

Savage Rifts® SWADE Update Doc

v2.0 (updated 5/3/19)

THE TOMORROW LEGION PLAYER'S GUIDE

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ABOUT THIS DOCUMENT

This guide contains the key revisions from the Rifts® for *Savage Worlds Tomorrow Legion Player's Guide* that will be incorporated into the new version. With it, you can convert your existing Savage Rifts characters and adventures to the new version of Savage Worlds.

But that's not all. This document will be used as a basis for the changes we're making to release a new edition of the *Tomorrow Legion Player's Guide* (see our [Kickstarter](#)), and we need your help.

HOW CAN YOU HELP?

We are now looking for your help as we move to the community playtesting phase. To help collate your feedback and make it as easy to follow changes to these revisions, we have set up a dedicated section of the forum.

Please post all feedback on the Rifts® for *Savage Worlds* revisions there. We will be actively engaging with playtesters there, and welcome your comments, corrections, and constructive criticism. We can't guarantee that every suggestion will be included in the final book, but we'll certainly do what we can. Here's the address for the forum, and thank you for helping us make Rifts® for *Savage Worlds* reach its awesome potential:

[JOIN THE FEEDBACK FORUM HERE](#)

INTRODUCTION

MAKING RIFTS® SAVAGE

INTRODUCING OTHER SAVAGE CHARACTERS

Updated Text:

Savage Rifts® focuses on the core characters and ideas of the Rifts® setting. If you're determined to bring your favorite *Deadlands* or *The Last Parsec* hero into the world of *Savage Rifts*®. Unless the hero is already of Veteran Rank, use the following M.A.R.S. (Mercenaries, Adventurers, Rogues, and Scholars) Setting Option to build a new character or update an existing one. This method will allow your hero to have a semblance of balance against the powerful heroes and foes of Rifts® Earth:

1. Select your favorite *Savage Worlds* setting and choose your Race as usual.
2. Roll on the **M.A.R.S. Fortune & Glory Table** three times.
3. Roll on the Hero's Journey tables of your choice four times as approved by your Game Master (some tables may make less sense than others).
4. Build your character as normal, selecting Hindrances, Edges, etc. from both Rifts® for Savage Worlds and your setting of choice (your hero is a M.A.R.S. Iconic Framework for the purpose of selecting Edge); the **Born A Hero** Setting Rule applies to Edges from your character's setting of origin.
5. Give your character their choice of standard equipment from their native setting, allowing them to take two or more pieces of advanced gear as appropriate (again, subject to GM approval, these items will help set them apart on Rifts® Earth).
6. Give your character four Advance; she begins play at Seasoned Rank.

CHAPTER ONE: CHARACTERS

We are adding a "RIFTS® CHARACTER CREATION SUMMARY" page to the TLPG (similar to SWADE p.55), with the following notations:

[START REFERENCE PAGE]

CHARACTER CREATION SUMMARY

Iconic Framework

- Choose an Iconic Framework from those listed in this book or available in other Savage Rifts® supplements. Notate associated Edges, Hindrances, Skills, and other modifiers.

Race

- Choose your character's Race and apply any bonuses or special abilities it grants, making sure not to choose a Race that conflicts with your chosen Iconic Framework.
- Note associated Edges, Hindrances, and other modifiers.

Hero's Journey

- If playing a M.A.R.S. character, roll on the **M.A.R.S. Fortune & Glory Table**, see page @@.
- Roll on the Hero's Journey tables, beginning on page @@, as listed for your Iconic Framework.
- Roll for Narrative Hook and determine how your character ties to other characters and the story.

Hindrances

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

Attributes

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

Skills

- Take note of updated Skill applications starting on page @@.
- Athletics, Common Knowledge, Notice, Persuasion, and Stealth are core skills and start at d4 for free.
- The **More Skill Points** Setting Rule is in effect; you have 15 points to put into these or any other skills.
- Each die type costs 1 point up to and equal to the linked attribute; then 2 points per step after that.

Derived Statistics

- Take note of the Strain statistic (see page @@); maximum Strain is equal to the lower of your character's Spirit or Vigor die type.
- Standard Pace is 6" but may be changed by racial abilities, Edges, or Hindrances.
- Parry is 2 plus half of Fighting.
- Toughness is 2 plus half of Vigor, plus any Armor.

Note the amount of armor in parentheses like this—Toughness: 11 (2). This means 2 points of the total 11 Toughness comes from Armor. An Armor Piercing attack could bypass those 2 points but not the other 9.

Edges

- Take note of the changes to Core Edges listed on page @@, and new Edges available for your Iconic Framework.
- The **Born a Hero** Setting Rule is in effect; ignore Rank requirements during character creation.
- If playing a Human remember to take your bonus Edge.
- Use any leftover Hindrance points to take Edges if you like.
- Each Edge costs 2 Hindrance points.

Gear

- Roll for credits and gain the Starting Gear listed for your Iconic Framework, plus any updates resulting from previous Hero's Journey rolls.

Advancement

- If playing a M.A.R.S. Iconic Framework, take four Advances per the rules for Advancement in *Savage Worlds*.

[END REFERENCE PAGE]

Iconic Frameworks

Combat Cyborg

Updated description:

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

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

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

Cybernetic Enhancements

‘Borgs have these cybernetic systems (already factored into starting stats and abilities):
Armor Plating (3), Audio Package, Bionic Strength Augmentation, Core Electronics Package, Cyber-Wired Reflexes, Optics Package, Reinforced Frame (3), Synthetic Organ Replacement (see page @@).

Harder than Steel

(Rename M.D.C. Armor to the above)

The Full Conversion Cyborg construction provides +6 M.D.C. natural Armor and +3 Toughness, which includes the maximum levels and possible bonuses for both cybernetic Armor Plating and Reinforced Frame (see Cybernetic Enhancements, above). These Armor and Toughness bonuses do stack at their full value with any Worn Armor providing M.D.C. Armor, but do not stack with non-M.D.C. Armor.

Unarmed Combat

Combat Cyborgs deal Str+d4 Mega Damage in unarmed combat and are considered armed.

Heavy

Combat cyborgs are extra-heavy making it difficult to operate Power Armor and vehicles (including Robot Vehicles) not built for them. Unless noted otherwise, Body Armor and Power Armor must be reinforced, doubling purchase and repair costs. Operating a vehicle not refitted for them is done at a –2 to all Trait checks, including firing vehicular weapons.

Inhuman Appearance

Change –2 Charisma to –1 Persuasion

Loss of Dexterity

Update Agility penalty to –1

Full Conversion (formerly Total Conversion)

Rename for continuity

To Survive and Thrive – The Combat Cyborg

Second Bullet Updated Text:

Improving your ‘Borgs cybernetic systems is a key to maintaining their effectiveness. Even if you can’t afford to buy new hardware, take the Upgrade and Beyond the Limit Edges to expand your cybernetic systems and Strain respectively (see page @@).

Combat Cyborg Starting Gear

LI-B1 Light Infantry Cyborg External Armor, NG-56 Light Ion Pistol, Mini Rail Gun, Vibro-Longsword, two E-clips or Magazines for each weapon, 2d4 × 1,000 credits.

Crazy

Minor Psionic

New power list: *arcane protection**, *boost Trait†*, *confusion*, *darksight**, *detect/conceal arcana**, *divination*, *empathy*, *environmental protection**, *farsight**, *fear*, *healing*, *mind link*, *relief*, *warrior's gift**. Powers marked asterisk (*) have the reduced Power Points cost from the Range (Self) **Limitation**, while those marked dagger (†) have both the Range (Self) and Aspect **Limitations**; see Trappings in *Savage Worlds*.

Uncanny Reflexes [replaces Super Reflexes]

A Crazy's reflexes are superhuman, granting them –2 to be hit by any attack they are aware of as well as +2 on Evasion rolls.

Needs Action

Change –2 Charisma to –1 Persuasion

Crazy Starting Gear

Huntsman Body Armor, Wilk's 237 Backup Laser Pistol, Wilk's 447 Laser Rifle, Vibro-Shortsword, two E-clips for each weapon, NG-S2 Survival Pack, 2d6 × 100 credits.

Cyber-Knight

Minor Psionic

New powers list: *arcane protection*, *boost Trait†*, *darksight**, *deflection**, *detect/conceal arcana**, *empathy*, *environmental protection**, *healing**, *object reading*, *protection**, *relief*, *smite**, *speak language*, *speed†*, *warrior's gift**.

