

# “The Charging Bull”

An Adventure for Rifts

Written by Branden Loizides

Artwork by Ricki Laird

June 2021



## Introduction

I first ran this adventure at GenCon 2013, one of my first convention one-shots. Between the fun players I had at the table and the adventure's execution, it was a positive experience. Everyone had a great time. I hope.

It would be helpful to have a copy of *Rifts Sourcebook 29: Madhaven* and *The Rifter #36* handy. I also reference other books, but these are not required.

## Background

Before the Rifts, the "Charging Bull," also known as the "Wall Street Bull" or "Merrill Lynch Bull," was a 7,100-pound bronze sculpture of an aggressive bull. It stood at 11 feet (3.35m) tall and measured 16 feet (4.88m) long. Feel free to read more about the real Charging Bull here: [https://en.wikipedia.org/wiki/Charging\\_Bull](https://en.wikipedia.org/wiki/Charging_Bull)

After the coming of the Rifts, Manhattan was decimated.<sup>1</sup> After things settled down, relatively speaking, Manhattan was in ruins, to put it mildly. Despite this, the Charging Bull remained intact, a tribute to its solid bronze architecture, but buried deep beneath piles of rubble where it would remain undisturbed for centuries.

Jacob Hyde is no stranger to pre-Rifts history and has devoted many of his twenty-seven years to recovering unique and valuable pre-Rifts artifacts. His research has taken him to far-away lands, often resulting in a lucrative voyage. It is unclear whether his traveling companions would agree with that assessment, for many feel lucky to return alive. Perhaps that's why so few remain loyal to Jacob. On the other hand, a mere cut of the loot from one of his quests can still leave an adventurer well off for a long time. Regardless, as a scholar making his living in the knowledge-rich city of Lazlo, he found no shortage of brave adventurers. They would travel with him to whatever far-off land his research would take him. However, each one of them has their own personal reasons for traveling with Jacob.

This trip wouldn't take Jacob too far from home either. What if he could promise a would-be adventurer the gift of eternal wealth? Perhaps even the ability to have their wishes granted? "Search no further, my friend," he said, "for I have discovered the precise location of an artifact that will do just that!"

---

1. *Rifts World Book 29: Madhaven*, page 9

Jacob is referring to the aforementioned “Charging Bull” that sat on Manhattan’s tip in the late 20th through the 21st centuries. The people of the time associated this statue with wealth and prosperity.<sup>2</sup> Therefore, its powers could bring wealth and prosperity to Jacob, or so he hopes. There have been rumors of a mythical bull in Madhaven with magical properties, including the ability to grant power and wealth to the possessor.<sup>3</sup> There is partial truth to these rumors. The Charging Bull has, in fact, become magical. However, it does not grant wishes, nor does it guarantee wealth to whoever possesses it. Perhaps he would be uncharacteristically generous and share some of its power with the city of Lazlo. There’s nothing wrong with a little fame and fortune, right?

There was one slight problem with recovering this bull. Jacob would have to venture into the insane deathtrap known as “Madhaven,” the remains of the once-great New York City - Manhattan in particular. Sure, others have sought this artifact (and failed), but they didn’t know what Jacob Hyde knew. Most likely, ignorant treasure hunters went to the Charging Bull’s last known location: the intersection of streets known as Broadway and Morris. “They did not do their homework,” Jacob would laugh to himself. “The Charging Bull was moved not one week before the coming of the Rifts!” Jacob came across an article found in a pre-Rifts newspaper that refers to the giant bull being transported several blocks away to make room for a public works project. Finding that article was fortunate, for it was the key to locating this treasure. The Charging Bull resided at the intersection of Broadway and Morris Street for over a century. It was moved to Broadway and Battery Pl, a tenth of a mile (160m) away just before the rifts.

It turns out that Jacob is not the only person who has determined the Charging Bull’s location. A reclusive mage living in a small corner of the Federation of Magic also did his homework. His name is Vel Shai and intention is to move up in the ranks and become a significant player in that region of the continent. A powerful artifact like the Charging Bull would bring him a long way in achieving his goals. However, Vel does not have the physical capacity to travel to Madhaven, nor the mental endurance to fend off the psychic forces in the area, so he’s hired some capable mercs to do the work for him. These thugs will monitor Jacob and his companions. Another of Vel’s followers is part of the adventuring party - one of the players! Titaniac is the traitor - you can read about it in his character description. There is also a

---

2. *The Rifter* #36, page 73

3. *The Rifter* #36, page 73

section in the module describing how to use the traitor in the game, should the GM desire.

Jacob was no dummy when planning his Madhaven expedition. He knew that the weak-minded and the psychics would be prone to the overwhelming sense of dread and sorrow that engulfs Madhaven. Even strong-minded folks eventually succumb to the dead city's maddening effects. He kept this in mind when choosing his team. After an extensive search, Jacob found just the team he was looking for.

## Characters and Set-Up

There are six pre-generated characters that can be used for this adventure. Each character comes with a short biography, including the character's background and connection to Jacob Hyde, the main protagonist. One character is a traitor! This is an optional mechanic that can be added for flavor in the game, giving it an unexpected twist.

In original draft of this adventure, Jacob Hyde was a playable character. This turned out to be a drag for the player because Jacob's ability to engage in combat is very limited, and not many opportunities present themselves for him to use his vast array of skills. In other words, the player quickly became bored. Jacob's character sheet is still included, however, and he should be played as an NPC. He could also be played as a player character if you end up with an extra person at the table.

You may opt to use existing characters for this adventure. The pre-gens are of shady alignment, and it would be helpful if other players are too. Much of the adventure revolves around motivation, and the motivation of a scrupulous character is different from an unprincipled character. Therefore, as the GM, you may need to alter the encounters somewhat to fit the party's alignment. Perhaps the party works for Jacob Hyde and journeys with him to Madhaven. Maybe Jacob isn't in the picture at all and one of the players is the rogue scholar in pursuit of the charging bull. It's up to you.

## The Traitor

As an *optional* mechanic, one of the party members is a traitor! Any character, except Jacob Hyde, can be the traitor. In this module, Titaniac is the traitor, and his motivations are described in his character bio. However, you can re-write any character's background to be the

traitor.

