

“THE STONES”

AN ADVENTURE FOR RIFTS

INTRODUCTION

I ran this adventure at TotalCon 2019, then again at GenCon 2019, plus a couple play tests. It's a one-shot adventure, great for a convention. While any player can enjoy it, I think older players will appreciate the twist at the end - assuming they don't figure it out along the way!

The party's objective is to locate and retrieve some legendary stones. These stones give one the power to create and destroy worlds. Ultimate power. Oni, a Rogue Scholar, has performed extensive research and knows where to find the stones: in a pre-rifts town known as Gena, in the wilderness northwest of Chi-Town. The players find the stones in a grave in an ancient cemetery.

Once the players arrive in the vicinity of Gena, they may encounter several Xiticix Warriors. The number of Xiticix encountered could vary depending on the power and level of the player characters. There have been many Xiticix encounters in the area. (These Xiticix have nothing to do with the stones, but they're an inconvenient distraction.)

The players need to investigate the cemetery to find what they are looking for. A close inspection of the few remaining headstones and sarcophaguses will reveal various letters and years. Players will need to have Literacy: American to make out the words and letters.

Opening the pouch will reveal seven dice, each made of fine stone: A d20, d12, two d10s, d8, d6, and a d4. These are the stones used to create new worlds. Unfortunately, or fortunately, these worlds are made only in the person's minds using the dice. The tomb belongs to Gary Gygax. "Gena" is actually "Lake Geneva," but some letters wore away over the centuries. If you've seen *Star Trek: The Motion Picture*, think "V'Ger."

Their findings may confuse the adventurers in character, but the hope is that the real-life players will get a kick out of it.

Note: when I ran this one-shot at GenCon, I had an actual dice bag containing dice made of obsidian. When the players opened the coffin and investigated the pouch, I handed the dice bag to the player. Inside the dice bag were the aforementioned dice. After the game, I let one player keep the dice bag or, if you prefer, each player can bring home one or two of them. It is all up to the GM and the players. Also, I used an artistic license surrounding some details of Gygax's grave, so do not take all of this as real-life fact.

It's a twist that will hopefully have the players smiling and maybe share a playful groan. I noticed that younger players do not seem to get the references as much, but they still enjoyed it. Before I left for GenCon, I bought a beautiful (and expensive) set of obsidian dice. At the end of the game, I let each player select and keep a die for themselves.

One aspect of this adventure that I found appealing is that the pre-generated characters make heavy use of the classic O.C.C.s from the *Rifts: Ultimate Edition* core book. There's a Juicer, a Rogue Scholar, a Glitter Boy, etc.

I've also included links to several maps that you may find helpful for the encounters. Due to copyright, I will not include high-res versions of the maps here, but I will provide the DriveThruRPG link. For Gena, I found some cardboard punch-outs that fold into houses to create a "downtown," and the perfect place for an ambush. I also found a plastic model of a church tower, which was also useful as a sniper hideout.

I hope you and your players enjoy finding The Stones.

Start

Ever the scholar, Oni has been perusing the books in Lazlo's various libraries, a passion of hers, sifting through pre-Rifts books, and studying pre-rifts artifacts. One evening she stumbled across an old tome referencing stones with special powers. These stones imbue a person with the power to build entire worlds, conquer the mightiest of foes, and wield power more fantastic than any deity.

Oni feared that these stones could fall into the wrong hands and that she must retrieve these stones and deliver them to Lazlo, where they would be protected. More troubling, it looks like this tome had recently been opened or tampered with. Someone else knows of the stones. She must act quickly!

Upon further research, she learned the general location of these stones. They are hidden in a small pre-rifts town known as "Gena" northwest of Chi-Town. According to legend, the stones rest near "a depiction of a castle turret with a dragon wrapped around it." That is what you must find.

To prepare for the quest, Oni, a Mystic and Scholar, gathered her fellow adventurers:

- *Sir Gould, a noble Cyber-Knight and longtime friend of Oni.*
- *Jack, a Juicer who has saved her life on over one occasion*
- *Paul, the pilot of a legendary Glitter Boy*
- *Johns, a Crazy yet powerful ally when kept under control*
- *Big Mack, a psi-operator who will be your ride during the expedition*

Note: At least one player should play Oni, the leader of the mission.

Xiticix Encounter

The surrounding terrain is unremarkable, mostly hills and dead grassland. A massive lonely oak with dead branches and leaves can be noticed to the east. A large crater can be seen as a blemish in the otherwise empty fields. Some humanoid's clean-picked bones lie in the area near the crater, a handful of partially digested or melted E-Clips lying next to it.

Skill Check: Sensory Equipment or Detect Ambush or Perception (DC 18)

On success:

You detect something about a quarter mile ahead. At first, you thought it was merely a few large birds flying in the distance. Upon closer inspection, you see that these are no birds. Instead, they're insect-like humanoids. Five of them. They appear to have detected your presence and are heading right for you.

On failure:

As you continue your journey, you are startled by nearly half a dozen insect-like creatures that have swarmed over your party, appearing out of nowhere.

When the creatures are close, provide the players with this description:

The five insect-like creatures are dark and imposing, about 7 feet tall, broad-shouldered, well-armed, and covered with chitinous black exoskeletons. They have large mandibles and are wielding some sort of firearm along with an array of blades.

Skill Check: Lore: D-Bee or Lore: Demons & Monsters

On success:

You know these beings as the Xiticix. They're highly developed and intelligent beings who possess a hive mentality. Though smart and self-aware, experts often compare them more to ants, wasps, and bees than most sentient life forms. They consider most other life forms to be their enemy.

Xiticix are typically found in the continent's northern reaches, like Canada and the northern United States. This group of Xiticix is further south than one would expect.

The Xiticix do not have any agenda other than to rid the area of other living beings. Normally, there would be a larger group of Xiticix to be swarming together. However, this Xiticix group encountered a Coalition troupe just a day before. The Coalition troupe suffered several casualties but eliminated a dozen Xiticix. If the players explore the nearby crater, they can find the remains of a couple Coalition vehicles that were damaged beyond repair. This should give the party a clue they are not alone.

Coalition Troupe

There is a troupe of Coalition soldiers searching in the area. Officially, they're on a scouting and research mission, investigating the upsurge of Xiticix in the area. Off-the-record, someone tipped the CS government off to the existence and general location of the mighty stones. The CS military arranged a classified mission with highly experienced soldiers and specialists to retrieve these artifacts. The CS knows the stones are in Gena, but they know nothing more specific than that.