Updated Entry:

Powers marked with an asterisk (*) or dagger (†) are Innate Abilities (see page @@) usable only on the Cyber-Knight. Those marked asterisk (*) have the reduced Power Points cost from the Range (Self) **Limitation**, while those marked dagger (†) have both the Range (Self) and Aspect **Limitations**; see Trappings in *Savage Worlds*. All other aspects of Arcane Background (Psionics) remain the same.

Cyberkinetic Combat

Any electronic technology-based attacks such as lasers, rail guns, and vibro-blades suffer a –2 to hit a Cyber-Knight. This ability stacks with the *deflection* power.

Revered Protectors

Change +2 Charisma to +1 Persuasion

Cyber-Knight Starting Gear

Cyber-Knight Medium Armor, NG-33 Laser Pistol, NG-L5 Laser Rifle, two E-clips for each weapon, one

silver cross, 6 × wooden stakes, NG-S2 Survival Pack, 2d6 × 100 credits.

Glitter Boy

Fully Trained

All Glitter Boy pilots begin with Electronics d6, Piloting d6, and the Power Armor Jock Edge.

Heroic Legacy

Change +2 Charisma to +1 Persuasion

Big and Shiny

Updated Text:

Glitter Boys are immediately recognizable and often a priority target for heavy weaponry. They suffer –8 to Stealth rolls due to their glittering armored coating. At 10 feet 5 inches tall and weighing in at 1.2 tons, Glitter Boys are Size 3 (Normal) – which can cause issues while adventuring in both urban and wilderness areas.

Closed Off

Updated Text:

Wearing power armor makes using Potential Psychic Energy (PPE, including magic and miracles) impossible due primarily to the caster's inability to perform gestures or connect with energies outside the suit in a meaningful way. Those utilizing Inner Strength Points (ISP, including psionics and gifted) may use their abilities at –4, reduced to –2 if the helmet is opened or removed.

Digging In

New text:

Activating/deactivating the stabilization system is an action. Firing the Boom Gun without these measures knocks the Glitter Boy 2d6" back and prone, leaving the pilot Stunned. While dug in, the Glitter Boy cannot move, can only fire to the front and sides (180 degrees), and attackers gain +2 to attack rolls against the power suit.

Glitter Boy Armor [Sidebar]

Size 3 (Normal), +20 M.D.C. Armor, +10 Toughness, Pace 14 + Run d8 (60 MPH), Swim Pace 6

Notes: Strength d12+4, laser resistant (halve damage and AP from lasers), all standard Power Armor features (see page @@) plus built-in language translator and depth gauge. Jet Boosters (Jump +6" horizontal, +3" vertical).

Weapons:

- Boom Gun (Range 250/500/1000, 4d12+6 Mega Damage, AP 30, RoF 1, Shots 100; +1 Shooting, considered a shotgun for **Innocent Bystanders**, see *Savage Worlds*)
- Melee (Str+d4 Mega Damage, is considered armed)

TO SURVIVE AND THRIVE – THE GLITTER BOY [SIDEBAR]

Updated Text:

The biggest gun and toughest armor make you the main target. Coordinate with teammates against

enemy attacks...and share your plans to avoid friendly fire (or knocking them out with the sonic boom).

Your armor won't protect you from the effects of enemy arcanists, socially savvy foes, and scary monsters. Take Edges and increase Traits to help resist such opponents; a mentally tough Glitter Boy pilot is a truly stalwart hero.

Get out of the armor once in a while! The Glitter Boy pilot can serve well as a skilled and utilitarian member of the team when there's more than combat at hand...have some useful non-combat skills.

Glitter Boy Starting Gear

Huntsman Body Armor (cannot be worn inside the Glitter Boy), Wilk's 227 Laser Pulse Pistol, a Vibro-Knife, two E-clips for each weapon, NG-S2 Survival Pack, 4d6 × 100 credits.

Juicer

The Burn

Second paragraph, last sentence text, remove “, explained later”

Remove third paragraph.

Burning Bright

Updated Text:

For those willing to risk an even earlier death, Burn can be leveraged for rather amazing purposes. The Juicer may add a Burn Die to any Agility, Strength, or Vigor-based Trait rolls as well as Strength-based damage rolls. In a standard campaign, a Juicer's Burn Rating begins at 8 and as he learns to control the burn, his level of super-human feats increase; Novice Juicers gain a d4 Burn Die, Seasoned d6, Veterans d8, Heroic d10, and Legendary d12. The Burn Die can Ace like any other, and if a Benny is spent to re-roll anything a Burn Die was spent on, the Burn Die is re-rolled too.

Once per round a Juicer may attempt to SS burn die to any appropriate Trait roll (as listed above). The juicer rolls Vigor at -2. On a success, he adds his Burn Die to the current Trait roll and does not reduce his Burn Rating. On a failure, the juicer loses a point of Burn with no benefit; with a Critical Failure, the Juicer is also Fatigued and cannot spend Burn for the rest of the encounter.

Obviously, spending Burn means being able to make a huge impact in combat, but it also means hastening the process of completely burning out. The lower a Juicer's Burn rating, the closer she is to death (see Last Call, page @@). Any Juicer reduced to zero Burn will die by the end of the current adventure, enters Last Call, and will probably want to go out in a **Blaze of Glory** (see Setting Rules). Between the Juicer's call to superhuman feats and the temptation to spend Burn for moments of greatness, a day comes when the player faces a fateful decision for his Juicer character.

Burn Out or Fade Away [SIDEBAR]

New Text:

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

After the operation, he must make a Spirit check at the same penalty. A critical failure means he is far

too despondent and crushed to carry on meaningfully; he is incapable of adventuring as a player character. On a failure, he can carry on, but gains the Habit (Major) Hindrance for no additional benefit and retains the Death Wish Hindrance. With a success, the character has broken his physical addiction but retains the Death Wish Hindrance. With a raise, he's found his way past both the cravings and psychological loss, and is ready to start afresh.

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

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

Super Reflexes

Remove the second sentence

Uncanny Reflexes [new entry]

A Juicer's reflexes are superhuman, granting them -2 to be hit by any attack they are aware of as well as +2 on Evasion rolls.

Juicer Starting Gear

Juicer Assassin Plate Armor, NG-56 Light Ion Pistol, JA-9 Variable Laser Rifle, Vibro-Shortsword, two E-clips for each weapon, NG-S2 Survival Pack, 4d6 × 100 credits.

M.A.R.S.

Step 4. Remove reference to "20 Experience Points"

Body-Fixer

Second Bullet: Begin with Electronics d8, Healing d8, Repair d4, and Science d8.

City Rat

First Bullet: Select cybernetic systems up to 3 total strain.

Second Bullet: Begin with the Scrounger, Streetwise, and Thief Edges

New Bullet (Third): Begin with Electronics d4, Intimidation d4, and Thievery d4.

Headhunter Techno-Warrior [name and entry updated]

The term Headhunter is the term for the common mercenaries and bounty hunters heavily focused on improving their combat value via cybernetic enhancement. Armed to the teeth with bionic limbs and often driven purely by profit, these augmented warriors are feared throughout the world of Rifts® Earth. Many partial reconstruction cyborgs are vets maimed in war, who wear the badge of "Headhunter" with honor when engaging in the trade of blood and steel for credits.

- Begin with the Soldier and Upgradable Edges.
- Select cybernetic systems up to 6 total Strain.
- Begin with the Crazy's starting Gear, substituting a suit of Bushman Body Armor.

Merc Soldier

Second Bullet: Begin with Soldier and any two other Combat Edges, ignoring Rank Requirements.

Operator

Second Bullet: Begin with Boating d4, Driving d4, Electronics d6, Piloting d4, and Repair d8.

Power Armor Ace [name and entry updated]

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

- Begin with Electronics d6, Piloting d6, plus the Combat Ace and Power Armor Jock Edges
- Select any one suit of Power Armor
- Make one less roll on the Hero's Journey tables
- Begin with the Glitter Boy's starting gear, a tool kit, and one weapon of choice from Close Combat Weapons or Personal Ranged Weapons.

Psi-Operator

Second Bullet: Begin with Electronics d6, Repair d8, and the Mr. Fix It Edge. [Remove note about substituting Psionics for Weird Science]

Robot Vehicle Ace [name and entry updated]

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

- Begin with Electronics d6, Piloting d6, plus the Ace and Robot Vehicle Jock Edges
- Select one available Robot Vehicle
- Make one less roll on the **M.A.R.S. Fortune & Glory** table
- Begin with the Glitter Boy's starting gear and a tool kit.