Note: Executing this can be difficult when playing at a convention where you may not know the players. That's why I included simple instructions in the character's bio. Make sure the character sheets have the character's bio on it. In *Titaniac's*, after the character's bio, it instructs the player to become the traitor after a specific trigger. For the trigger, I recommend *Titaniac* (or whomever) turn on the party when the mercs appear as they are leaving Madhaven. Their aim is to prevent the party from leaving Madhaven with the Bull and make sure Jacob Hyde fails.

If the player does not turn on the party, tune the encounter with the mercs as desired, perhaps by adding an opponent. Whichever way you do it, it's okay if the traitor doesn't work out as planned. The adventure can proceed without this optional mechanic.

## Running the Adventure

The adventure is divided into a series of encounters, most of which are self-contained and/or conditional.

Below is the recommended order of encounters:

1. Beginning the Expedition
2. Leopard People Encounter
3. The Excavator/Damian Brady
4. Finding the Charging Bull
5. Giant Ruin Worms (conditional/optional)
6. Optional: there is a list of other creatures at your disposal.<sup>4</sup>
7. Leaving Madhaven – The mercs

Madhaven is a place of sorrow and madness. Psychics and players with a Mental Endurance (M.E.) of 9 or lower feel it even worse. Some could be permanently scarred by the effects of Madhaven. Characters with an M.E. of 11 or higher can fight off the emotional impact for a day, an M.E. of 12 can fight it off for two days, an M.E. of 13 for 3 days, etc. Read about the effects of Madhaven on characters in the *Madhaven World Book*.<sup>5</sup>

The adventure will start just outside of Madhaven, in the Bronx. It can be assumed that

---

4. *Rifts World Book 36: Madhaven*, pages 92-107

5. *Rifts World Book 36: Madhaven*, pages 15-17

the party has survived the journey from Lazlo this far.

Players may travel in their own vehicle, or they may travel with Jacob Hyde in his Cargonaut,<sup>6</sup> a Northern Gun vehicle designed to transport pretty much anything. This Cargonaut's configuration includes a hover jet system, which will make traveling through the rubble easier. It is powered by a multi-battery electric system that provides a range of 2,000 miles, 600 of which was used to get to Madhaven. The Cargonaut does not have special weapons and has minimal armor.

Any character may drive the Cargonaut, but a player with the *Pilot: Truck* skill is recommended in case the party runs into trouble and needs to do some maneuvering!

## The Cargonaut

**Crew:** 1 driver, 6 passengers

**Speed:** 80 mph but reduced to 20 mph in Madhaven because of all the rubble and obstacles. Even though the hover jets will hover up to 10 feet of the ground, they will still have trouble traveling through this mess!

**Height:** 12 feet (3.7m); **Width:** 8 feet (2.4m); **Length:** 20 feet (6m) **Weight:** 3 tons

**M.D.C. by Location** (everything but Main Body is a called shot *and* -4 to strike)

Hover Units (4): 55 each

Hover Jet System (undercarriage): 100

Plexiglass Windshield: 30

Cargo Area: 60

Main Body: 140

The players should provide the GM with a rough idea of the marching order of the party, including who is driving the Cargonaut, and which characters are passengers. The Cargonaut can hold all the players. It can be assumed that Janice Corbett, the Glitter Girl, stored her Glitter Girl suit in the Cargonaut's cargo area, then entered the suit upon arrival at Madhaven.

## Leopard People

The players will inevitably cross into the territory of a Mutant Clan. In this case, it is a

---

6. *Rifts World Book 34: Northern Gun 2*, page 210

clan of Leopard People, a clan that is aggressive and has no interest in talking or negotiating with outsiders. They are physically well-built, mega-damage beings and are tough in a fight. Once they take notice of the players, they will surround the party and conduct an ambush composed of 1D6+3 Leopard Men. Once combat begins, they will fight fiercely and to the death.<sup>7</sup>

As the party journeys deeper into Madhaven, ask the players to make Perception checks. A player rolling a Perception check of 15 or higher will notice movement in their peripheral vision. They may also make a *Sensory Equipment* check to detect the heat signatures of the mutants. The players may try to *Detect Ambush* if they have the skill. Grant a +10% bonus to this skill check if that player also passed the previous Perception or *Sensory Equipment* check.

## **Leopard Man Mutants**

**Level:** 3

**Attributes:** I.Q. 12, M.E. 14, M.A. 12, P.S. 29 (Robotic), P.P. 22, P.E. 25, P.B. 9, Spd 29, P.P.E. 25, I.S.P. 0

**M.D.C.:** 92

**Horror Factor:** 10 (13 if pack of six or more)

**Special Abilities:** Auto-Dodge when running on all fours

**Attacks per Melee:** 7

**Bonuses:** Initiative: +3, Strike: +3, Parry: +3, Dodge: +3, Disarm: +2, Auto-Dodge: +3, Pull Punch: +5, Roll: +3, Save vs. Horror Factor: +5, Save vs. Mind Control: +2, Save vs. Possession: +4

**Bite attack:** 2D6+2 M.D.

**Punch:** 1D6 M.D.

**Power Punch:** 2D6 M.D. (two attacks)

**Kick:** 2D4 M.D.

**Leap Kick:** 2D8 M.D. (two attacks)

**Skills of Note:** Climbing: 65%, Escape Artist: 50%, Detect Ambush: 50%, Detect Concealment: 45%, Horsemanship: Exotic: 40%, Hunting, Intelligence: 55%, Interrogation: 55%, Land Navigation: 64%, Prowl 55%, Tailing 60%, Tracking (people): 55%, Wilderness Survival: 50%

---

<sup>7</sup> *Rifts World Book 29: Madhaven*, page 64-66



**Weapon Proficiencies:** W.P. Sword, W.P. Archery, W.P. Blunt, W.P. Knife, W.P. Whip, W.P. Energy Rifle

## **The Excavator**

*As you continue through the ruins of Madhaven, you hear the faint sound of a power tool off in the distance, perhaps a block away.*

The sound comes from a direction in which the party is not traveling. The party will have to take a detour if they want to investigate the sound.