By the time the players arrive, the Coalition troupe will have just located Gena. Supposing the players engage in combat with the Xiticix, the Coalition will be alerted to their presence and fortify Gena's town center.

The Coalition troupe knows the following about the area:

- CS patrols have spotted Xiticix in the area
- They are near the ruins of a pre-Rifts town (Gena)
- There are several pre-Rifts structures (S.D.C.) still standing in the town ruins
- There is an old pre-Rifts cemetery next to the ruins
- Whether the cemetery is haunted. (GM's discretion if the cemetery is haunted.)

The Coalition found the town, but do not know where to look within the city. This pre-Rifts town is in better shape than many others that have been discovered. There are still standing structures, roads, and noticeable signs. The only piece of information that the players have that the CS does not possess is the description of the stones' location: "*a depiction of a castle turret with a dragon wrapped around it.*"

The commanding officer of the Coalition patrol is Lt. Colonel Helen Wu. Though she is in command, she has been taking cues from Major William Scott, an experienced Coalition Ranger/Wilderness Scout. Major Scott has extensive experience locating and assessing pre-Rifts towns and cities. In addition to five soldiers on foot, two special forces soldier in SAMAS suits travel with the troupe. The suits took some damage when they fought the Xiticix, but they are still functional and still deadly. They will be on high alert especially once they know that a Glitter Boy is traveling with the party.

Welcome to Gena

The tumbled remains of a stone wall denote the boundaries of a long-abandoned town. A loose sign spins on its post, ironically trying to point to “the city.” The flag of a once-proud nation stands next to the post, flapping in the winds. A sign is nailed to the post (show the players Handout 1). Not too far in the distance, you can make out many remains and structures. The remains of what used to be a road heads towards the remains to the north.

Skill Check: Literacy: American to read the post:

“Welc me o

Gen a”

If/when the players follow the road...

You are in the center of what once was a small city or town. The road you’ve followed continues straight northwards (S Lake Shore Dr). A road perpendicular to the street you’re on heads left-right (W. Main Street), creating an intersection where you now stand.

To the left is a blacked, soot-strewn three-story structure. It appears to be in terrible shape, and its doors and windows are boarded shut. Also, to the left are the remains of what used to be a fueling station.

Opposite, to the right, are the remains of a church. A massive breach cuts through its center erratically, leaving only rubble and scattered earth behind. The church’s watch tower is still intact and could be climbed. Loose bricks pile at its base from gaping holes in the top levels.

In the center of the intersection is a post with multiple arrows nailed to it.

Literacy: American to read the post:

Detroit: 350 miles →

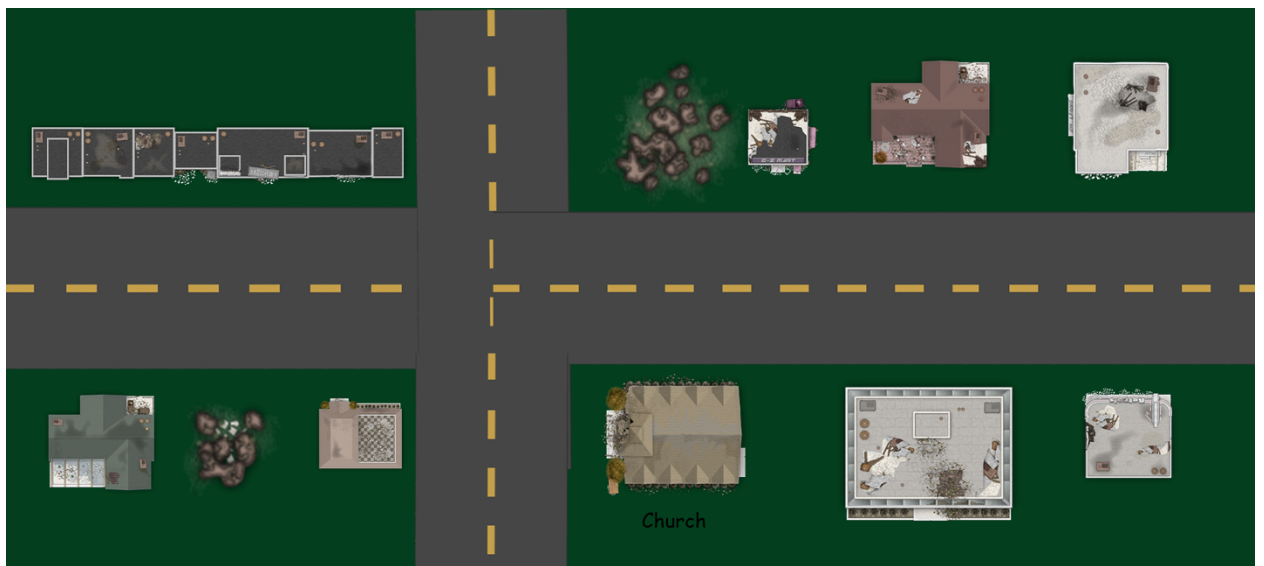
New York: 900 miles →

Boston: 1000 miles →

←Los Angeles: 2000 miles

There are no immediate signs of any humanoid residents.

Assuming the party has not already encountered the Coalition patrol, the patrol has most likely noticed the party.



1

Ambush!

In the town center, the Coalition troupe will set-up an ambush. Four of the five Coalition troops on the ground will hide in the remains of various buildings in the area. Atop the pre-Rifts church tower, Major William Scott will make use of his NG-SL20 Sniper Laser Rifle to pick off party members as they travel through.

As the party approaches the town center, the players may get suspicious.

¹ Cityographer Modern Maps Icons, by artist Keith Curtis.

Skill Check: Detect Ambush

If successful, the party will realize that this is a prime spot for an ambush. They glimpse movement in one structure or, perhaps, they observe a glint of sunlight reflecting off one of the Coalition soldier's weapons.

Skill Check: Sensory Equipment

Sensors will notice several heat signatures around them, though they cannot be sure they're human. Also, the two SAMAS pilots wait behind the church tower and radiate heat. Their task is to distract and, if possible, eliminate the Glitter Boy.

Allow other skill checks as desired to enable the party to detect the ambush.

If the ambush goes undetected, the Coalition surprises the party. If the trap is detected, and the Coalition troops are not aware, there is no surprise attack. Combat, if it occurs, will proceed as usual.