Rogue Scholar

Second Bullet: Begin with the Scholar Edge taken twice, and two Smarts-based "knowledge" skills paired with Scholar at d8.

Third Bullet: Begin with Research d8.

Vagabond

First Bullet: Begin with +4 skill points.

Third Bullet: Begin with the Elan, Luck, and Hard to Kill Edges

Fourth Bullet: Begin with the Rogue Scholar's starting gear.

Wilderness Scout

Second Bullet: Begin with Athletics d6, Common Knowledge d6, Notice d8, Stealth d6, and Survival d8.

Burster

An Energetic Mind

New power list: *arcane protection, boost Trait†, burst, confusion, darksight*, deflection*, detect/conceal arcana*, empathy, farsight*, fear, fly*, light/darkness, mind link, protection*, relief*, smite*, telekinesis, warrior's gift**. Powers marked asterisk (*) have the reduced Power Points cost from the Range (Self) **Limitation**, while those marked dagger (†) have both the Range (Self) and Aspect **Limitations**; see Trappings in *Savage Worlds*.

Fiery Aura

Change *armor* power to *protection*

Fire Mastery

Third sentence additional text: “, non-arcane environmental protection has no effect against this ability.”

Flame Bolt

The Burster can hurl forth a flaming bolt of 4d6 Mega Damage (5d6 on a raise) with a Range of Smarts ×2; costs no ISP. If the Burster uses the Armor Piercing Power Modifier, double the bonuses when on a ley line. Bursters may spend Bennies to reroll Critical Failures when using their Flame Bolt ability.

Major Psionic

Bursters have the Major Psionic Edge. They gain +10 ISP (instead of the usual +5) from the Power Points Edge. Before attempting a psionics skill roll, Bursters may spend 2 ISP to gain +1 to the roll, or 4 ISP for +2; while on a ley line double this skill roll bonus and quintuple the effects of the Range Power Modifier.

Mind Melter

A Mind Is A Terrible Thing To Melt

New power list: *arcane protection, barrier, blind, bolt, boost/lower Trait, conceal arcana*, confusion, damage field*, darksight*, deflection, disguise, divination, elemental manipulation, empathy, entangle, environmental protection, farsight*, fear, fly*, havoc, healing, illusion, intangibility*, invisibility*, mind reading, mind link, mind wipe, object reading, protection*, puppet, relief, sloth/speed, slumber, smite*, sound/silence, speak language*, stun, telekinesis, warrior's gift**. Powers marked with an (*) have the Range (self) **Limitation** listed under Trappings in *Savage Worlds*; ISP costs are reduced accordingly.

Expanded Awareness

New text: Mind Melters can use *detect arcana* at will; this is a free action costing no Power Points.

Major Psionic

Mind Melters have the Major Psionic Edge. They gain +10 ISP (instead of the usual +5) from the Power Points Edge. Before attempting a psionics skill roll, Mind Melters may spend 2 ISP to gain +1 to the roll, or 4 ISP for +2; while on a ley line double this skill roll bonus and quintuple the effects of the Range Power Modifier.

Master of the Psionics

[Rename the Master Psionic ability to the above]

Update Mega Powers to Mega Power Enhancements

Additional text: In addition, Mind Melters get a free reroll on all Trait rolls when using psychic abilities and their Psionics skill; this does not allow Critical failures to be rerolled.

Mental Resistance

Last sentence new text: This stacks with Arcane Resistance, *arcane protection*, and similar bonuses.

Feared

Change –2 Charisma to –1 Persuasion

Ley Line Walker

Master of Magic

Add new powers: *arcane protection*, *sound/silence*

Remove outdated/subsumed powers: *pummel*, *quickness*, *slow*

Update power names: *armor* to *protection*, *light/obscure* to *light/darkness*, *speed* to *sloth/speed*

Update Mega Power options to Mega Power Enhancements

Arcane Background (Magic)

Begin with 20 PPE

Ley Line Magic Mastery

Like all arcane casters (see Ley Lines, page @@), Ley Line Walkers can draw extra PPE from ley lines, though they do so with greater advantage. Once per round as an action they can roll their Spellcasting skill to draw PPE from a line at a distance of Spirit × 3, the result equals the number of PPE she can draw and add to her pool (this is rate is doubled at ley line nexus points). Ley Line Walkers also multiply their current maximum PPE by ×3 while at that distance or closer.

Disconnected

Change –2 Charisma to –1 Persuasion

Master of Magic

Update Mega Power options to Mega Power Enhancements

Arcane Academic

[New Ability]

Ley Line Walkers double the PPE gained by taking the Power Points Edge. When choosing the New Powers Edge they may *either* gain three powers of up to one Rank higher than their current Rank would normally allow *or* they may choose one power of any Rank not normally allowed by their power list—with the GM's permission and when plot appropriate (access to an arcane library, tome or scroll of ancient knowledge, secrets man was not meant to know, etc.).

Power Activators

Like all other magic users, Ley Line Walkers must have their hands free to perform **Gestures** and have the power of **Speech** to cast spells (see Power Activators on page @@). Entangled, Bound, Silenced or otherwise muted Ley Line Walkers cannot activate new magic powers until they are free.

To Survive and Thrive

Update power name: *armor* to *protection*

Mystic

Gotta Have Faith

New power list: *arcane protection, banish, barrier, beast friend, blind, bolt, boost/lower Trait, burrow, burst, clairvoyance, conceal arcana, confusion, darksight, deflection, dispel, entangle, environmental protection, farsight, fear, fly, havoc, healing, intangibility, invisibility, light/darkness, protection, relief, resurrection*, shape change, slumber, smite, sound/silence, speak language, sloth/speed, stun, summon ally, wall walker, and warrior's gift.*

Powers marked with an (*) cannot be taken at character creation and cannot be taken until the listed Rank for the power is achieved, see **Advancement** in *Savage Worlds*.

Courage Power Modifier

Remove, redundant with *boost/lower Trait*.

Gift of Life

Update *greater healing* to *resurrection*, and *succor* to *relief*

Holy Presence Power Modifier

Remove, redundant with *boost/lower Trait*.

Holy Ward

Remove, redundant now that *arcane protection* is a power.

Soul Blast Power Modifier

Updated Text:

POWER MODIFIER

- **SOUL BLAST (+1 to +3):** A direct damage power (such as *bolt, blast, or burst*) may be more effective against targets with natural, body, or power armor. Each Power Point spent grants the power AP 5, to a maximum of AP 15. The AP provided by Soul Blast does not affect vehicles, constructs, or targets inside vehicles (including robot vehicles) and cannot be used in combination with the Armor Piercing Power Modifier (see *Savage Worlds*).

A Beautiful Mind

New power list: *empathy, healing, illusion, mind link, mind reading, object reading, puppet, relief, speak language, and telekinesis.*

Arcane Background (Miracles)

Update Text: Begin with three starting powers

Replace the last sentence: They have the Faith skill at d8.

Master of Magic

Update Mega Powers to Mega Power Enhancements

Spiritual Channel

Update power name: *succor* to *relief*

Remove last sentence.

Cybernetics

Update Mysticism to Faith

Higher Standard

Change the last sentence to:

If the Mystic violates his chosen Hindrance in a minor way, give the character a –2 to his Faith rolls for one week. A Major abrogation of his Hindrance robs him of all Arcane Background (Miracles) powers for one week. Egregious violations or repeated minor violations cause the character's Faith-based abilities to be forsaken until the penitent hero completes some great quest or task of atonement to regain his lost powers.

Power Activators

Like all other casters, Mystics must have their hands free to perform **Gestures** and have the power of **Speech** to cast miracles (see Power Activators on page @@). Entangled, Bound, Silenced or otherwise muted Mystics cannot activate new miracle powers until they are free.

Techno-Wizard

Fantasy and Microchips

Updated power list: *arcane protection, barrier, blast, blind, bolt, boost/lower Trait, burrow, burst, clairvoyance, confusion, damage field, darksight, deflection, detect/conceal arcana, dispel, drain Power Points, entangle, environmental protection, farsight, fly, havoc, healing, intangibility, invisibility, light/darkness, protection, relief, slumber, smite, sound/silence, speak language, sloth/speed, stun, telekinesis, teleport, wall walker, and warrior's gift.*

Arcane Machinist

Remove "(instead of 1d20 minutes)"

Required Knowledge

Replace skills: Knowledge (Arcana) with Occult, Knowledge (Engineering) with Electronics, and Knowledge (Science) with Science

DRAGON HATCHLING *[name and entry updated]*

[this Iconic Framework is getting reorganized, see the following order]

Hero's Journey (Two Rolls)

Happy Birthday!