*The sound gets louder as you make your way through the rubble. Eventually, the sound gets so loud that it's difficult to communicate with each other verbally. It's not long before the source of the noise is apparent: a man with a jackhammer is drilling his way into the ground. Some sort of robot is assisting the man, and a robotic dog sits beside him.*

The man is an Excavator known as Damian Brady. He has long unkempt curly hair, eyes covered by safety goggles, and a suit of N.G. A8 Scout Armor over his main body. Damian is clever and has an adorable way about him. Party members who are members of a Black Market faction will have a 15% chance of recognizing him. If/when the party learns his name, they will have a 35% chance of identifying him as a renowned treasure hunter. Read more about the Excavator O.C.C.<sup>8</sup>

Damian Brady is a well-known treasure hunter. He has a knack for finding rare artifacts and selling them for a hefty price. His preferred destination: Madhaven, of course. He's supposedly one of the few brave souls to travel to Madhaven, make it out alive, and then go back! Though he appears to be alone at the moment, he typically travels with 2-3 others for protection.

If approached, Damian Brady makes no secret about his identity. In fact, if he notices the party (50% chance), he will stop his jackhammer and gesture for the party to come over. He is charming, upbeat, and more than willing to discuss Madhaven with the party. Like most in his profession, however, his ulterior motive is to make a profit. Damian knows Madhaven as well as any outsider could know it. With incentive, he can offer the following:

1. Information on local mutant clans

---

<sup>8</sup> *The Rifter* #36, pages 78-80

2. Use of his truck (helpful if the players have lost theirs) - for a price
3. The location of specific streets and intersections. (Damian is no dummy. If the party is looking for a particular street, he will want to know why...)

If asked why he is alone or how he has survived, he will explain that he made a deal with a local mutant clan to not trouble him. He will also tell the party that he has two companions with him. They left the area a short while ago to scout the vicinity and will be back shortly. The reality is they were killed by a Giant Ruin Worm. Damian has not made this realization yet but is not too concerned. This is his fourth trip to Madhaven, and he knows his way in and out. He and his robot companions will leave before nightfall on his truck and live to excavate another day.

Damian travels with an NG-PD12 “Fido” Cargo Drone<sup>9</sup> and an NG-W10 Heavy Labor Drone.<sup>10</sup> These robots assist Damian with excavations and transport of supplies and artifacts.

### **Damian Brady - Level 4 Excavator**

**Attributes:** I.Q. 12, M.E. 20, M.A. 14, P.S. 12, P.P. 14, P.E. 29, P.B. 14, Spd. 14

**Hit Points:** 51, **S.D.C.** 34

**Number of Attacks:** 5

**Bonuses:** Initiative: +1; Parry: +3; Dodge: +3; Pull Punch: +2, Roll: +2, Perception: +1, Save vs. Psionics: +2; Save vs. Insanity: +2; Save vs. Magic: +7; Save vs. Poison: +7; Save vs. Coma/Death: +30%

**Skills of Note:** Climbing: 60%, Land Navigation: 58%, Streetwise: 42%, History: Pre-Rifts: 64%/56%, History: Post-Apocalypse: 70%/65%, Research: 65%, Salvage: 70%, Barter: 51%, Appraise Goods: 65%, Excavation: 60%, Radio: Basic 65%, Pilot: Hovercraft: 65%, Pilot: Truck: 52%, Palming: 45%, Safe-Cracking: 42%, Prowl: 50%, Art: 65%, Lore: Psychics & Psionics: 55%, Detect Ambush: 45%, Detect Concealment: 50

**Weapon Proficiencies:** W.P. Energy Pistol, W.P. Blunt, W.P. Knife

**Armor:** NG A8 Scout Armor. M.D.C. 50 (non-environmental)

**Weapons:** NG-35 Heavy Laser Pistol; Damage: 3D6 M.D., Range: 800 ft (244m); Vibro-Knife: 1D6 M.D.

---

<sup>9</sup>. *Rifts World Book 34: Northern Gun 2*, page 244-245

<sup>10</sup>. *Rifts World Book 34: Northern Gun 2*, page 248-249

## Finding the Charging Bull

*After an agonizing journey through Madhaven, you arrive at what Jacob believes to be the Charging Bull's location. Hopefully, it lays undisturbed somewhere in the piles of rubble.*

The party must make five successful excavation skill checks to find the Charging Bull. That means five successful checks across the entire party, not for one individual. Each excavation attempt will take one hour. If you want to be mean, during each check there is a 15% chance of attracting the attention of two Giant Ruin Worms.<sup>11</sup> The players should strive to recover the Bull before nightfall or risk spending a night in Madhaven.

The Charging Bull is massive, weighing over 3.5 tons and 18 feet (5.5m) in length. This means the party will need to lift at least 7,000 pounds and carry it to the Cargonaut.<sup>12</sup> (They do still have the Cargonaut, right???) They could also leverage the excavator Damian Brady (see Excavator encounter) for help.

There is a more straightforward solution to this, however. If the players have control of the Charging Bull (see below), they can order it to climb into their transport.

Energy around Madhaven has affected the Charging Bull. It absorbs energy from the area, resulting in a lifelike bull when activated. Glyphs and arcane runes appear on its side, a deep blue glow emanating from them. The bull's eyes glow with the same blue light. It will move in place, motioning as if ready to charge.

The Charging Bull is a giant P.P.E. battery, storing up to 900 P.P.E.! If a character mounts the bull, it will come to life. If the person can gain control of the bull, it can serve as a mount. Riding the bull is still no simple task. Getting the bull under control is like calming a bull at a rodeo. The rider must succeed with a successful *Horsemanship: General* (-10%) or *Horsemanship: Exotic Animals* skill check to stay on the bull. If they do not possess the skill, add a -20% penalty. Arcane users are exempt from the penalty.

Failure means the rider is flung off the bull, which turns the bull back into a statue. Players may try to mount the bull again. Each character gets one attempt per day to successfully pass the Horsemanship check. Once mounted, the rider intuitively knows how to work the bull. A new rider cannot control the bull until its P.P.E. is replenished. Whether or not the rider knows this is the GM's discretion. Riding the bull is meant to be challenging, and it is possible that the

---

11. *Rifts World Book 29: Madhaven*, pages 96-97

12. *Rifts Ultimate Edition*, page 286

party cannot mount it at all. In that case, they will need to find another way to transport the bull.