The sniper in the watch tower will attempt to pick off spell casters first, Oni, in particular. The SAMAS pilots will take off and go after the Glitter Boy. The remaining four soldiers will attack the players with guerilla tactics until two players go down, then they will confront the party head-on.

If there is a scenario where the party can talk with the Coalition soldier, Lt. Colonel Wu will not disclose their mission's objective. If through some means, perhaps magical or psionic, they can extract information from a Coalition soldier, they will learn that the Coalition is after the same stones. The only piece of information that the Coalition has that the party does not is about a cemetery on the town's outskirts.

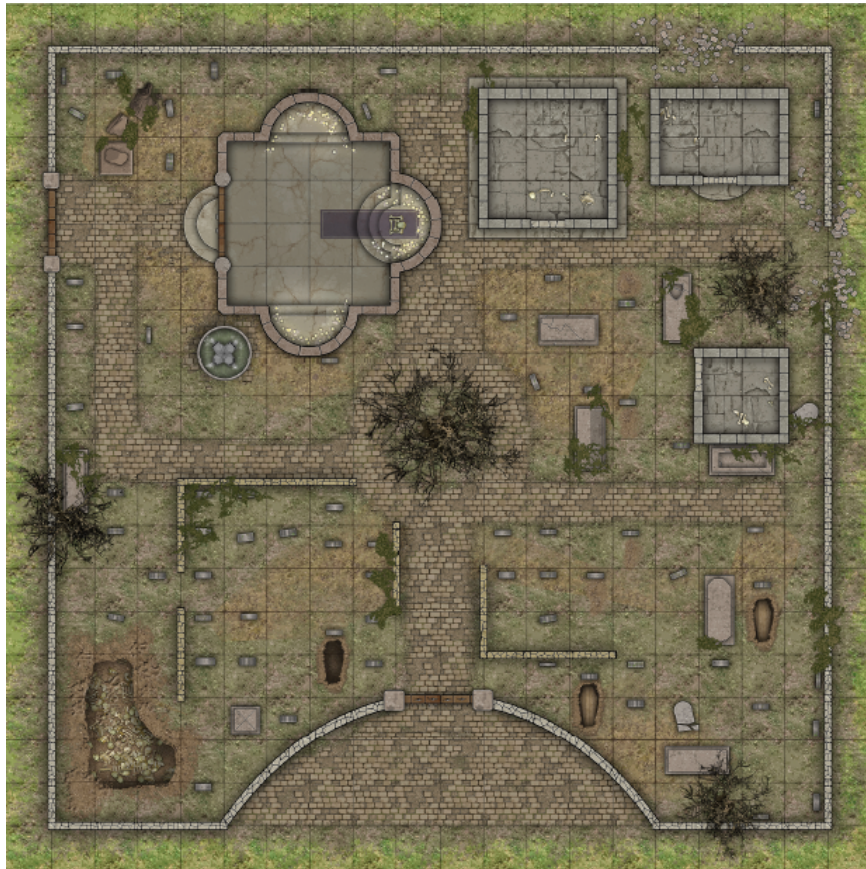
Under no circumstances will the Coalition forces assist or travel with the players.

Alternative scenario

If the players take too long to locate Gena, it's possible that the Coalition troops somehow found the stones and are headed back to Chi-Town. Here, the party would need to catch up with or intercept the Coalition troupe before they make it back to Chi-Town!

Cemetery

You head northward about a mile past various ruins, followed by a moderately sized cemetery entrance. Two statues flank the gate and a stone wall surrounds the cemetery. A white marble fountain is set at its center with wooden benches surrounding it. The graveyard is in poor condition considering the events of the last few centuries. Only a handful of graves remain.



One tombstone has the depiction of the castle turret with a dragon wrapped around it. A name once was etched on the top of the tomb, but it has worn away over the years. The only recognizable letter is “G.” This is what they are looking for. They will need to open the tomb to find their treasure. Upon opening the tomb, a lot of dust will blow into the players’ faces. Inside of the tomb is the old skeletal body of a human. Its hands grasp a pouch, held close to it.

Contrary to what the Coalition soldiers suspect, the cemetery is not haunted.

Note: A haunted cemetery could make for an exciting encounter should the GM desire.

The party will need to search the graveyard for a tombstone with “a depiction of a castle turret with a dragon wrapped around it.” For flavor and simplicity, the GM can point out that only 5 tombstones remain intact. Feel free to read them as described below. Note that the third tombstone, “Beloved father and grandfather,” is the correct grave. **Note:** The words on Gary Gygax’s tombstone are the actual words found on the real-life tombstone.

A marble headstone with a rounded top:

1901-1982

“Obedient to the law, we lie.”

The limestone headstone depicts a picture of a castle and a dragon:

1938-2008

“Beloved father and grandfather.”

A granite headstone whose lettering has been inlaid with gold leaf:

2023-2082

“The itch of wisdom is a dangerous scratch.”

A granite headstone with the image of a praying child engraved at the top:

2002-2012

"I told you I was sick."

A marble headstone leaning far to the right.

1994-2045

"He died as he lived. Drunk."

After the grave is located, the party will need to dig up the coffin. It will require digging ten feet into the ground and lifting a heavy coffin out of the hole.

Opening the coffin reveals skeletal remains: *"Inside the coffin are the skeletal remains of a human. It rests on its back, and its bony hands rest across its abdomen. The skeleton's bony hands are holding what appears to be a pouch or small bag."*

Opening the bag:

"You pick up the bag, and, as expected, it feels like there are small objects inside, perhaps the very stones you seek! Pulling the drawstring, you open the bag, revealing a complete set of dice: a d4, d6, d8, d10, d12, and a d20."

The grave belongs to that of Gary Gygax. The "stones" are the dice he used when creating new, fabulous worlds in everyone's imagination. The players are in Lake Geneva, WI.

That concludes the adventure! I hope your players get a kick out of the ending as much as my players did.

ERNEST GARY GYGAX

JULY 27, 1938

MARCH 4, 2008

BELOVED FATHER
AND GRANDFATHER

Xiticix Swarm

Xiticix Warriors

1) Horror Factor: 10

M.D.C.: Main Body: 68; Eyes: Large (2): 15; Eyes: Small (5): 10; Antennae (2): 20; Arms (4): 45; Legs (2): 65; Wings (2): 60

Weapons:

Xiticix spear: 1D6+3; +1 disarm; +2 parry; +3 strike when thrown

Xiticix Sickle long sword: 2D6; +1 disarm; +1 parry

TK-Rifle: 4D6; Range: 4,000 feet

Spit Acid: 1D4 per round up to 2D4 rounds. Range: 80s; +2 strike

Punch: 3D6

Power Punch: 5D6

Leap Attack: 6D6

Bite Attack: 3D6 + poison

Combat³: # Attacks: 6; Initiative: +1; Strike: +2; Parry: +4; Dodge: +1; Disarm: +2; Roll: +4

Saves: Poison: +4; Horror Factor: +2

Weakness: Antennae. If both are destroyed, the Xiticix feels crippled. Called shot to an antenna is -5 to strike, and only if it's stationary (not flying or on the move). Sonic or vibration attacks do an extra die of damage.