Dragon Hatchling Abilities and Bonuses

New Text:

Though various species of dragons have their own range of powers, most special abilities are shared in common amongst all dragons and can be used whether in dragon form or human form. Abilities marked asterisk (*) are usable only in dragon form, while those marked dagger (†) vary amongst different species of dragons—the bonus presented here is for the Flame Wind Dragon Hatchling. Dragons can acquire additional abilities as Advances, just like taking a new Edge.

Arcane Background (Psionics)

As a Minor Psionic, a Dragon Hatchling begins with *detect/conceal arcana* with the Range (Self) **Limitation** and two other powers chosen from the standard psionic power list on page @@.

*Armored Hide**

*Claws/Bite**

*Fear**

Fire Breath†

As an action using its Athletics skill, a Hatchling in its natural form can use its fire breath to fire a bolt of flame at Range 12/24/48 and Damage 4d6 Mega Damage (5d6 Mega Damage on a raise).

Alternately, the Hatchling's fire breath can manifest as a Cone Template emanating from its mouth. This may be Evaded, but such is the intensity of the dragon's breath that a successful Evasion reduces the damage one die (from 5d6 to 4d6, for example), or two dice with a raise.

*Flight**

Remove "and Climb 0."

Impervious to Fire†

Infravision

Update text: Dragons halve penalties for bad lighting when attacking targets that radiate warmth.

Inherently Magical

Limited Metamorphosis

Mighty†

Nigh-Immortality

Dragons are supernatural creatures thought to be as old as the cosmos itself. Hatchlings mature

around 600 years of age and, unless killed, can live up to 12,000 years. They are sustained by passively and effortlessly absorbing ambient magic energy, eating and drinking simply for pleasure. Dragons are immune to the Hazards of Cold, Heat, Hunger, Thirst, Disease, Poison, Drowning, Electricity, and Radiation; see **Hazards** in *Savage Worlds*.

*Size 6 (Large)**

Add to the end of the entry “and a fourth Wound level.”

Slow Regeneration

*Tail Lash**

A Hatchling in dragon form can attack all opponents adjacent to its rear or side as an action. The Hatchling uses its Athletics skill and ignores Scale penalties for this particular attack, which may be Evaded. Those who fail suffer Str+d8 Mega Damage.

Dragon Hatchling Complications

Cybernetics

Enemies

Form Limits

Hatched

(Large)

Remove entry; redundant

Outsider

Update to Outsider (Major) Hindrance

Territorial

Untested

Very Young

Additional text: Hatchlings begin play speaking and reading only one language, Dragonese/Elven; *mind link* is a strong starting power.

Dragon Hatchling Starting Gear

D-Bees and Mutants

Custom Races

Update charts and text as follows (replacing the second paragraph on with the following text):

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

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

already exist.

[SIDEBAR]

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

[END SIDEBAR]

Positive Racial Abilities [CHART]

Remove this chart.

New Negative Racial Abilities [CHART]

Bad Reputation (1): The race is generally despised or distrusted by most folks, usually because it's known for brutality, thievery, or other reprehensible behavior towards civilization. They suffer -1 Persuasion when dealing with the average person in most towns and cities. -1

Cyber Resistant (1): Cyberware doesn't work for this race. The race cannot take any Iconic Framework which includes cybernetics as an inherent ability (including the bio-comp system needed to be a Juicer) nor may they roll on the Cybernetics Benefits Table (see page @@). -1

Distinctive D-Bee (1): The race is noticeably inhuman, making it automatically an enemy to the Coalition and other human supremacists. Members of the species suffer -2 Persuasion when dealing with Coalition soldiers, officials, and most citizens, and hostility often leads to violence with the slightest incident. If the race can hide its inhuman features (GM's call), this is worth -1 . If not, this is worth -2 . $-1/-2$

Non-Standard Physiology (1): The species has a physical build which makes it difficult to wear armor or operate vehicles. Armor must be custom-designed and fitted, at least doubling purchase and repair costs. Operating a vehicle not refitted for the species is done at a -2 for all Trait checks, including firing vehicular weapons. Glitter Boy armor (and the Iconic Framework) is not an option for this race. -1

Restricted Path (2): For reasons of biology or spiritual makeup, the species is unable to pursue certain paths open to others. Each time this is chosen, the race either cannot access PPE or ISP. The selection means the race cannot take any Arcane Background which uses that type of Power Points or an Iconic Framework which includes such an Arcane Background. Races that start with an Arcane Background automatically cannot choose another, and this does not count as a Negative Racial Ability. -1

Altara

Updated Second Paragraph Text: Replace "to hide the utter lack of eyes on their face" with "to hide their Atlantean roots and tell-tale blind, sightless eyes."

Bad Reputation

Update -4 Charisma to -2 Persuasion

Instilled Ignorance

Updated Text:

Altara are taught only what they need to serve their masters, and extreme brainwashing is used to

dampen their intellectual acumen. This leaves them woefully under-educated and naive about the world at large. Though the skill may be gained normally, Altara do not start with a d4 in the Common Knowledge core skill and suffer a -2 to all Common Knowledge rolls (for a total untrained penalty of d4-4).

Storm-Fouled Senses

Update Throwing to Athletics (throwing)

D’Norr

Distinctive D-Bee

Update -4 Charisma to -2 Persuasion

Personable

Update +1 Charisma to +1 Persuasion

Dog Boy

Second paragraph first sentence:

Most Dog Boys, officially known as Psi-Hounds, serve the Coalition States in either the military or security forces.

Keen Sense of Smell

Update Tracking to Survival (tracking)

Outsider

Update -2 Charisma to -1 Persuasion

Psychic Sense

Dog Boys have the inherent ability to *detect arcana*, interpreting it as a scent. This sense is always active. They use the Notice skill (with their Keen Sense of Smell bonus) to detect the presence and location of anything psychic, magic, or supernatural including energies, beings (even invisible or astral), and items. They can also use the Survival (tracking) skill (also with the Keen Sense of Smell bonus) to track a specific entity or item fitting the above criteria. Psychic Sense doesn’t work inside sealed armor or vehicles. Cybernetic implants also cause problems; every point of Strain imposes a -1 penalty when the Dog Boy uses his Psychic Sense (the Cyber-Psychic Alignment Edge can negate this penalty). See sidebar on page @@.

Racial Edge Sidebar

Update Tracking to Survival (tracking)

Update Swimming to Athletics (swimming)

Fennodi

Distinctive D-Bee

Update -4 Charisma to -2 Persuasion

Natural Psionics

Update power names: *armor* to *protection*, and *telepathy* to *mind link*

Updated New Powers Edge, adjust the last sentence to:

The Fennodi gains two additional powers to his starting total (e.g., a Fennodi Burster starts with five powers, a Mind Melter with seven).

Grackle Tooth

Distinctive D-Bee

Update –4 Charisma to –2 Persuasion

Prehensile Tail

A Grackle Tooth's tail can hold most melee weapons and pistols, he may ignore 2 points of Multi-Action penalties each turn.

Lyn-Srial

Distinctive D-Bee

Update –4 Charisma to –2 Persuasion

Four Arms

New Text: Extra arms allow Lyn-Srial to ignore 2 points of Multi-Action penalties each turn.

Psi-Stalker

Outsider

Update –2 Charisma to –1 Persuasion

Psychic Sense

Psi-Stalkers have the inherent ability to *detect arcana*, this is an extra sense which is always active. They use the Notice skill to detect the presence and location of anything psychic, magic, or supernatural including energies, beings (even invisible or astral), and items. They can also use the Survival (tracking) skill to track a specific entity or item fitting the above criteria. Psychic Sense doesn't work inside sealed armor or vehicles. Cybernetic implants also cause problems; every point of Strain imposes a –1 penalty when the Psi-Stalker uses his Psychic Sense (the Cyber-Psychic Alignment Edge can negate this penalty). See sidebar on page @@.