If the bull is transported and sold, it is easily worth 6 million credits. This value may rise if the buyer is a collector of some sort. Otherwise, should they desire and find the means to ride it, the bull can be a powerful weapon.

## **Charging Bull Stats**

**Size:** Body: 18 feet (5.5m)

**Weight:** 3.5 tons

**M.D.C.:** 700 (Reducing the M.D.C. to 0 will turn the Charging Bull back into a statue - permanently)

**Attacks Per Melee:** 4

**Damage:**

- Head Butt/Horn attack does 6D6 M.D.
- Charging ram does 1D4x10 M.D.
- Trample does 1D6x10 M.D.
- Fire energy beams from eyes: 2D6 M.D.

Range: 1,000 feet (333m)

Payload: Unlimited

**Bonuses:** +1 strike, +2 dodge

**Speed:** 20

**Value:** 6 million credits (at least)

The rider has control of the bull so long as they remain mounted. If the rider is dismounted, the bull turns back into a statue.

## **Nighttime Encounters**

Should the party need to stay in Madhaven overnight, they may be in for some trouble. Madhaven is challenging during the day, and the nighttime isn't any easier! Roll on the table below every three hours after nightfall to determine random encounters.<sup>13</sup>

01-75%: No encounter. The party is fortunate.

---

<sup>13</sup> *Rifts World Book 29: Madhaven*

76-80%: A Gluttonous Entity

81-85%: A Beautiful Ghost (or A Harmful Ghost)

86-90%: A Conglomerate Entity

91-95%: A Rotting Entity

95-00%: A Contagion Entity or Undead Horror<sup>14</sup>

GMs may change this table at their discretion. If the party is having too easy of a time in Madhaven, increase the likelihood of a random encounter.

## Leaving Madhaven? Not so fast!

If the party has recovered the Charging Bull and are on their way back, they may think they are clear - but they are far from it! Vel Shai intends to steal Jacob's treasure, and he has hired several mercenaries to do the dirty work.

Vel's mercs have set up an ambush near the exit of Madhaven, the same direction that the party entered from. They are hiding behind debris on opposite sides, ready to attack the party. One of the mercs ("Angel") will be higher up in the remains of a building as a sniper. Presumably, at least some of the party will be traveling in the Cargonaut or truck, with the Charging Bull in its cargo area. If the party is traveling cautiously, they may make a *Detect Ambush* skill check. A success means they've sensed movement on one side of the vehicle, maybe the glimmer of a weapon.

As the party's vehicle approaches, Angel will detonate a Type Two: Medium Anti-Vehicle Mine,<sup>15</sup> which will inflict 2D4x10 M.D. plasma damage to the underside, affecting the undercarriage and hover-units. Roll damage for each section accordingly. After detonation, the pilot will need to make a *Pilot: Truck* skill check to maintain control. If a hover unit is destroyed, the pilot will need to succeed in a *Pilot: Truck* skill check to keep the truck from flipping onto its side.

If the traitor mechanic is used, this is the traitor's trigger. Perhaps the traitor is riding alongside the driver of the Cargonaut and demands the driver stop the vehicle. Better yet, maybe the traitor *is* the driver and will conveniently stop the Cargonaut near the mercenaries.

---

<sup>14</sup> *Rifts: Dark Conversions*, page 62

<sup>15</sup> *Rifts World Book 33: Northern Gun 1*, page 216

If the mercs succeed in either defeating the party or somehow getting control of the Charging Bull, they leave Madhaven and Vel is victorious. If the party succeeds, move on to the Conclusion below.

## **The Mercs**

### **Crazy Larry (Crazy O.C.C.)**

**Level:** 3

**Attributes:** I.Q. 13, M.E. 14, M.A. 9, P.S. 26 (Augmented), P.P. 20, P.E. 21, P.B. 8, Spd. 49, I.S.P. 51

**Hit Points:** 59, **S.D.C.:** 162

**Number of Attacks:** 5

**Bonuses:** Initiative: +3, Strike: +5, Parry: +7, Dodge: +7, Disarm: +2, Pull Punch: +3, Roll: +9, Auto-Dodge: +5, Perception: +3, Save vs. Poison: +7, Save vs. Magic: +3, Save vs. Psionics: +2 (Save base: 12); Save vs. Possession: +2, Save vs. Coma/Death: +12%,

**Power Punch/Kick:** 1D4 M.D. (2 attacks)

**Skills of Note:** Climbing: 70%, Detect Ambush: 50%, Detect Concealment: 50%, Escape Artist: 50%, Prowl: 55%, Tailing: 60%, Tracking (people): 45%, Camouflage: 40%, Appraise Goods: 40%

**Weapon Proficiencies:** W.P. Energy Rifle, W.P. Energy Pistol, W.P. Heavy Mega-Damage Weapons, W.P. Blunt, W.P. Sword, W.P. Trident

**Psionics:** *Mind Block, Sense Magic, See Aura*

**Insanities:** Hydrophobia (fear of water), hates music and musicians.

**Armor:** NE-BA-30 Light Combat Armor; M.D.C.: 60

#### **Weapons:**

##### NG-LG6 Laser Rifle and Grenade Launcher

Range: 1,600 feet (laser); 1,100 feet (grenade)

Damage: 3D6 M.D. (laser); 4D6 M.D. (grenade)

##### NG-57 Heavy-Duty Ion Blaster

Range: 400 feet; Damage: 2D4 M.D. or 3D6 M.D.

##### NE-RV08 Ripper Vibro-Trident

Range: Melee; Damage: 4D6 M.D.