2) Horror Factor: 10

M.D.C.: Main Body: 68; Eyes: Large (2): 15; Eyes: Small (5): 10; Antennae (2): 20; Arms (4): 45; Legs (2): 65; Wings (2): 60

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Combat: # Attacks: 6; Initiative: +1; Strike: +2; Parry: +4; Dodge: +1; Disarm: +2; Roll: +4

Saves: Poison: +4; Horror Factor: +2

Weakness: Antennae. If both are destroyed, the Xiticix feels crippled. Called shot to an antenna is -5 to strike, and only if it's stationary (not flying or on the move). Sonic or vibration attacks do an extra die of damage.

3) Horror Factor: 10

M.D.C.: Main Body: 68; Eyes: Large (2): 15; Eyes: Small (5): 10; Antennae (2): 20; Arms (4): 45; Legs (2): 65; Wings (2): 60

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Xiticix Sickle long sword: 2D6; +1 disarm; +1 parry

TK-Rifle: 4D6; Range: 4,000 feet

Spit Acid: 1D4 per round up to 2D4 rounds. Range: 80s; +2 strike

Punch: 3D6

Power Punch: 5D6

Leap Attack: 6D6

Bite Attack: 3D6 + poison

Combat: # Attacks: 6; Initiative: +1; Strike: +2; Parry: +4; Dodge: +1; Disarm: +2; Roll: +4

Saves: Poison: +4; Horror Factor: +2

Weakness: Antennae. If both are destroyed, the Xiticix feels crippled. Called shot to an antenna is -5 to strike, and only if it's stationary (not flying or on the move). Sonic or vibration attacks do an extra die of damage.

³ Can attack twice as 1 action, but defender only needs to roll once to parry.

4) Horror Factor: 10

M.D.C.: Main Body: 68; Eyes: Large (2): 15; Eyes: Small (5): 10; Antennae (2): 20; Arms (4): 45; Legs (2): 65; Wings (2): 60

Weapons:

Xiticix spear: 1D6+3; +1 disarm; +2 parry; +3 strike when thrown

Xiticix Sickle long sword: 2D6; +1 disarm; +1 parry

TK-Rifle: 4D6; Range: 4,000 feet

Spit Acid: 1D4 per round up to 2D4 rounds. Range: 80s; +2 strike

Punch: 3D6

Power Punch: 5D6

Leap Attack: 6D6

Bite Attack: 3D6 + poison

Combat: # Attacks: 6; Initiative: +1; Strike: +2; Parry: +4; Dodge: +1; Disarm: +2; Roll: +4

Saves: Poison: +4; Horror Factor: +2

Weakness: Antennae. If both are destroyed, the Xiticix feels crippled. Called shot to an antenna is -5 to strike, and only if it's stationary (not flying or on the move). Sonic or vibration attacks do an extra die of damage.

5) Horror Factor: 10

M.D.C.: Main Body: 68; Eyes: Large (2): 15; Eyes: Small (5): 10; Antennae (2): 20; Arms (4): 45; Legs (2): 65; Wings (2): 60

Weapons:

Xiticix spear: 1D6+3; +1 disarm; +2 parry; +3 strike when thrown

Xiticix Sickle long sword: 2D6; +1 disarm; +1 parry

TK-Rifle: 4D6; Range: 4,000 feet

Spit Acid: 1D4 per round up to 2D4 rounds. Range: 80s; +2 strike

Punch: 3D6

Power Punch: 5D6

Leap Attack: 6D6

Bite Attack: 3D6 + poison

Combat: # Attacks: 6; Initiative: +1; Strike: +2; Parry: +4; Dodge: +1; Disarm: +2; Roll: +4

Saves: Poison: +4; Horror Factor: +2

Weakness: Antennae. If both are destroyed, the Xiticix feels crippled. Called shot to an antenna is -5 to strike, and only if it's stationary (not flying or on the move). Sonic or vibration attacks do an extra die of damage.

6) Horror Factor: 10

M.D.C.: Main Body: 68; Eyes: Large (2): 15; Eyes: Small (5): 10; Antennae (2): 20; Arms (4): 45; Legs (2): 65; Wings (2): 60

Weapons:

Xiticix spear: 1D6+3; +1 disarm; +2 parry; +3 strike when thrown

Xiticix Sickle long sword: 2D6; +1 disarm; +1 parry

TK-Rifle: 4D6; Range: 4,000 feet

Spit Acid: 1D4 per round up to 2D4 rounds. Range: 80s; +2 strike

Punch: 3D6

Power Punch: 5D6

Leap Attack: 6D6

Bite Attack: 3D6 + poison

Combat: # Attacks: 6; Initiative: +1; Strike: +2; Parry: +4; Dodge: +1; Disarm: +2; Roll: +4

Saves: Poison: +4; Horror Factor: +2

Weakness: Antennae. If both are destroyed, the Xiticix feels crippled. Called shot to an antenna is -5 to strike, and only if it's stationary (not flying or on the move). Sonic or vibration attacks do an extra die of damage.