Psychic Vampire

Psi-Stalkers require a diet of PPE or ISP drained from supernatural, magic, or psionic beings to survive. After inflicting a minor bleeding cut (must successfully Shake or Wound their target), the Psi-Stalker makes an opposed Spirit roll as an action; on a success they consume all available Power Points (doubled at the moment of death) with any excess being available for their nearby comrades to absorb (this is how entire Psi-Stalker tribes can feed on a single large kill). Psi-Stalkers must consume at least 5 Power Points (PPE or ISP) a day or suffer Fatigue. They starve to death after a week of being Incapacitated by lack of "food." Each 5 PPE/ISP drained restores one level of Fatigue. Consumed Power Points cannot be used to fuel spells or psionic powers.

Example: A wild Psi-Stalker (Spirit d8) wounds an evil Necromancer (Spirit d10, PPE: 30), but fails the opposed roll to drain his Power Points. On the next round she kills the Necromancer and gorges on a feast of 60 PPE.

Racial Enemy

Update -4 Charisma to -2 Persuasion

Racial Edges [Sidebar]

Update Tracking to Survival (tracking)

Quick Flex

Distinctive D-Bee

Update -4 Charisma to -2 Persuasion

Short Attention Span

Add text at end: "(but not Smarts linked skills)."

Simvan

Distinctive D-Bee

Update -4 Charisma to -2 Persuasion

Instincts Over Intellect

Add text at end: "(but not Smarts linked skills)."

Racial Enemy

Update -4 Charisma to -2 Persuasion

Trimadore

Distinctive D-Bee

Update -4 Charisma to -2 Persuasion

Technically Savvy

Update the last sentence to:

Trimadore start with Repair d6 and their choice of one of the following at d6: Electronics, Hacking, or Science.

TRAITS

ABILITIES

Innate Abilities

Many powerful beings of the Megaverse® are able to activate innate powers. Unless specified otherwise, the first innate power initiated each turn activates as a free action.

Nimble

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

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

Uncanny Reflexes

The vehicle, creature, or individual moves quickly and erratically, making it difficult to hit. It is –2 to be hit by any attack it is aware of and gains +2 on Evasion rolls.

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

Unstoppable

Some beings and constructs, by virtue of their sheer durability, can absorb massive enemy blows. After making any rolls to Soak, Unstoppable targets can never suffer more than one Wound from a single attack.

ATTRIBUTES

SKILLS

Knowledge Skills

Remove this section

EXPANDED SKILL APPLICATIONS

[Add this heading under “Skills”]

Academics

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

It also applies to understanding the inner workings of factions, including the Coalition States and the True Federation, which can be extremely helpful in strategy, planning, and dealing with governments.

Electronics and Science

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

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

In each of these cases, skill bonuses or penalties apply as usual.

Hacking

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

Occult

This skill includes understanding the principles of all magical and mystical powers, items, and creatures as well as dealing with ley lines and Rifts.

Survival

Same text as Survival section

Languages and Literacy

Update “Knowledge (Language)” to “Language”

SURVIVAL

[Text moved to above Expanded Skill Applications section]

Hindrances

New first sentence:

Below are new or reconfigured Hindrances for the world of Rifts® Earth.

Illiterate (Minor)

Between the Coalition’s enforced illiteracy of its common population, the influx of alien languages and cultures, and the scarce availability of organized education, the majority of the denizens of Rifts® Earth are illiterate. The Illiterate Hindrance is much more prevalent among characters in the setting but no longer affects knowledge of math, which is commonly applied in everyday life.

Last Call (Minor)

Updated Text:

The minor tremors, the hot skin, the strange glow just at the edge of vision...the last days are upon this Juicer.

She makes the most of her remaining life with every moment she chooses to burn it down further. Her Burn Die increases two die types. However, at the start of each session the player rolls her Burn Die and if the roll is *equal to* or greater than the Juicer’s current Burn (Bennies may not be spent on this roll), she must reduce her Burn by one point or she dies, irrevocably, by the end of the session. If she chooses *not* to spend the Burn to keep on living (or has none left), she’ll probably want to go out in a **Blaze of Glory** (see Setting Rules); Juicers on Last Call have the ability to declare Blaze of Glory at any time, regardless of whether they’ve taken any damage or not.

Only Juicers may take this Hindrance. With the GM’s permission, Seasoned or higher Rank Juicers may voluntarily take Last Call at any time in order to gain the Hindrance’s benefit to Burn Dice and hopefully bring the Juicer’s story arc to a fittingly triumphant close.

Mania (Minor/Major)

Update -2 Charisma to -1 Persuasion

EDGES

Arcane Background

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

Core Edges

Double Tap

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

Aristocrat

[Rename the Noble Edge to the above]

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

Rich

Replace 5,000 credits with 10,000 credits

Filthy Rich

Updated Text:

This character made some major scores before the current adventure. She's got an extra 15,000 credits saved up (25,000 total) and gets three additional rolls (total of five) on the above listed tables.

No Mercy

Remove listing here, the Edge functions as normal

Iconic Edges

Cyberkinetic Awareness

Requirements: Seasoned, Cyber-Knight, Notice d6+

As an action, the Cyber-Knight can enhance his Cyberkinetic Combat abilities by stretching out his senses to understand all of the electronic technology he's engaged with, the -2 to attacks against him with such weapons expands to -2 to all Trait rolls against him where technology is involved; includes Notice checks and opposed rolls. This ability has a range of Smarts x2 and lasts until the end of the encounter.

Improved Cyberkinetic Awareness

Updated Text:

Once Cyberkinetic Awareness has been activated, all rolls against the Cyber-Knight where electronic

technology is involved suffer a –4 penalty.

Cyberkinetic Denial

Updated Text:

Once Cyberkinetic Awareness has been activated, the Cyber-Knight gets a free reroll on all opposed rolls where electronic technology is involved.

Dragon Fast Regeneration

Requirements: Veteran, Dragon Hatchling – Any, Vigor d10+

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

Dragon Flaming Scales†*

Requirements: Seasoned, Dragon Hatchling – Flame Wind

As an action the Hatchling sets its scales aflame per the *damage field* power but dealing 3d4 damage for a number of rounds equal to their Spirit and targets in the vicinity may ignite (see **Fire** in *Savage Worlds*). After each use the Hatchling must wait 10 minutes before activating the power again.

Dragon Low Light Vision

Requirements: Novice, Dragon Hatchling – Any

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

Dragon Metamorphosis

Requirements: Veteran, Dragon Hatchling – Any

The dragon may change his shape and size at will, appearing as any living creature from the size of a house cat to anything his natural size and weight. He can maintain any such form indefinitely, even while sleeping. The dragon gains no special properties of what he mimics, only the size and appearance.

*Dragon Size Increase, Seasoned**

Requirements: Seasoned, Dragon Hatchling – Any

As they grow, dragons gain in size and strength. Upon taking this Edge the Hatchling gains a die type in Strength and grows to Size 7 (Large); +1 Toughness for the Size increase.

*Dragon Size Increase, Heroic**

Requirements: Heroic, Dragon Hatchling – Any

Upon taking this Edge the dragon gains a die type in Strength and grows to Size 8 (Huge); +1 Toughness for the Size increase. In addition, the dragon's hide thickens providing +2 M.D.C. Armor and +2 Toughness, his Claw/Bite damage increases to Str+3d8 AP 8, and he applies a –2 penalty to opponent Fear checks. Note that his Size category changes from Large to Huge and he gains a fifth Wound level.

Dragon Teleportation

Requirements: Seasoned, Dragon Hatchling – Any

Dragons can learn to naturally use the *teleport* power, rolling their Spirit for the check and drawing on their PPE to fuel the power.

Gymnastic Mastery

Replace Strength with Athletics, Climbing with Athletics (climbing), remove “(but not Full Defense)”

Improved Fiery Aura

Replace “3d8” with “4d6”

Improved Flame Bolt

Replace “6d6” with “5d6”

Greater Flame Bolt

Replace “6d8” with “6d6”

Replace “15/30/60” with “Spirit x3”

Split the Seconds

New text:

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

Burn Faster

New text:

There never seems to be quite enough time left, so the Juicer just has to go faster to get it all done. She can spend a Burn to ignore 4 points of Multi-Action penalties each turn when her Action Card is a face card (she can perform three actions at no penalty); the effect lasts for 5 rounds.

Combat Edges

Battle Hardened

Remove the Edge, overlaps with the new Iron Jaw Edge.

Charge

remove “multi-action” text

Dirty Fighter

New text:

Requirements: Seasoned

This Edge is favored by those who fight to win at any cost. He gets a free reroll when making Tests against a foe if his next action is a Fighting attack against that same target.