## **Kevin “Brass Knuckle” Barns (Juicer O.C.C.)**

**Level:** 3

**Attributes:** I.Q. 10, M.E. 10, M.A. 8, P.S. 29 (Augmented), P.P. 23, P.E. 27, P.B. 10, Spd. 95

**Hit Points:** 55, **S.D.C.:** 347

**Number of Attacks:** 7

**Bonuses:** Initiative: +4, Strike: +6, Parry: +8, Dodge: +8, Disarm: +4, Pull Punch: +5, Roll: +11, Auto-Dodge: +6, Perception: +2, Save vs. Psionics: +4, Save vs. Psionics: +6, Save vs. Poison: +14, Save vs. Horror Factor: +4, Save vs. Magic: +7, Save vs. Coma/Death: +44%

**Power Punch/Kick:** 1D6 M.D. (2 attacks)

**Skills of Note:** Climbing: 70%, Recognize Weapon Quality: 45%, Detect Ambush: 55%, Pilot: Hovercraft: 56%, Pilot: Hovercycle: 76%

**Weapon Proficiencies:** W.P. Knife, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Flamethrower, W.P. Blunt

**Armor:** NG-JBA330 Juicer Ultra-Armor; M.D.C. 70

**Weapons:**

JA-12 Laser Rifle (of course)

Range: 4,000 feet (1.2km) (laser); 2,000 feet (0.67km) (grenade)

Damage: 4D6 M.D., 1D6x10+10 (triple shot); 3D6 M.D. (grenade)

Bonus: +1 to strike on aimed/called shots

NE-8SL Slim-Line “Barrage” Plasma Cartridge Auto-Pistol

Range: 500 feet (152m) Damage: 3D6 M.D., 6D6 M.D. (two rounds)

WI-C8 Close Combat Weapon System (Juicer Chainsaw)

Range: Melee; Damage: 5D6 M.D.

Vibro-Sword (short sword)

Range: Melee; Damage: 2D4 M.D.

## **Angel (Vintex Warrior R.C.C.)<sup>16</sup>**

**Level:** 3

---

<sup>16</sup> *Rifts World Book 30: D-Bees of North America*, page 213

I.Q. 13, M.E. 7, M.A. 9, P.S. 31 (Augmented), P.P. 20, P.E. 22, P.B. 7, Spd. 44, P.P.E. 14  
**M.D.C.:** 47 (plus armor, see below)

**Number of Attacks:** 6

**Bonuses:** Initiative: +3, Strike: +6, Damage: +16 (S.D.C.), Parry: +9, Dodge: +9, Disarm: +4, Pull Punch: +7, Roll: +8, Entangle: +1, Save vs. Horror Factor: +5, Save vs. Magic: +4, Save vs. Poison: +4, Save vs. Coma/Death: +14%

**Power Punch/Kick:** 2D4 M.D. (2 attacks)

**Skills of Note:** Combat Driving, Climbing: 65%, Pilot: Hovercycle: 88%, Sign Language: 45%, Camouflage: 45%, Demolitions: 81%, Trap & Mine Detection: 45%, Find Contraband: 49%

**Weapon Proficiencies:** W.P. Energy Rifle, W.P. Energy Pistol, W.P. Rope, W.P. Blunt, W.P.

Paired Weapons

**Special Abilities:**

Prehensile Tail: +2 strike, +1 parry, Damage: 1D6 M.D.C. (two attacks)

Superior Aim: Fire a gun from a moving vehicle, running, mid-leap, etc. without penalty.

**Armor:** NG-A10 Soldier Body Armor; M.D.C.: 72

**Weapons:**

NG-SL20 Sniper Laser Rifle

Range: 3,000 feet (914m) (laser); 1,000 feet (305m) (ion blaster)

Damage: 4D6 M.D. (laser), 3D6 M.D. (ion blaster)

Targeting Bonus: +3 strike (laser), +1 strike (ion blaster)

NG-SE17 Laser Carbine

Range: 1,500 feet (457m); Damage: 3D6 M.D.

NG-B50 "Thunderer" BigBore Combat Hammer

Range: Melee

Damage: 1D6+3 M.D. (blunt), 2D4 M.D. (shotgun shells)

## Conclusion

The party has successfully recovered the Charging Bull. That is all well and good, but now they must get it back to Lazlo. The ending of the quest is open-ended. "The Immaterial



Hand,” the Black Market faction<sup>17</sup> that several party members belong to, is willing to pay a respectable price for this treasure. But what of its powers? Shouldn't the Charging Bull be in the hands of the Lazlo government for safekeeping? If not, who will give you the best price for it...? And who is going to try to steal it from them party in the meantime? Will Vel try again to retrieve the Charging Bull?

Many possibilities...

## **NPC: Jacob Hyde (Rogue Scholar O.C.C.)**

**Level:** 5

**Alignment:** Unprincipled

**Attributes:** I.Q. 16, M.E. 22, M.A. 23, P.S. 12, P.P. 10, P.E. 10, P.B. 12, Spd. 29

**Hit Points:** 28, **S.D.C.:** 44

**Trust/Intimidate:** 75%

**Recognize Authenticity of Artifacts:** 72%

**Number of Attacks:** 5

**Bonuses:** Parry: 3, Dodge: 4, Roll: 3, Pull Punch: 2, Perception: 2, Save vs. Psionics: 4, Save vs. Insanity: 5

**Kick:** 1D8 S.D.C.

**Skills of Note:** Literacy: American: 89%, Language: Dragonese: 89%, Appraise Goods: 77%, Computer Operation: 82%, Computer Programming: 67%, Computer Hacking: 52%, Find Contraband: 64%, History: Pre-Rifts: 92%, History: Post-Apocalypse: 77%, Research: 92%, Pilot: Hovercycle: 84%, Pilot: Truck: 42%, Salvage: 77%, Horsemanship: General: 58%, Barter: 58%, Public Speaking: 72%, Excavation: 77%, Prowl: 47%, Lore: Psychics & Psionics: 67%

**Weapon Proficiencies:** W.P. Energy Pistol

**Armor:** Huntsman, M.D.C.: 45

**Weapons:**

Wilk's 320 Laser Pistol

Range: 1000 ft. (305m) Payload: 20 W.P. Knife

Damage: 1D6 M.D.

Vibro-Knife

Range: Melee Damage: 1D6 M.D.

**Equipment:** 4 x E-Clips, Disc Recorder/Player, Video Disc Player, Digital camera, Language Translator, 2 x Pocket Notebook, Sketch Pad, 12 x Pencils, Ink Pen, Magnifying Glass, Binoculars, Survival Knife, Bedroll, Backpack, Carrying Case, Long-Range Radio, Goggles

**Background:** Jacob Hyde is a Lazlo native, raised and educated in that city. It needs noting that Jacob has a strong connection to "The Immaterial Hand", a powerful Black Market faction.<sup>18</sup> For years he has been an active seller and consumer of goods for the Black Market, his specialty being pre-Rifts artifacts. As an Antiquities Trader,<sup>19</sup> he has excelled at finding, appraising, and profiting from these artifacts. However, he has also learned how to Read People,<sup>20</sup> so he is very difficult to deceive.