Hand Out #1



CS Troupe

CS Ranger / Wilderness Scout: Major Willian Scott

Armor: CA-3 Light “Dead Boy” Armor – M.D.C.: **80**

Weapons:

C-20 Laser Pistol: 2D6

NG-SL20 Sniper Laser Rifle: 4D6 (Laser); 3D6 (Ion blaster)

Vibro-Sword: 2D6

Combat: # Attacks: 5; Initiative: +1; Damage: +3; Strike: +2; Parry: +5; Dodge: +5; Roll: +4;

Pull Punch: +2; Disarm: +1

Saves: Poison: +2; Horror Factor: +2

CS Commando: Lt. Colonel Helen Wu

Armor: Special Forces CA-7 Heavy “Dead Boy” Armor – M.D.C.: **100**; Jet Pack

Weapons:

C-14 “Fire Breather” Assault Laser and Grenade Launcher: 3D6 (Laser); 2D6 (Grenade)

C-29 “Hellfire” Heavy Plasma Cannon: 1D6x10; Strike +1; Payload: 8

Vibro-Knives (2): 1D6

Combat: # Attacks: 6; Initiative: +4; Damage: +8; Strike: +4; Parry: +9; Dodge: +9; Roll: +7;

Disarm: +2; Automatic Dodge: +3

Saves: Horror Factor: +3

CS Special Forces: Lt. James “Jimmy” Johnson (aka “3 J”)

Armor: CA-3 Light “Dead Boy” Armor – M.D.C.: **80**

Weapons:

C-20 Laser Pistol: 2D6

NG-SL20 Sniper Laser Rifle: 4D6 (Laser); 3D6 (Ion blaster)

Vibro-Sword: 2D6

Combat: # Attacks: 5; Initiative: +1; Damage: +3; Strike: +2; Parry: +5; Dodge: +5; Roll: +4;

Pull Punch: +2; Disarm: +1

Saves: Poison: +2; Horror Factor: +2

CS Special Forces: Sgt. Major Nondas Brechev

Armor: CA-3 Light “Dead Boy” Armor – M.D.C.: **80**

Weapons:

C-20 Laser Pistol: 2D6

NG-SL20 Sniper Laser Rifle: 4D6 (Laser); 3D6 (Ion blaster)

Vibro-Sword: 2D6

Combat: # Attacks: 5; Initiative: +1; Damage: +3; Strike: +2; Parry: +5; Dodge: +5; Roll: +4;

Pull Punch: +2; Disarm: +1

Saves: Poison: +2; Horror Factor: +2

RCSG Scientist: Captain Margaret Pierre

Armor: CA-3 Light "Dead Boy" Armor – M.D.C.: **80**

Weapons: C-20 Laser Pistol: 2D6

Combat:

Attacks: 5; Initiative: +0; Damage: +2; Strike: +1; Parry: +2; Dodge: +2; Roll: +2; Pull Punch: +0; Disarm: +1; Critical: 19-20

Saves: Magic: +1; Horror Factor: +4; Psionics: +2; Insanity: +2

Special Forces "Striker" SAMAS Pilot: Lt. Scott Corbet

SAMAS Suit: Main Body: **128/325**; Main Rear Jets (2): 60; Rail Gun: 50; Hands (2): 25; Arms (2): 70; Legs (2): 130; Head: 90

Weapons:

C-40R SAMAS Rail Gun: 1D4/rd; 1D4x10 (40 round burst)

Striker-6 Mini-Missile Wing Launchers: 1D4x10

Striker-6 Mini-Missile Chest Launchers: 1D6x10

Striker-8 Forearm Mini-Missile System: 1D4x10

Combat: # Attacks: 6; Initiative: +3; Strike: +4 (melee); Strike: +3 (ranged); Parry: +4; Dodge: +4 (ground); Dodge: +6 (flying); Disarm +2;

Hand-to-Hand: Full Strength Punch: 2D4; Power Punch (2 attacks): 3D6; Tear/Pry with hands: 1D4; Kick Attack: 2D6; Running Leap Kick (start of round, all but one attack): 6D6; Full Speed Running/Flying Ram: 5D6 (3 attacks, 1D4 to self)

Special Forces "Striker" SAMAS Pilot: Captain Rich Carlan

SAMAS Suit: Main Body: **167/325**; Main Rear Jets (2): 60; Rail Gun: 50; Hands (2): 25; Arms (2): 70; Legs (2): 130; Head: 90

Weapons:

C-40R SAMAS Rail Gun: 1D4/round; 1D4x10 (40 round burst)

Striker-6 Mini-Missile Wing Launchers: 1D4x10

Striker-6 Mini-Missile Chest Launchers: 1D6x10

Striker-8 Forearm Mini-Missile System: 1D4x10

Combat: # Attacks: 6; Initiative: +3; Strike: +4 (melee); Strike: +3 (ranged); Parry: +4; Dodge: +4 (ground); Dodge: +6 (flying); Disarm +2;

Hand-to-Hand: Full Strength Punch: 2D4; Power Punch (2 attacks): 3D6; Tear/Pry with hands: 1D4; Kick Attack: 2D6; Running Leap Kick (start of round, all but one attack): 6D6; Full Speed Running/Flying Ram: 5D6 (3 attacks, 1D4 to self)

Name: Big Mack
Level: 8

O.C.C.: **Psi-Operator**
Alignment: Unprincipled

Attributes

I.Q.: 22
M.E.: 10
M.A.: 13
P.S.: 20
P.P.: 15
P.E.: 16
P.B.: 12
Spd.: 27 18.5 mph, 135 ft/rd, 24 ft/action
I.S.P.: 54

S.D.C.: 51
Hit Points: 50

Saving Throws

vs. Disease: 2
vs. Poison: 1
vs. Magic: 1
vs. Coma/Death: +4%

Perception: 2

Combat (Expert)

Attacks: 5
Damage: 7
Strike: 1
Parry: 3
Dodge: 3
Pull Punch: 2
Roll: 3
Disarm: 1
Critical Strike: 19-20
Kick: 1D8 S.D.C.
Body Flip/Throw: 1D6

Armor

NG Explorer EBA
(Environmental)
M.D.C.: 70

Weapons

NG-35 Hvy. Laser Pistol
Range: 800 ft. Payload: 14
Damage: 3D6 M.D.

NG-P5 Light Particle Beam Rifle
Range: 1,200 ft. Payload: 10
Damage: 5D6 M.D.

Vibro-Knife
Range: Melee
Damage: 1D6 M.D.

Skills

Language: American: 98%
Literacy: American: 98%
Language: Dragonese: 98%
Jury-Rig: 95%
Find Contraband: 97%
Computer Operation: 93%
Computer Repair: 83%
Electrical Engineer: 98%
Mechanical Engineer: 88%
Pilot: Hovercraft :98%
Pilot: Truck: 91%
Pilot: Tanks & APCs: 77%
Pilot: Jet Pack: 88%
Pilot: Hovercycle: 98%
Locksmith: 93%
Computer Hacking: 78%
Demolitions: 88%
Lore: D-Bee: 68%
Surveillance: 68%
Sensory Equipment: 93%
Salvage: 88%
Roadwise: 77%
Weapons Engineer: 83%
Vehicle Armorer: 83%
Electronic Countermeasures: 63%
Recognize Machine Quality: 79%
W.P. Energy Rifle
W.P. Energy Pistol
W.P. Blunt (+3 strike/parry)

Psionics (Psi-Operator)

Electrokinesis

Electrical Resistance: Resistant to electricity up to 60,000 volts.