Tricky Fighter

New text:

Requirements: Seasoned

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

Power Edges

Energy Control

Remove this Edge

Exceptional Rapid Recharge

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

The character now regains 40 Power Points (PPE/ISP) per hour spent resting.

Possession

Requirements: Seasoned, Master Psionic, *puppet*

This ability grants the Master Psionicist an additional Modifier to the *puppet* power. If the Power Point cost of the power is doubled, he may inhabit and take control of a mortal's body. The power's duration is increased to five minutes and requires a successful Psionics roll opposed by the target's Spirit (the psionic gains *empathy* bonuses to this roll). With a critical failure the psionic may not attempt to possess the target again for 24 hours. With a success the psychic's mental essence inhabits the target's mortal body, gaining complete control over the possessed person's actions and physical abilities (including the host's physical Attributes, Edges, powers etc. but not skills or memories); on a raise the victim is -2 to opposed rolls versus the possessor for the power's duration, which is increased to one hour base.

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

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

Psi-Blade

New text:

Another powerful manifestation of will and telekinetic strength, the Psi-Blade provides the psionic with a mental energy blade. The psi simply activates her smite power, summoning the Psi-Blade instead of putting the power on another weapon (the smite bonus adds directly to the Psi-Blade's base damage), the psi-blade is a melee weapon dealing Strength + Spirit Mega Damage, AP 6 (i.e., roll Strength and Spirit dice for damage).

Telemechanics

Updated text:

Requirements: Seasoned, Master Psionic, *mind link*

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

are seen in the mind's eye.

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

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

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

Professional Edges

Blaster

Requirements: Veteran, Arcane Background, Smarts d8+, Spirit d8+, Arcane Skill d8+

This Edge improves the damage of the *blast*, *bolt*, *burst*, and *damage field* powers; when using Mega Power Modifiers in conjunction with these powers increase their damage dice from d6 to d8.

Expert Blaster

Requirements: Heroic, Master of Magic *or* Master Psionic, Arcane Skill d10+

This Edge further improves the damage of the *blast*, *bolt*, *burst*, and *damage field* powers; when using Mega Power Modifiers in conjunction with these powers increase their damage dice an additional step from d8 to d10.

Master Blaster

Requirements: Legendary, Smarts d10+, Spirit d10+, Arcane Skill d12+

This Edge further improves the damage of the *blast*, *bolt*, *burst*, and *damage field* powers; when using Mega Power Modifiers in conjunction with these powers increase their damage dice an additional step from d10 to d12.

Major Psionic

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

A greater control of mind, body, and spirit combined with the overwhelming power available on Rifts® Earth means this hero can do much more with her inner strength. Major Psionics double their base ISP, and they gain +10 ISP (instead of the usual +5) from the Power Points Edge.

Before attempting a psionics skill roll, Major and Master Psionics may spend 2 ISP to gain +1 to the roll, or 4 ISP for +2; while on a ley line double this skill roll bonus and quintuple the effects of the Range Power Modifier.

Master Psionic

Increase Rank Requirement to Veteran

Update "Mega Power" to "Mega Power Enhancements" and eliminate the last sentence.

Master of Magic

Update “Mega Power” to “Mega Power Enhancements” and eliminate the last sentence.

Power Armor Jock

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

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

Robot Armor Jock

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

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

GEAR

Updated second paragraph:

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

A Conspiracy of Commerce

Second paragraph: update “the world” to “North America (including Triax)”

Third and Fourth paragraph new text:

Without a network to collate the necessary data in real time, the primary vector of commerce is the credit. Credits are issued to anyone trading in valuable commodities at a bank or organization which is part of a credit network, and carried in card form by anyone and everyone who wants to buy something where people actually live in North America. The average person carries one or more Universal Credit “cred-cards” issued by the Coalition’s banking network and accepted just about anywhere in North America that has electricity, though some communities and organizations prefer barter. Universal Credit “cred-cards” are essentially debit cards akin to any portable fiat currency like cash—they carry a “redeemable balance” which is “to be issued” to the bearer of the card—and thus can be used freely just about anywhere in North America or the New German Republic without question. Personalized cards biometrically coded to their owners are also available; this provides ultimate security but also renders the user subject to CS tracking and analysis via their purchases.

Most nations, kingdoms, and city-states with a technological infrastructure also have their own credits systems, issuing cred-cards from the banks serving them. Though communications aren’t anywhere near what they once were (with the lack of a satellite network), these factions throughout North America nonetheless manage daily data exchanges (or at least weekly) with the CS to monitor and adjust exchange rates to maintain compatibility. The organization known as the Black Market issues its own cred-cards too (famous for their plain black appearance and no personal security options). As it is completely integrated into the background of every other commerce system on the continent, the Black

Market is able to easily maintain compatible exchange rates, though its cred-cards are only usable with merchants interested in trafficking within its credit network.

Fifth and Sixth paragraph new text:

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

Cred-cards are nearly impossible to hack, even for someone with psionic telemechanic abilities. Efforts to hack a cred-card require access to quantum computing equipment (quite rare on Rifts® Earth), are rolled at a –6 penalty (–8 for a Coalition States Universal Cred-Card), and are made with the lowest of Hacking, Electronics, and Science. With a failure the card is fried and loses all value, and on a Critical Failure the hacker has been bested by the card’s malware defenses—which have obtained clear traces of the hacker’s identity—and a continent-wide bounty will be issued for their arrest (or assassination in the case of Black Market or other less scrupulous organizations). With a success, the amount on the card may be doubled; on a raise, a zero is added to the credits total (e.g., 10,000 credits become 100,000). Even if successful, the card is forever unstable, can never be hacked again, and has a 1 in 4 chance of wiping itself out during each attempt to use it or interface with it after the hack.

Techno-Wizard Devices Sidebar

The fourth paragraph: update “three rounds” to “five rounds”

Armor

ENTIRE SECTION REWRITTEN

Most folks who wear any kind of protection have body armor, usually something that fits within their budget and doesn’t burden them too much. Heavier suits, while far more protective, tend to be bulky and difficult to perform delicate or subtle tasks in. Power armor offers no subtlety at all, but it’s extremely effective in raw combat. It does, however, require quite a bit of extra training to operate effectively.

Body Armor

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

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

Environmental Body Armor (EBA): EBA is fully enclosed covering all locations and provides immunity to the Hazards of Cold, Heat, Disease, Poison, Drowning, Electricity, and Radiation; see **Hazards** in *Savage Worlds*. All EBA have basic communications (radio range five miles).

CLASSIC BODY ARMOR

The following body armors are venerable designs which have been in production by multiple

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

NORTHERN GUN BODY ARMOR

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

ITEM	ARMOR	TOUGH	MIN STR	WEIGHT	CREDITS
RIDING					
"Street Legal" and designed for cowboys (Maverick) or hover-cycle riders (Cannonball).					
NG Maverick Riding Armor	+3	+2	d4	10	14,000
Notes: provides +2 on Riding rolls to stay mounted, see Mounted Combat in Savage Worlds.					
NG RA15 Cannonball Ride Armor	+3	+2	d6	13	22,500

Notes: counts as a Safety Harness, see Vehicles in Savage Worlds.

TACTICAL

Favorites of peacekeeping forces and militaries across North America, these advanced suits have upgrade options for integral body cameras, language translator, and vital sign monitors.

NG Peacekeeper EBA	+5	+1	d4/d8	16/27	40,000
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Notes: Attaching “tactical” plates adds weight and +2 Armor +1 Toughness, takes 4 Actions.

NG-EX10 Gladius Light Exoskeleton EBA	+6	+4	d12	80	150,000
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Notes: M.D.C. Armor; while powered (96 hour battery) grants Strength d12+1, +2 Pace, no Min Str.

TRIAx BODY ARMOR

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

ITEM	ARMOR	TOUGH	MIN STR	WEIGHT	CREDITS
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CYCLOPS SERIES

The Cyclops series of EBAs have been proven on the demon infested battlefields of Europe, and are some of the most advanced forms of protection available to humankind. All have advanced optics and laser distancers integrated into the iconic helmet.

T-10 Infantry EBA	+5	+3	d6	25	60,000
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Notes: Low Light Vision, and mini-computer.

T-11 Enhanced EBA	+7	+3	d8	40	100,000
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Notes: Low Light Vision; while powered (96 hour battery) grants Strength +2, +1 Pace, no Min Str.