Through his research, Jacob has determined the location of the Charging Bull in Madhaven. He intends to make a fortune from this find.

Jacob is leading this expedition, his only objective being the retrieval of the Charging Bull. He is not loyal to any member of the party and will sacrifice any of them if it means the successful retrieval of this precious artifact.

---

<sup>18</sup> *Rifts Black Market*, page 37

<sup>19</sup> *Rifts Black Market*, page 79

<sup>20</sup> *Rifts Black Market*, page 81

## **Janice Corbett (Glitter Girl O.C.C.)**

**Level:** 4

**Alignment:** Unprincipled

**Attributes:** I.Q. 12, M.E. 19, M.A. 10, P.S. 14 (36 in suit), P.P. 17, P.E. 15, P.B. 12, Spd. 27

**Hit Points:** 33, **S.D.C.:** 38

**Number of Attacks:** 6

**Bonuses:** Initiative: 4, Strike: 6, Parry: 3, Dodge: 4, Pull Punch: 6, Roll: 3, Disarm: 1, Save vs. Horror Factor: 2, Save vs. Psionics: 2, Save vs. Insanity: 2

**Punch:** 1D6 M.D.

**Power Punch:** 2D6 M.D. (2 attacks)

**Kick:** 2D4 M.D.

**Leap Kick:** 4D6 M.D. (3 attacks)

**Running Ram:** 3D6 (3 attacks)

**Body Block:** 2D4 M.D.

**Skills of Note:** Language: American: 98%, Literacy: American: 55%, Radio: Basic: 75%, Radio: Scrambler: 55%, Sensory Equipment: 55%, Pilot: Robots/Power Armor: 88%, Pilot: Glitter Boy, Pilot: Robot Combat: Basic, Surveillance Systems: 50%, Pilot: Hovercraft: 80%, Tracking: 45%, Wilderness Survival: 55%, Detect Ambush: 55%, Roadwise: 50%, Land Navigation: 68%  
**Weapon Proficiencies:** W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Mega-Damage Weapons, Sniper

### **Glitter Girl Power Armor**

Height: 9'6" (2.9m)

Width: 3'6" (1m)

Length: 3' (0.9m)

Weight: 1 ton

M.D.C.: ~~650~~ 426 (already damaged)

Speed: 90 mph (145 kph)

Leaping: 15' high/across

### **Sensory Systems**

Optical Systems: laser targeting, telescoping, passive night vision, thermal-imaging, infrared, ultraviolet, and polarization

Advanced Laser Targeting: Boom Gun is +1 to strike

Laser Resistant Armor: Laser attacks do half damage

Other Features: Environmental, built-in language translator and depth gauge.

### **Weapon Systems**

RG-14 Rapid Acceleration Electromagnetic Rail Gun ("Boom Gun")

Range: 11,000 ft. (3.35km)      Payload: 1000

Damage: 3D6x10 M.D. Note: everyone within 200 feet is temporarily deafened for 2D4 minutes (-8 on initiative, -3 to parry/dodge)

QST-104 "Double Up" Assault Cannon

Range: 1,000 ft. (305m)      Payload: 100

Damage: 2D6 M.D.

2 x Shoulder Mounted Mini-Missiles Canister Launchers

Range: 1 mile (1.6km)      Payload: 2 (one per canister)

Damage: 1D6x10 M.D. (Plasma)

**Background:** Janice is a former commissioned officer of Free Quebec's Glitter Boy Legion.<sup>21</sup> Fed up with politics and overlooked for promotion several times, she went AWOL nearly two years ago, taking her precious Glitter Girl suit with her. On-the-run, performing freelance scouting and espionage work for anyone willing to pay, Janice wound up traveling with Jacob on a previous expedition. It is through her connection with Jacob that she forged connections with The Immaterial Hand and developed a sense of loyalty and debt to Jacob for protecting her. These connections have kept Free Quebec from apprehending her.

---

*21. Rifts World Book 22: Free Quebec, pages 77*

## Riles Jorry (Gunfighter<sup>22</sup> O.C.C.)

**Level:** 4

**Alignment:** Unprincipled

Attributes: I.Q. 12, M.E. 14, M.A. 13, P.S. 15, P.P. 21, P.E. 17, P.B. 12, Spd. 28

**Hit Points:** 36, **S.D.C.:** 64

**Number of Attacks:** 5

**Bonuses:** Initiative: 2, Strike: 4, Parry: 6, Dodge: 6, Disarm: 1, Roll: 6, Pull Punch: 3, Perception: 2, Save vs. Possession: 2, Save vs. Horror Factor: 2, Save vs. Magic: 1, Save vs. Poison: 1

**Kick:** 2D6 S.D.C., **Body Flip/Throw:** 1D6 S.D.C.

**Skills of Note:** Literacy: American: 98%, Land Navigation: 58%, Detect Ambush: 60%, Detect Concealment: 50%, Recognize Weapon Quality: 60%, Find Contraband: 50%, Horsemanship: General: 52%, Armorer: 75%, Trap/Mine Detection: 50%, Pilot: Hovercycle: 89%, Weapons Repair: 55%

**Weapon Proficiencies:** W.P. Quick-Draw Initiative, W.P. Paired Weapons, W.P. Revolver, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Mega-Damage Weapons, W.P. Heavy Military Weapons, W.P. Sharpshooting

**Armor:** Bandito, M.D.C.: 75

**Weapons:**

Wilk's 537 Laser Pulse Rifle W.P. Knife

Range: 2000 ft. (610m) Payload: 30 Sniper

Damage: 3D6+2/1D6x10 (3 shots)

Wilk's 247 "Hero" Dual Pistol

Range: 1,000 ft. (305m) Payload: 20

Damage: 2D6 M.D.

Wilk's 247 "Hero" Dual Pistol

Range: 1,000 ft. (305m) Payload: 20

Damage: 2D6 M.D.

Wilk's 210 "Pocket Pistol"

Range: 500 ft. (152m) Payload: 3

Damage: 1D6 M.D.

Vibro-Blade

Range: Melee

Damage: 1D6 M.D.