- ISP: 4
- Range: self
- Duration: 24 minutes

Electrical M.D. Attack: Fire a light mega-damage electrical blast.

- Range: Touch or 80 feet
- 1D6 M.D. (6 ISP)
- 2D6 M.D. (12 ISP)
- 3D6 (18 ISP)

Manipulate Electrical Devices: Limited control over electrical devices, such as turning lights off/on, volume, dim lights, etc.

- ISP 4
- Duration: 16 minutes
- Range: 125 feet

Sense Electricity: Feel electricity and pinpoint its exact location.

- ISP: 2 per every two minutes
- Range: 125 feet

Telemechanic Mental Operation

Allows you to telepathically operation machines with your mind. As long as the machine is functional, you know how to use it, and it is turned "on," you can manipulate it as if your fingers were on the controls. Operate computers, radio station, drive a hover car, etc. Only works on machines that have an electronic power source. Does not working on A.I. machines, nor on cybernetics or bionics. Must keep concentration, so -1 action/round, -5% on skills.

- ISP: 12
- Range: 60 feet
- Duration: 16 rounds

Name: Jack
Level: 8

O.C.C.: **Juicer**
Alignment: Unprincipled

Attributes

I.Q.: 12
M.E.: 13
M.A.: 10
P.S.: 28 (Supernatural)
P.P.: 20
P.E.: 20
P.B.: 10
Spd.: 28 19 mph, 420 ft/rd, 60 ft/action

S.D.C.: 466
Hit Points: 83

Saving Throws

vs. Harmful Drugs: 8
vs. Poison: 11
vs. Magic: 3
vs. Psionics: 4
vs. Coma/Death: +30%

Perception: 2

Combat (Expert)

Attacks: 7
Initiative: 4
Strike: 5
Parry: 7
Dodge: 7
Pull Punch: 5
Roll: 10
Disarm: 4
Auto-Dodge: 5
Critical Strike: 18-20
Body Flip/Throw: 1D6

Skills

Language: American: 98%
Language: Euro: 81%
Climbing: 95%
Land Navigation: 69%
Pilot: Hovercycle: 95%
Pilot: Hovercraft: 98%
Recognize Weapon Quality: 70%
Prowl: 75%
Camouflage: 65%
Streetwise: 50%
Detect Ambush: 70%
Sensory Equipment: 70%
Wilderness Survival: 65%
Sign Language: 60%
Appraise Goods: 55%
First Aid: 45%
Excavation: 40%
Military Etiquette: 80%

Armor

Mega-Juicer Combat Armor
M.D.C.: 130

Hand to Hand Attacks

Punch: 3D6 M.D.
Power Punch: 6D6 M.D. (2 attacks)
Kick: 2D6 M.D.

Weapon Proficiencies

W.P. Energy Rifle
W.P. Energy Pistol
W.P. Heavy Mega-Damage Weapons
W.P. Flamethrower
W.P. Paired Weapons
W.P. Knife (+3 strike/parry)
W.P. Chain (+2 strike)
W.P. Sword (+1 strike/parry)

Weapons

NG-LG6 Laser Rifle/Grenade Launcher

Range (Laser): 1,600 ft. Payload: 10
Damage (Laser): 3D6 M.D.

Range (Grenade): 1,100 ft. Payload: 4
Damage: 4D6 M.D. , 12' blast radius

NG-LP25 Laser Submachine Gun

Range: 1,000 ft. Payload: 21 (or 7 bursts)
Damage: 2D6+1 M.D.; 5D6 M.D. per burst

WI-FT1 Plasma Flamethrower

Range: 500 ft. Payload: 8
Damage: 3D6 M.D. / 1D4x10+10 M.D. (2 attacks)

NG-45P "Long Pistol"

Range: 1,200 ft. Payload: 8
Damage: 5D6 M.D.

Vibro-Sword

Range: Melee
Damage: 2D6 M.D.

Name: Johns
Level: 8

O.C.C.: **Crazy**
Alignment: Unprincipled

Attributes

I.Q.: 8
M.E.: 13
M.A.: 10 Trust/Intimidate: 65%
P.S.: 30 (Supernatural)
P.P.: 21
P.E.: 21
P.B.: 8
Spd.: 41 28 mph, 615 ft/rd, 88 ft/action
I.S.P.: 64
P.P.E.: 28

S.D.C.: 236
Hit Points: 80

Saving Throws

vs. Harmful Drugs: 8
vs. Poison: 7
vs. Magic: 3
vs. Psionics: 2
vs. Disease: 4
vs. Coma/Death: +27%

Perception: 3

Combat (Martial Arts)

Attacks: 7
Initiative: 3
Strike: 5
Parry: 9
Dodge: 9
Pull Punch: 3
Roll: 1
Disarm: 2
Entangle: 2
Auto-Dodge: 3
Critical Strike: 18-20

Skills

Language: American: 98%
Language: Euro: 86%
Climbing: 95%
Land Navigation: 74%
Pilot: Hovercycle: 75%
Detect Concealment: 98%
Escape Artist: 75%
Prowl: 80%
Tracking (people): 70%
Camouflage: 65%
Streetwise: 58%
Detect Ambush: 75%
Electronic Countermeasures: 75%
Philosophy: 50%
Sign Language: 65%
Lore: Psychics & Psionics: 50%
First Aid: 90%
Ventriloquism: 32%
Tailing: 75%
Appraise Goods: 45%
Barter: 59%

Armor

Explorer EBA
(Environmental)
M.D.C.: 50

Hand to Hand Attacks

Punch: 3D6 M.D.
Power Punch: 6D6 M.D. (2 attacks)
Kick: 2D6 M.D.

Weapon Proficiencies

W.P. Energy Rifle
W.P. Energy Pistol
W.P. Heavy Mega-Damage Weapons
W.P. Trident
W.P. Paired Weapons
W.P. Knife (+3 strike/parry)
W.P. Chain (+2 strike)
W.P. Sword (+3 strike/parry)

Weapons

NG-P5 Heavy Particle Beam Rifle

Range (Laser): 1,600 ft. Payload: 6
Strike: +1 Special: Natural 19-20: 50% more damage
Damage: 1D4x10 M.D.