T-12 Field Medic EBA	+6	+2	d4	17	65,000
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Notes: Infravision, medical suite grants +2 to Healing rolls for first aid.

T-13 Field Mechanic EBA	+6	+2	d4	18	75,000
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Notes: Infravision, mechanic suite grants +2 to Repair rolls—Heavy Improvised Weapon.

JUICER BODY ARMOR

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

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

CYBORG BODY ARMOR					
This M.D.C. plating can only be worn by Full Conversion Cyborgs and is designed to attach to a 'Borg's artificial body to provide enhanced non-environmental protection.					
ITEM	ARMOR	TOUGH	MIN STR	WEIGHT	CREDITS
EXTERNAL ARMOR PLATES					
Simple thick slabs of composite armor.					
Cyborg LE-B1 Light Espionage Plate	+2	+3	d12+1	30	20,000
Notes: M.D.C. Armor, penalty of –1 to all non-combat Athletics skill rolls.					
Cyborg LI-B1 Light Infantry Plate	+3	+3	d12+1	40	28,000
Notes: M.D.C. Armor, –1 to all Agility-linked non-combat skill rolls.					
Cyborg MI-B2 Medium Infantry Plate	+4	+4	d12+2	60	52,000
Notes: M.D.C. Armor, –2 to all Agility-linked non-combat skill rolls.					

Cyborg HI-B3 Heavy Infantry Plate	+5	+5	d12+4	80	74,000
Notes: M.D.C. Armor, -4 to all Agility-linked non-combat skill rolls and -1 to all combat skill rolls.					

TECHNO-WIZARD BODY ARMOR

Techno-Wizardry: Any character with an Arcane Background may use and power Techno-Wizardry (TW) items using their personal pool of Power Points (PP), whether PPE or ISP.

Techno-Wizardry Armor Activation: TW armor requires 1 Power Point per hour to function or it loses all special abilities (including EBA) and Armor/Toughness bonuses are halved (round down).

ITEM	ARMOR	TOUGH	MIN STR	WEIGHT	CREDITS
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MYSTIC

Stylish and showy, the following Body Armors were popularized by arcanists of the Magic Zone and have become staples of personal protection used throughout North America.

Adventure Survival Armor (TW) Notes: +2 vs all Hazards.	+4	+1	d4	5	10,500
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Ley Line Walker Light Armor (TW) Notes: +4 vs Disease and Poison, -2 to Notice rolls made to detect the armor.	+3	+1	d4	4	9,000
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Ley Line Walker Medium Armor (TW) Notes: +4 vs Disease and Poison.	+5	+1	d4	8	12,000
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Combat Mage Heavy EBA (TW) Notes: while powered increase Strength two dice and ignore Min Str, farsight and darksight.	+6	+2	d10	36	250,000
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CYBER-KNIGHT

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

Cyber-Knight Light EBA (TW) Notes: +2 Pace and +1" leaping, <i>wall walker</i> , -1 to Notice rolls made to detect the armor.	+4	+1	d4	9	90,000
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Cyber-Knight Medium EBA (TW) Notes: <i>healing and relief</i> .	+6	+2	d6	14	120,000
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Cyber-Knight Heavy EBA (TW) Notes: <i>barrier</i> , requires Cyber-Armor to function.	+8	+3	d8	24	150,000
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Power Armor

ENTIRE SECTION REWRITTEN

The next level up in personal protection, power armor is far more expensive and much more difficult to come by. Unlike regular body armor, there is no Strength Minimum for power armor. Due to the complexities of systems and overall different experience of viewing and moving around the world in a "tin can," the Power Armor Jock Edge is required to effectively wear one of these suits. Without it, the wearer suffers -2 to Agility and all skill rolls.

Wearing power armor makes using Potential Psychic Energy (PPE, including magic and miracles) impossible due primarily to the caster's inability to perform gestures or connect with energies outside the suit in a meaningful way. Those utilizing Inner Strength Points (ISP, including psionics and gifted) may use their abilities at -4, reduced to -2 if the helmet is opened or removed.

Unless otherwise noted, power armor also imposes a -1 penalty on Stealth checks per Size of the armor, and a -1 penalty for any tasks that call for congenial face-to-face interaction like Persuasion or Performance (unless the helmet is opened, then no penalty), fine motor work (Repair, Thievery), unhindered movement (climbing or balance checks using Athletics), or detecting details (Research, certain Notice checks, tracking using Survival, etc.).

Power armor weapons are from the Heavy and Vehicular Weapons section (see page @@), in unarmed combat the wearer is considered armed (deals Str+d4 Mega Damage), and all armor is M.D.C.

Power Armor Standard Features: Environmental Crew Compartment (ECC), Mega Damage Capacity (M.D.C.) Armor, Nuclear Powered, and Sensor/Targeting System (STS).

FT-005 Flying Titan

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

ITEM	SIZE	ARMOR	TOUGHNESS	STR	PACE + RUN (MPH)	WEIGHT	CREDITS
Flying Titan	1 (Normal)	+8 M.D.C.	+3	d12+1	12 + d8 (50 MPH)	160	1 million

Notes: Nimble, Flight System (Handling +2, 400 MPH, Tabletop Pace 24 + d12).

Weapons:

- 2 × Anti-Personnel Lasers (Wing Turrets)
- Wing Rockets (Fixed Forward, Mini-Missile, RoF 4, Shots 12)

NG-X9 Samson

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

ITEM	SIZE	ARMOR	TOUGHNESS	STR	PACE + RUN (MPH)	WEIGHT	CREDITS
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Samson	3 (Normal)	+10 M.D.C.	+5	d12+4	14 + 2d8 (150 MPH)	460	900,000
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Notes: Nimble, Jet Boosters (Jump +12" horizontal, +6" vertical).

Weapons:

- Light Rail Gun (Handheld, Reaction Fire)
- 2 × Rocket Launchers (Forearm, Mini-Missile, RoF 2, 2 Shots each)
- Knuckle Blades (Str+d6 Mega Damage, AP2)

NG-MRU886 Grease Monkey

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

POWER ARMOR	SIZE	ARMOR	TOUGHNESS	STR	PACE + RUN (MPH)	WEIGHT	CREDITS
Grease Monkey	1 (Normal)	+8 M.D.C.	+3	d12+2	10 + d8 (40 MPH)	356	1.3 million

Notes: Amphibious (swim Pace 6), limited Flight System (Handling +0, 5 MPH, Tabletop Pace 3 + d4); +2 Repair, +1 Electronics, +1 Thievery, and ignores Power Armor penalties to fine motor work.

Weapons:

- Multi-Tool (Right Arm, Str+d6 Mega Damage, AP 2, Improvised Weapon)
- Precision Laser Torch (Right Shoulder, Fixed Forward, Range 4/8/16, 3d4 Mega Damage, AP 4, RoF1)

Triax T-31 Super Trooper

Designed as an anti-tank/giant robot assault unit, T-31s are often called “Can Openers” because pilots like to jet booster leap onto armored enemies, adhere to them, and carve up vulnerable areas using the T-31’s array of armor-piercing weapons and explosives; which can be detonated by hand, voice command, on impact, or after a timed delay (set from 3 to 30 seconds).

The left arm houses a grapnel launcher with 100 feet of lightweight cord to assist in climbing enemy targets, and both feet and toes are equipped with a molecular adhesion system.

POWER ARMOR	SIZE	ARMOR	TOUGHNESS	STR	PACE + RUN (MPH)	WEIGHT	CREDITS
Super Trooper	2 (Normal)	+10 M.D.C.	+4	d12+4	10 + d8 (40 MPH)	450	1.8 Million

Notes: Jet Boosters (Jump +10" horizontal, +5" vertical), +4 Athletics (climbing).

Weapons:

- 2 × F4 Fusion Block Launchers (Shoulders, Fixed Forward, Range 15/30/60, 3d12 Mega Damage, AP 25, RoF 1, SBT, 2 Shots each)
- 3 × MAE-3 “Maysies” Hand Charges (thrown or placed, Range 5/10/20, 4d6 Mega Damage, AP 10, RoF 1, SBT, 1 Shot each)
- 2 × Mini-Missile Launchers (Legs, Fixed Forward, RoF 4, 7 Shots each)
- Vibro-Blade Short Sword (Right Arm, Retractable, Str+d8, AP4, Mega Damage)

- Grapnel Launcher (Left Arm, Recessed, Range 4/8/16, Str+2d4, AP2, Improvised Weapon)
- 2 × Laser Torches (Both Palms, Range 2/4/8, Damage 4d4, AP4, RoF 1, Mega Damage)

Triax X-10 Predator

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

POWER ARMOR	SIZE	ARMOR	TOUGHNESS	STR	PACE + RUN (MPH)	WEIGHT	CREDITS
Predator	3 (Normal)	+11 M.D.C.	+5	d12+6	12 + d8 (50 MPH)	900	1.9 Million

Notes: Flight System (Handling +1, 250 MPH, Tabletop Pace 22 + d12), Right hand-claw –4 fine motor work.