**Equipment:** 16 x E-Clips, Sunglasses, Flashlight, Laser Distancer, Magnifying Glass, Backpack Canteen, Binoculars, Cowboy Hat, Multi-Optics, Air Filter, Survival Knife

**Background:** Riles Jorry came to Lazlo all the way from the New West. Riles has always been an outlaw on-the-run, but he has grown weary of always looking behind his shoulder. While maintaining a streak of lawlessness, he found an unlikely new home in the city of Lazlo. He's not too crazy about it, but it's only a matter of time before he returns to the New West – richer than ever.

Riles met Jacob Hyde at a bar in a shady section of Lazlo. Jacob saw potential in Riles' skills as a Gunfighter and always keeps him in mind as a solid, reliable adventuring companion. For the right price, Riles has agreed to accompany Jacob to Madhaven.

## **Tuss Loku (Ninja ‘Borg’<sup>23</sup> O.C.C.)**

**Level:** 4

**Alignment:** Anarchist

**Attributes:** I.Q. 11, M.E. 18, M.A. 12, P.S. 31 (Augmented), P.P. 22, P.E. 8, P.B. 10, Spd. 150

**Hit Points:** 26, **M.D.C.:** 230

**Number of Attacks:** 6

**Bonuses:** Initiative: 2, Strike: 6, Parry: 6, Dodge: 6, Roll: 3, Pull Punch: 3, Perception: 1, Save vs. Psionics: 2, Save vs. Insanity: 2

**Power Punch/Kick:** 2D4 M.D. (2 attacks)

**Skills of Note:** Language: American: 68%, Language: Japanese: 98%, Radio: Basic: 75%, Radio: Scrambler: 55%, Climbing: 70%/60%, Prowl: 12%, Detect Ambush: 55%, Track (people): 50% Tailing: 51%, Escape Artist: 55%, Trap/Mine Detection: 45%

**Weapon Proficiencies:** W.P. Energy Pistol, W.P. Energy Rifle, W.P. Targeting, W.P. Paired Weapons, W.P. Knife, W.P. Sword, W.P. Blunt, W.P. Forked

**Armor:** Bandito, M.D.C. 75

### **Weapons:**

#### Concealed Particle Beam

Range: 1,000 ft. (305m) Payload: 5

Damage: 6D6+6 M.D.

#### Weapon Rod

Range: Melee

Damage: 3D6 M.D.

#### Retractable Vibro-Blades

Range: Melee

Damage: 2D6 M.D.

#### Bionic Fire-Breath System

Range: 500 ft. (152m) Payload: 8

Damage: 1D4x10 M.D.

### **Equipment**

16 x E-Clips, Rubber-soled tabi boots, Pen flashlight, Lock-picking tools, Small crowbar, Backpack, Grappling Hook, Tinted Goggles, Micro-film camera

### **Bionic Conversion**

#### Sound Suppression System

**Bionic Accessories:** Multi-optic Eye (both), Amplified Hearing, Motion Detector, Bionic Lung (O2 storage), Climb Cord, Garrote Wrist Wire, Voice Synthesizer, H.U.D. Visor

**Background:** Tuss Loku was a master of espionage back in her homeland of Japan. It was during one of her reconnaissance missions that she ended up rifted just outside of Lazlo. She immediately heard a fight not far away, so she went and checked it out. Some demonic creatures had slaughtered almost an entire adventuring party. She finished off the creatures before they could kill the party’s lone survivor: Jacob Hyde.

In return for saving his life, Hyde has promised to find a way to get Tuss rifted back home. She eagerly awaits this but remains loyal to him in the meantime.

## **Zero (Null Psyborg<sup>24</sup> O.C.C.)**

**Level:** 4

**Alignment:** Anarchist

**Attributes:** I.Q. 9, M.E. 13, M.A. 14, P.S. 26 (Robotic), P.P. 24, P.E. 12, P.B. 10, Spd. 70

**P.P.E.:** 40

**Hit Points:** 32, **M.D.C.:** 120

**Special Abilities:** Enhanced psionic defense system: High bonuses to psionics, possession, mind control, horror factor, and psionic attacks.

**Number of Attacks:** 6

**Bonuses:** Initiative: 2, Strike: 7, Parry: 9, Dodge: 9, Roll: 5, Pull Punch: 3, Disarm: 2, Perception: 1, Save vs. Poison: 1, Save vs. Disease: 1, Save vs. Possession: 6, Save vs. Psionics: 4 (Master psionic), Save vs. Magic: 1

**Punch:** 1D6 M.D.

**Power Punch:** 2D6 M.D. (2 attacks)

**Kick:** 2D4 M.D.

**Leap Kick:** 2D8 M.D. (2 attacks)

**Skills of Note:** Language: American: 98%, Language: Euro: 79%, Radio: Basic: 70%, Pilot: Hovercycle: 89%, Pilot: Hovercraft: 75%, Pilot: Truck: 62%, Lore: Psychics/Psionics: 50%, Detect Ambush: 50%, Appraise Goods: 70%, Tracking (people): 45%, Juggling: 45%  
Weapon Proficiencies: W.P. Energy Pistol, W.P. Energy Rifle, W.P. Targeting, W.P. Paired Weapons, W.P. Knife, W.P. Sword, W.P. Blunt, W.P. Knife

### **Weapons**

#### TW Fireburst Rifle<sup>25</sup>

Damage: 3D6+6 M.D./6D6+6 (3 rd burst) Range: 1200 ft. (366m) Payload: 20 fireballs P.P.E cost: 18 per 10 fireballs

#### TW Telekinetic Light Machine-gun<sup>26</sup>

Damage: 2D4 (single)/4D4 (short burst)/4D6 (long burst)/2D4x10 (full burst, 30 shots) Payload: 30 P.P.E cost: 1 per shot

#### Vibro-Sword (short sword)

Range: Melee; Damage: 2D4 M.D.

**Bionic Improvements:** Toxic filter, oxygen storage cell, built-in language translator, multi-optic eye, radiation detector, clock calendar, gyro compass.

**Background:** Not much is known about Zero's background. He doesn't speak often of his experience with the Angel of Death.<sup>27</sup> As far as everyone knows, he is a hired gun for Jacob.