NG-I13 Medium Ion Scattergun

Range: 100 ft. Payload: 10
Strike -1
Damage: 2D4 M.D. to 4 ft radius

NG-35 Heavy Laser Pistol

Range: 800 ft. Payload: 14
Damage: 3D6 M.D.

Vibro-Trident

Range: Melee or 50 ft.
Strike: +3
Damage: 3D6 M.D.

Name: Paul
Level: 6

O.C.C.: **Glitter Boy**
Alignment: Scrupulous

Attributes

I.Q.: 11
M.E.: 7
M.A.: 12
P.S.: 30 (Robotic)
P.P.: 12
P.E.: 14
P.B.: 13
Spd.: 15 10 mph, 225 ft/rd, 37 ft/action

S.D.C.: 32
Hit Points: 38

Saving Throws
vs. Horror Factor: 3

Perception: 0

Combat (Glitter Boy)

Attacks: 6
Initiative: 3
Strike: 3
Parry: 3
Dodge: 3
Pull Punch: 7
Roll: 5
Disarm: 1
Critical Strike: 18-20

Skills

Language: American: 98%
Literacy: American: 55%
Basic Electronics: 65
Basic Mechanics: 70
Land Navigation: 62%
Pilot: Robots/Power Armor: 71%
Pilot: Glitter Boy
Pilot: Robot Combat: Basic
Sensory Equipment: 65%
Pilot: Hovercraft :98%
Weapon Systems: 75%
Wilderness Survival: 60%
Demolitions: 85%
Recognize Weapon Quality: 70%
Navigation: 70
Lore: Demons & Monsters: 60%
Detect Ambush: 60%
Detect Concealment: 30%
Appraise Goods: 55%
Pilot: Hovercycle: 79%
Jury-Rig: 35%
Salvage: 35%

Armor

Glitter Boy Suit
(Environmental)
M.D.C.: 770

Weapon Proficiencies

W.P. Energy Pistol
W.P. Energy Rifle
W.P. Sword (+3 strike/parry)
W.P. Heavy Mega-Damage Weapons

Glitter Boy Power Armor

Height: 10'5"

Width: 4'4"

Length: 4'

Weight: 1.2 tons

M.D.C.: 770

Speed: 60 mph

Leaping: 12' high/across

Sensory Systems

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

Advanced Laser Targeting: Boom Gun is +2 to strike

Self-Destruct Mechanism

Laser Resistant Armor: Laser attacks do half damage

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

Hand-to-Hand Combat

Punch: 1D6 M.D.

Power Punch: 2D6 M.D. (two actions)

Kick: 2D4 M.D.

Running Leap Kick: 4D6 M.D. (two actions)

Tear or Pry with Hands: 1D6

Body Block/Ram: 2D4

Full Speed Running Ram: 3D6 (three actions)

Stomp: 1D6 M.D.

Weapon Systems

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

Range: 11,000 ft. Payload: 1000

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

RM-100 Laser Blaster (1, concealed)

Range: 1,000 ft. Payload: Unlimited

Damage: 2D6 M.D.

RM-100 Vibro-Sword

Range: 3 ft./melee

Damage: 2D6+3 M.D.

Name: Sir Gould
Level: 6

O.C.C.: **Cyber-Knight**
Alignment: Principled

Attributes

I.Q.: 12
M.E.: 21
M.A.: 16 Trust/Intimidate: 40%
P.S.: 20 (Standard)
P.P.: 17
P.E.: 18
P.B.: 4
Spd.: 20 14 mph, 300 ft/rd, 50 ft/action
I.S.P.: 44
P.P.E.: 13

S.D.C.: 105
Hit Points: 38

Saving Throws

vs. Horror Factor: 2
vs. Poison: 2
vs. Magic: 2
vs. Psionics: 3
vs. Insanity: 4
vs. Coma/Death: +6%

Perception: 3

Combat (Martial Arts)

Attacks: 6
Initiative: 5
Damage: 5
Strike: 3
Parry: 5
Dodge: 5
Pull Punch: 5
Roll: 6
Disarm: 2
Entangle: 2
Critical Strike: 18-20

Armor

Cyber-Armor (A.R. 16)
M.D.C: 56

Create Psi-Shield (15)
M.D.C.: 80
Duration: 30 mins

Skills

Language: American: 98%
Language: Euro: 95%
Literacy: American: 85%
Climbing 75%
Land Navigation: 68%
Horsemanship: Cyber-Knight: 85%
Detect Ambush: 60%
Wilderness Survival: 55%
Lore: Demons & Monsters: 77%
Lore: Magic: 57%
Sign Language: 50%
Falconry: 60%
Juggling: 65%
Paramedic: 75%
Mythology: 55%
History: Pre-Rifts: 72%
History: Post-Apocalypse: 80%
Research: 70%
Radio: Basic: 70%

Weapon Proficiencies

W.P. Paired Weapons
W.P. Shield (+3 parry)
W.P. Sword (+3 strike/parry)
W.P. Knife (+2 strike/parry)
W.P. Pole Arm (+3 strike/parry)
W.P. Quick Draw
W.P. Energy Pistol
W.P. Energy Rifle

Weapons

Psi-Sword

Range: melee

Damage: 6D6 M.D.

Psi-Sword (yes, another one)

Range: melee

Damage: 3D6 M.D.

Wilk's 447 Laser Rifle

Range: 2,000 ft. Payload: 20 Strike: +1

Damage: 3D6 M.D.

Vibro-Blade

Range: Melee

Damage: 1D6 M.D.

Cyber-Knight Abilities

Aware of and can react to any mechanical device. Know when a radar locks on you, crosshairs, etc... Negates any weapons bonuses. +3 initiative against modern weapon attacks, +3 strike, +3 parry.

Opponents using tech are -3 to dodge and lose 2 attacks if fighting you.

+4 Auto-dodge against tech

Cause sensors and weapon systems to blink, causing false readings and signals. This causes you to "blink out" of their radars; opponents lose 1 action.

These abilities only apply to you, not others in your party.

