking the blade to the side, called beating the blade in modern fencing. He then steps forward and snatches the opposing weapon by the guard. A Grabbed weapon cannot be used against the Fencer, preventing the enemy from even trying to le-

ver their weapon into him.

The attack starts with the beat. The Fencer rolls to Strike (full bonuses). Then, roll to Grab (PP bonuses only). If the Grab is successful, several things happen. This is effectively a Weapon Hold, requiring the same escape rules as a Hold. The Fencer can follow it up with a Disarm on his next attack at +3. Alternately, they can attack with their own weapon, which the defender will not be able to use the Grabbed weapon to parry with.

This move can only be performed on a weapon with a significant guard. So, while it will work against rapiers, cutlasses, basket-hilt claymores, and even greatswords, it will not work against anything with a tiny guard, such as a katana or most combat knives. It can also only be used once per melee round.

Inquartata (special!) Called the three point lunge in Modern Fencing (and an illegal move, too, since no part of the body except the feet can touch the strip), this move consists of throwing the rear leg back and dropping the whole body under an incoming attack. The non-weapon hand is placed flat on the ground to aid in balance. The weapon is thrust outward into the attack, one that the defender will have to struggle to defend against.

This works just like a Combination Dodge / Attack. The Fencer rolls to Dodge at full bonuses, then rolls to Strike at no bonuses. The opponent must use an attack to defend against it, as Automatic Parry won't work. In addition, the character is at +3 to Maintain Balance after a successful Dodge roll, regardless of the Strike Roll, until they rise back into the guard position. This move can only be used once per melee round.

OFF-HAND PARRY (SPECIAL!) The off-hand parry is a parry with whatever hand a weapon is not held in. It uses the same bonus as the normal parry and produces a +2 to Strike with a following attack or a +5 to Grab or entangle, depending on the mode of attack chosen. This is not an Automatic move.

Duelist's critical Strike (special!) Duelists train for the singular purpose of ending human life. To this end, they train particularly to strike at the points that will best result in instantaneous death for the opponent.

When entering into combat, a Duelist must declare whether or not they intend to kill their enemy. If they have lethal intentions, a Critical Strike results in damage directly to Hit Points. No multiplier is added to the damage roll. If the Duelist declares that they are only intending to wound the opponent (ie: fighting to first blood), then normal Critical Strike rules are used. If intentions are not declared, then normal Critical Strike rules apply, save in situations where a character would obviously be trying to kill the other character (ie: blood fued between the characters or the Duelist has an evil alignment).

Knee, Elbow, Grab, Entangle, Death Blow

Holds/Locks: None

Weapon Katas: WP: Rapier, WP: Rapier and Dagger (paired), WP: Rapier and Buckler Shield (paired), WP: Rapier and Cloak (paired). Rapier and one other Kata

of choice start at 3rd level.

Modifiers to Attacks: Critical Strike, Critical Strike from Behind

Skills Included in Training:

Martial Art Powers: Wrist Hardening. Can be traded for any Body Hardening Exercise (excluding Chi Gung) or any Basic Skill Program.

Languages: Italian at 25%+5% per level

Physical Skills: Fencing, Running

Other Skills: Research

If this is your Primary Martial Art Form, then the following other forms can be learned in a shorter time: Jujutsu (4 years), Isshin-Ryu Karate (4 years), Zanji Shinjinken-Ryu (5 years), and other Western Fencing systems (half time).

Special Note: Unless noted above, any Martial Art that teaches a Philosophical Skill will take 1 more year to learn. This is due to the Fencer's pragmatic outlook and its effect on the philosophy of the fighter.

Level Advancement Bonuses:

- 1 +1 to Strike, +2 to Parry/Dodge, Critical Strike, Critical Strike from Behind
- 2 +1 to Grab, +1 to Disarm, +1 to Time Thrust
- 3 +1 to Maintain Balance, +1 to Binding the Blade
- 4 +1 Attack Per Melee, +1 to Parry
- 5 Critical Strike on Natural 19-20, +1 to Time Thrust
- 6 +1 to Maintain Balance, +1 to Disarm, +1 to Strike
- 7 Death Blow on Natural 20, +1 to Grab
- 8 +1 Attack Per Melee, +1 to Dodge
- 9 Critical Strike on Natural 18-20, +1 to Time Thrust
- 10 +1 to Strike, +1 Attack Per Melee
- 11 +1 to Binding the Blade, +1 to Disarm, +1 to Parry
- 12 +1 to Maintain Balance, +1 to Time Thrust
- 13 +1 to Dodge, +1 to Disarm, +1 Attack Per Melee
- 14 Critical Strike on Natural 17-20, +1 to Strike
- 15 +1 to Maintain Balance, Death Blow on Natural 19-20

Martial Art Power List

Any Body Hardening Exercise (excluding Chi Gung)
Any Special Kata (Weapon Katas can be chosen from any weapon)
One Life, One Shot, One Hit, One Kill (Martial Art Technique)
Iai Jutsu (Martial Art Technique)

Judgement (Martial Art Technique): The technique of Judgement represents the ability of a Fencer to take the measure of their opponent and figure out how to react appropriately against them. To use this power, the Fencer must spend two melees sizing up their opponent. This takes the form of applying basic attacks and defenses to certain moves, allowing the Fencer to judge what methods of attack their opponent can use. Note that this is two melees of watching the opponent fight, but not necessarily against the Fencer. If they have

the opportunity to watch the combatant fight for two melees and are using the Technique on them, the same results will occur.