---

24. *Rifts Sourcebook 3: Mindwerks*, page 37

25. *Rifts Book of Magic*, page 325

26. *Rifts Book of Magic*, page 327

27. *Rifts Sourcebook 3: Mindwerks*, page 10-13

## **Titaniac (Titan Juicer<sup>28</sup>)**

**Level:** 4

**Alignment:** Anarchist

**Attributes:** I.Q. 7, M.E. 12, M.A. 10, P.S. 46 (Augmented), P.P. 19, P.E. 32, P.B. 8, Spd. 31

**Hit Points:** 200, **S.D.C.:** 1,132

**Number of Attacks:** 6

**Bonuses:** Initiative: 2, Strike: 4, Parry: 7, Dodge: 7, Disarm: 4, Roll: 4, Pull Punch: 4, Auto-Dodge: 2, Perception: 2, Save vs. Possession: 2, Save vs. Horror Factor: 4, Save vs. Magic: 9, Save vs. Poison: 5, Save vs. Insanity: 12, Save vs. Psionics: 9

**Punch/Kick:** 1D4 M.D.

**Power Punch/Kick:** 3D4 M.D. (2 attacks)

**Skills of Note:** Radio: Basic: 65%, Land Navigation: 53%, Detect Ambush: 50%, Pilot: Hovercycle: 89%, Pilot: Truck: 62%, Pilot: Hovercraft: 65%, Lore: Juicers: 45%

**Weapon Proficiencies:** W.P. Blunt, W.P. Energy Rifle, W.P. Energy Pistol, W.P. Heavy Mega-Damage Weapons

**Armor:** Titan Plate, M.D.C.: 195

**Weapons** (16 x E-Clips)

JA-12 Laser Rifle

Range: 4000 ft. (1.2km) Payload: 10

Damage: 4D6 M.D./1D6x10 M.D. (2 attacks)

NG-R50 Mini-Rail Gun

Range: 1,500 ft. (457m) Payload: 14

Damage: 4D6 M.D.

NG-LP25 Laser Submachinegun

Range: 1,000 ft. (305m) Payload: 21

Damage: 5D6 M.D. (2 attacks)

### **Background**

Not too fast, not too bright, Titaniac grew up with Jacob Hyde. While Hyde seemed to excel academically, Titaniac excelled at... not much. Being a loyal friend, Jacob funded his Juicer conversion shortly after his 18th birthday. Since then, he's been an unstoppable force and reliable adventuring companion for Jacob—until recently.

A few weeks before the Madhaven expedition, Titaniac overheard a conversation between Jacob and a colleague. In this conversation, Titaniac discovered that Jacob funded his Juicer conversion only so he would be Hyde's personal tank—knowing that Titaniac would be dead in just 4-5 years and wouldn't have to "put up with him anymore." This enraged Titaniac.

Titaniac will become a traitor (optional).

A week before the Madhaven expedition was to begin, rival treasure hunter Vel Shai contacted Titaniac, and offered Titaniac a handsome reward if he leads him to the treasure. The bitter Titaniac agreed, and Vel provided him with instructions: as the party is leaving Madhaven, they are ambushed by "well-armed, powerful humanoids, mounted on horseback." Titaniac should turn on the party and ally with the ambushers. These humanoids are the mercs mentioned earlier.

Being "the traitor" is not a requirement. If you are not comfortable acting as a traitor, ignore this section of the bio.

---

*28. Rifts World Book 8: Juicer Uprising, page 32*



## Ultra (Battle Magus<sup>29</sup> O.C.C.)

**Level:** 4

**Alignment:** Anarchist

Attributes: I.Q. 14, M.E. 17, M.A. 9, P.S. 29, P.P. 18, P.E. 25, P.B. 14, Spd. 47

**P.P.E.:** 120

**Hit Points:** 40, **S.D.C.:** 80

**Number of Attacks:** 6

**Bonuses:** Initiative: 2, Strike: 4, Parry: 8, Dodge: 8, Roll: 6, Pull Punch: 3, Save vs. Psionics: 1, Save vs. Possession: 2, Save vs. Horror Factor: 3

**Skills of Note:** Lore: Demons & Monsters: 50%, Intelligence: 59%, Radio: Basic: 50%, Tracking (people): 60%, Horsemanship: General: 62%, Escape Artist: 55%, Prowl: 45%, Trap/Mine Detection: 45%, Interrogation 55%, Pilot: Hovercycle: 73%, Camouflage: 45%, First Aid: 45%

**Weapon Proficiencies:** W.P. Energy Pistol, W.P. Energy Rifle, W.P. Targeting, W.P. Paired Weapons, W.P. Blunt, W.P. Sword, W.P. Sharpshooting

**Armor:** Std. Battler, M.D.C.: 45

### **Weapons**

#### Wilk's 320 Laser Pistol

Range: 1,000 ft. (305m) Payload: 20

Damage: 1D6 M.D.

#### Flaming Sword

Range: Melee P.P.E.: 15

Damage: 4D6 M.D. Duration: 8 minutes

#### Lightning Spear (returns to you after thrown)

Range: 2,000 ft. (610m) P.P.E.: 30 Duration: 4 rounds

Damage: 2D6+3 (melee) 1D6x10 (thrown); +1 strike

**Equipment:** 12 x E-Clips, Robes, Survival Knife, Air Filter, Canteen, Backpack

### **Background:**

Born and educated in Lazlo, Ultra wasn't the best-behaved student in the classroom. On the other hand, Ultra was arguably one of the most gifted, and you know it.

He met Hyde in a library while he was doing some research, and quickly realized that they both had something in common: getting rich sounds like a very appealing idea. Ultra offered his services to Hyde as a Battle Magus for a high price. Hyde agreed to pay Ultra what he's worth, and Ultra has every intention of proving that worth. Though he may be hot-tempered and arrogant, Ultra is also reliable and loyal to his party.

**Spells:** *Manipulate Objects, Lantern Light, Globe of Daylight, Armor of Ithan, Breathe Without Air, Death Trance, Magic Shield, Deflect, Ricochet Strike, Light Target, Energy Bolt, Fire Bolt, Fireblast, Circle of Flame, Electric Arc, Throwing Stones, Orb of Cold, Fist of Fury, Power Weapon, Trance, Thunderclap, Befuddle, Fear, Magic Net, Wave of Frost, Invisibility: Simple, Resist Fire, Concealment*