Name: Oni
Level: 4

O.C.C.: **Mystic/Scholar**
Alignment: Principled

Attributes

I.Q.: 25
M.E.: 17
M.A.: 23 Trust/Intimidate: 75%
P.S.: 11
P.P.: 12
P.E.: 12
P.B.: 17 Charm/Impress: 35%
Spd.: 25 17 mph, 375 ft/rd, 73 ft/action
I.S.P.: 81
P.P.E.: 82

S.D.C.: 43
Hit Points: 29

Saving Throws

vs. Horror Factor: 4
vs. Insanity: 1
vs. Magic: 2
vs. Psionics: 3

Perception: 5

Combat (Basic)

Attacks: 5
Parry: 3
Dodge: 3
Pull Punch: 2
Roll: 3
Pull Punch: 2

Armor

Huntsman
M.D.C.: 45

Weapons

NG-33 Laser Pistol
Range: 800 ft. Payload: 20
Damage: 2D4 M.D.

Wilk's 447 Laser Rifle
Range: 2,000 ft. Payload: 20
Damage: 3D6 M.D. Strike: +1

NG-B20 Bangstick Hammer
Range: Melee Payload: 3
Damage: 1D6 M.D. (blunt)
4D6 M.D. (shells)

Weapon Proficiencies

W.P. Energy Rifle
W.P. Energy Pistol
W.P. Blunt (+2 strike/parry)

Skills

Language: American: 98%
Literacy: American: 98%
Language: Dragonese: 86%
Appraise Goods: 76%
Computer Operation: 86%
Computer Programming: 71%
Find Contraband: 64%
History: Pre-Rifts: 82%
History: Post-Apocalypse: 86%
Public Speaking: 76%
Research: 96%
Excavation: 71
Pilot: Hovercraft: 86%
Salvage: 76%
Lore: Creatures of Magic: 66%
Lore: Magic: 71%
Lore: Psychics & Psionics: 88%
Lore: D-Bee: 68%
Prowl: 51%
Sensory Equipment: 66%
Concealment: 43%
Mythology: 71%
Barter: 57%
Navigation: 76%
Wardrobe & Grooming: 75%

Oni's Spell Book

Armor of Ithan (10)

Range: Self or touch Duration: 4 minutes Saving Throw: None
Instantly creates an invisible, weightless, noiseless, full suit of mystic armor upon the caster. The mystic armor has 40 M.D.C. Magic fire, lightning, and cold do half damage to it.

Befuddle (6)

Range: 100 ft. Duration: 8 minutes Saving Throw: Standard
Temporarily causes the victim to become confused and disoriented. Those affected are -2 to strike, parry and dodge. Attacks per melee are reduced by half and all skills suffer a penalty of -20%. Each invocation affects only one individual at a time.

Charismatic Aura (10)

Range: 60 ft. radius Duration: 24 rounds Saving Throw: Standard
Instantly enhance a person's Physical Beauty by 8 points. Can invoke one of three responses: friendship/trust, power/fear, and successful deception.

Climb (2)

Range: Self; 40 ft. Duration: 20 minutes Saving Throw: None Enables
the caster to climb with exceptional skill (98%).

Cloud of Smoke (3)

Range: 90 ft. Duration: 16 rounds Saving Throw: None
Create a cloud of dense, black smoke up to 90 feet away. Victims cannot see anything beyond the cloud and are -5 to strike, parry, dodge, disarm and entangle.

Detect Concealment (6)

Range: 30 ft. Duration: Instant Saving Throw: None
Instantly negates any Concealment spell(s) and reveal any object(s) which may have been mystically concealed.

Extinguish Fire (4)

Range: 20 ft. radius Duration: 4 minutes Saving Throw: None
Instantly put out up to a 20 feet radius of fire up to 110 feet away. A total of 40 feet can be extinguished every 15 seconds (one round).

Fireblast (8)

Range: 50 ft. Duration: Instant Saving Throw: Dodge
The caster shoots flames from his/her hands. Blast is one foot wide but extends the full 50 feet. Everything in its path will take 3D6 M.D.

Invisibility: Simple (6)

Range: Self; 60 ft. Duration: 20 minutes Saving Throw: None
The caster and anything he/she is wearing or carrying at the time are turned completely invisible. Any object picked up after remains visible. When invisible, the caster can perform acts of physical exertion, including combat, and remain invisible.

Levitation (5)

Range: 60 ft. Duration: 12 minutes Saving Throw: Standard
Raise yourself or other people or object straight up into the air and suspend it there. Movement is limited straight up and down; no horizontal motion is possible. Weight is restricted to 260 lbs. Unwilling victims get a saving throw. Maximum height is 90 feet.

Magic Shield (6)

Range: Self or other Duration: 8 minutes Saving Throw: None
Creates a pale white field of energy in the shape of a large, round shield with 60 M.D.C. Functions as a normal shield to parry attacks with a bonus of +1 to parry. Can attempt to parry energy blasts and projectiles but suffers a -8 penalty to parry. Shield takes $\frac{1}{4}$ damage from all attacks it parries.

Orb of Cold (6)

Range: Throw: 200 ft. Duration: 1 round Saving Throw: Dodge;
standard Caster can summon a magically charged globe of ice and hurl it at an enemy. Caster must roll to strike (+1 bonus). If the orb hits, it shatters, inflicting impact and cold damage. Those struck take 3D6 M.D. and must save vs. magic or suffer from numbing cold for 1D4 minutes. A numbed opponent loses one melee attack, -2 on initiative, -1 to strike/parry/dodge, and speed reduced.

See the Invisible (4)

Range: 200 ft. Duration: 4 minutes Saving Throw: None
Can see Astral beings, entities, elementals, ghosts, objects, forces and creatures that can turn invisible or are naturally invisible.

Sense Magic (4)

Range: 120 ft. area Duration: 8 minutes Saving Throw: None
Sense of feel the presence of magic. Can tell if you are near (within 20 feet) or far.

Shadow Meld (10)

Range: Self Duration: 8 minutes Saving Throw: None
Enables the caster to step into shadows, becoming totally invisible, even to a "See the Invisible" spell. The shadow must be at least 5 feet tall or long. Prowl at +15%. Attackers are -5 to strike. Can be seen via infrared/thermo-optics.

Telekinesis (8)

Range: 60 ft. Duration: 4 minutes Saving Throw: Dodge Empowers
the caster with the psychic ability to move visible objects with a thought. Can be used to move or hurl objects, open doors, etc.... Maximum Total Weight: 60 lbs. Bonuses to strike: +3. Bonuses to parry: +4. Damage: varies by size of the object (1D4 - 4D6)

Watchguard (10)

Range: 24 feet Duration: 4 hours Saving Throw: Special; -5
Sets up an invisible magic aura around a particular area that will instantly alert the spell caster should anything potentially dangerous or hostile come into the area. Each intruder gets to save vs. magic at -5. If they save, the caster is not alerted.