In game terms, this means that the character will be able to determine the following things about the opposing character: approximate level of their HTH form as Low (1-3), Medium (4-7), and High (8 and up); the HTH form being used and the approximate moves they can use (tell them what form and let them look at the book to see what they can do); the enemy's physical attributes; and indicate the general possibility of other abnormal powers and abilities (only shows generalities, like odd eyesight, exceptional hearing, abnormal flexibility, and so on, not give them a description of the exact powers used.). It also grants a few bonuses, as the Fencer begins to be able to predict how their opponent will react and move.

Bonuses:

+2 to Initiative

+2 to Parry/Dodge

+2 to Time Thrust

+1 to Strike

Weapon Kata List

WP: Rapier

Uses the WP Large Sword bonuses. The Rapier (in-game context) is a thrust only weapon. Small cuts can be made with its edge, but they only do 1 point of damage. Due to stance and the length of the weapon (average of 4 feet overall), it can be used at Long Range with no penalty, receives a penalty of -5 to strike at Combat Range, and is impossible to use at Grappling Range (pending a special move developed by the GM and/or player).

Note that some versions of the rapier have real cutting edges and some do not. A rapier with a significant cutting edge (ie: blade width of greater than 1.5 inches/3 cm) uses WP: Cut-and-Thrust Sword rather than WP: Rapier.

Rapiers do 2D6 damage. Average cost: \$400-\$500

WP: Cut-and-Thrust Sword

The Cut-and-Thrust sword is mis-named slightly, but I have no better term to use. In this case, the Cut-and-Thrust Sword refers to any one-handed sword that can be used to both thrust and cut (duh), like the Basket-hilted Claymore or Sword-Rapier (the edged version of the rapier). Bonuses are the same as WP: Large Sword.

WP: Small Sword

The Small Sword is essentially the same as a Rapier, but smaller and lighter. The weapon has a penalty of -3 to strike at Grappling Range and uses WP: Small Swords bonuses.

Damage: 1D8. Average Cost: \$300-\$400

WP: Dagger

See WP: Knife

WP: Blunt/Single Stick

See WP: Blunt

W.P. Cloak/Net:

Described in Pal Fantasy 2nd Edition. The cloak or net can be used in a whipping motion (1D6 damage), thrown at the opponent (blinding damage), used to parry an incoming blow, or to entangle the opponent's arm or weapon. Receives +1 to strike or entangle at levels 2, 5, 8, 11, and 15. Receives +1 to parry at levels 2, 4, 6, 9, and 12.

WP: Buckler Shield

Described in Pal Fantasy 1st and 2nd Edition, a Buckler Shield is basically a small round shield. Provides a bonus of +1 to parry at levels 1, 3, 6, 9, 12, and 15. The shield can be used to strike with, as well, doing 1D4 damage. Gains +1 to strike at levels 4, 8, and 12.

WP: Lantern/Flashlight

The flashlight or focused-light lantern is used in the off-weapon hand in combination with other attacks. Best used in the dark (all effects are at 1/4 strength in the light), the light is shined into the opponent's eyes, momentarily blinding them to the attacker's moves. The target of a successful lantern strike is at -5 to strike, parry, and dodge the lantern holder's next two attacks. The lantern itself has +1 to strike at levels 1, 3, 5, 8, 11, 13, and 15.

WP: Paired Weapons

See WP: Paired Weapons. The choices are almost always Rapier, Small Sword, or Cut-and-Thrust Sword, combined with one other weapon. The individual weapons cannot be used singly unless that Weapon Kata is also possessed.

Why Study Italian Fencing?: Because it is meant to get the job done in the best and most efficient manner possible. This mindset appeals to those with a practical and analytical turn of mind, making it a favorite of architects, scientists, and scholars.

In the modern world, it is generally only studied by martial arts enthusiasts, people enamored with the West's past, and the occasional Hopeless Romantic.

Historical Notes: Since no-one really knows everything about the use and abuse of rapier fighting, please don't use this as a historical reference. Certain facts and dates may be wrong, as well as some of the concepts. To the best of my knowledge, they are all correct, but you never know.

If this form is used in its historical period (ie: your campaign takes place in the 16th century), the character does not get the Research skill, nor is the form Exclusive (takes 4 Years as a Secondary Skill).

Pal Fantasy Notes: This MA form would probably be better applied to Pal Fantasy than to N&SS, but since it uses N&SS rules... If you are inclined to use this in Pal Fantasy, there shouldn't be much trouble converting it to PFRPG's HTH system. Ignore questions of Range and any other HTH move or term you're not sure on.

Rapiers are still somewhat unfashionable, and little study has been made in their use. This form is only recently come into being, designed and used by small groups of Scholars in the Eastern Empire. Drop the Research skill, but the form remains Exclusive (only the most dedicated of swordsmen will know it even exists, and it costs 6 OCC Related Skills, or 3 more than HTH Martial Arts).