Weapons:

- X-10-453A Pulse Cannon (Right Arm, Reaction Fire, 150/300/600, Damage 4d6+2, AP 10, RoF1, 3RB, Mega Damage)
- Mini-Missile Launcher (Right Shoulder, Fixed Forward, RoF 2, Shots 2)

WEAPONS

ENTIRE SECTION UPDATED & REORGANIZED

A world born of war and defined by war produces many implements and engines of destruction. Most are very powerful; some are instantly deadly to all but the toughest of foes. A large number of weapons do Mega Damage, which in *Savage Worlds* terms is the direct equivalent of being a Heavy Weapon. This means they can affect M.D.C. defenses (the equivalent of *Savage Worlds* Heavy Armor).

Close Combat Weapons

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

Personal Ranged Weapons

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

Some forms of ballistic weapons remain viable, but such munitions require propellants, explosive charges, and ungainly weapon systems uncommon in the 21st Century. The iconic rail guns dominate this category in the 24th century, having largely replaced competing ballistic weapons systems.

While most of the weapons listed below are technically prohibited within any Coalition settlement or urban area, such restrictions are only enforced within the main urban realms and fortress cities. Even in

such places, the Black Market serves to bring "personal defense" capabilities to anyone able to pay or trade well. Outside of the Coalition, most city-states allow sidearms to be carried in urban areas.

Powering Weapons

Most advanced melee weapons run off an E-clip for an hour of continual use, and if used judiciously (e.g. only powering up in combat) can be effective for months without requiring a recharge. When unpowered these weapons no longer deal Mega Damage and lose most special abilities.

Energy weapons, including powered melee weapons, draw energy from various sizes of E-clips; an E-clip is a combination battery and capacitor, storing enormous amounts of energy in a very small package, which is capable of discrete, measured discharges for various purposes.

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

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

To replenish rail gun ammo canisters and drums costs 5,000 credits per 100 Shots, while Glitter Boy Boom Gun feeds cost 3,000 credits per 100 round belt.

CLOSE COMBAT WEAPONS

VIBRO-BLADES

Regardless of the Strength of the wielder, while powered Vibro-Blade weapons do their full damage and provide all noted bonuses.

Powered Weapons: Vibro-Blades lose Mega Damage and other special abilities if unpowered.

Mega Damage: All Vibro-Blades deal Mega Damage.

WEAPON NAME	MEGA DAMAGE	AP	MIN STR	WEIGHT	CREDITS
Vibro-Knife	Str+d6	4	d4	2	7,000
Vibro-Sword, Short	Str+d8	4	d6	4	9,000
Vibro-Sword, Long	Str+d10	4	d8	6	11,000
Vibro-Sword, Giant	Str+d12+1	4	d12	20	18,000
Notes: Reach 1; designed and sized for cyborgs, power armor, etc. (requires two hands if not Size 1 or higher).					
Vibro-Blade Vambraces	Str+d8	4	d6	2	11,000

Notes: Parry +1 (must be worn as a pair for the bonus). Usually a katar or three hooked blades attached to a gauntlet.

ADVANCED MELEE WEAPONS

The savagery of Rifts® Earth has led to the popularity of a wide variety of advanced weapons, in addition to traditional ones.

Mega Damage: Unless noted otherwise, all Advanced Melee Weapons deal Mega Damage.

Powered Weapons: Unless noted otherwise, all weapons listed lose Mega Damage and other special abilities if unpowered.

WEAPON NAME	MEGA DAMAGE	AP	MIN STR	WEIGHT	CREDITS
Impact Hammer	Str+2d6	–	d8	11	11,000
Notes: Raise adds d10 damage.					
Impact Maul	Str+2d8	–	d12	24	16,000
Notes: Parry –1, two hands, raise adds d10 damage.					
Neural Mace	Str+d6*	–	d6	6	8,000
Notes: *does <i>not</i> deal Mega Damage. Touch Attack (see <i>Savage Worlds</i>), the victim must make Vigor roll at –2 (–4 with a raise) or be Stunned.					
NG-B50 Thunderer Combat Hammer	Str+d12	–	d10	14	17,000
Notes: Parry –1, two hands, raise adds 3d6 damage, unpowered. Shotgun shells provide the +3d6, must be reloaded after 8 strikes, and cost 125 credits each (1,000 credits for a full reload). A spike on each side of two-headed hammer is silver plated.					
WI-C8 “Juicer Chainsaw” Close Combat Weapon	Str+2d6+4	2	d12	20	30,000
Notes: Parry –1, two hands, raise adds d12 damage.					
Wilk’s Laser Knife	3d4+3	3	d4	1	18,000
Notes: Parry –1 (unless otherwise considered armed), Strength does not affect damage, Incapacitated targets are +2 Vigor vs Bleeding Out.					

TECHNO-WIZARD MELEE WEAPONS

Techno-Wizardry: Any character with an Arcane Background may use and power Techno-Wizardry (TW) items using their personal pool of Power Points (PP), whether PPE or ISP.

Techno-Wizardry Activation: Cost is to activate for five rounds per the number of Power Points (PP) listed.

Mega Damage: All Techno-Wizard (TW) melee weapons deal Mega Damage while activated.

WEAPON NAME	MEGA DAMAGE	AP	MIN STR	WEIGHT	CREDITS
Battle Fury Blade	Str+2d6	4	d8	7	12 million
Notes: Cost 1 PP for enchanted silver; +4 PP for +2 Fighting, Imp. Frenzy, and +4 Armor.					
Draining Blade	Str+d8	2	d4	4	3 million

Notes: Costs 1 PP; +2 PP for +2 damage and on successful hits target rolls Spirit vs the attack roll to resist both *lower Trait* (Vigor) and *sloth*.

Earth Shaker	Str+d6+1	–	d6	6	200,000
Notes: Costs 1 PP; +3 PP on successful hits activate <i>havoc</i> against the target and anyone in a Cone Template; optionally by striking the ground the wielder may activate <i>havoc</i> in a Medium Blast Template centered on himself.					
Flaming Sword	Str+d10	4	d4	2	90,000
Notes: Costs 1 PP; damage has the flame Trapping, on a raise targets ignite (see Fire in <i>Savage Worlds</i>). Looks like a sword hilt with a large ruby embedded in the hilt until activated (a free action; otherwise a Light Improvised Weapon).					
Light Blade	Str+d6+2	3	d4	2	90,000
Notes: Costs 1 PP; damage has the sunlight Trapping. Looks like a sword hilt with a large focusing crystal embedded in the hilt until activated (a free action; otherwise a Light Improvised Weapon).					
Lightning Axe	Str+2d4	2	d8	8	100,000
Notes: Costs 1 PP; +3 PP on raises causing Shaken or Wounded target power armor, robots, vehicles or powered technical gear (TW or mundane) suffers an immediate roll on the Technical Difficulties chart.					

GRENADES

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

Availability is determined by type; a successful purchase nets 1d4+2 grenades.

Mega Damage: Grenades deal Mega Damage.

WEAPON NAME	RANGE	MEGA DAMAGE	AP	TEMPLATE	WEIGHT	CREDITS
Armor Piercing	5/10/20	3d8	8	SBT	0.25	700
Fragmentation	5/10/20	3d6	–	LBT	0.25	550
High Explosive	5/10/20	3d8	–	MBT	0.25	750
Plasma	5/10/20	3d10	–	SBT	0.25	1,800

Notes: Armor protects normally, but on a raise targets catch fire dealing 2d6 damage until doused (see **Fire** in *Savage Worlds*).

GRENADES LAUNCHERS

Grenades launched from a weapon are usually set to explode on impact (no Cooking, see **More On Grenades** in *Savage Worlds*), and users can load any of the above grenades into such launchers.

Reloading: Grenade Launchers are Reload 2, which includes changing belts or drums, cocking, etc.

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

Notes: Snapfire, uses one grenade/Shot per RoF, 3RB (Shooting +2, Damage +4). 200 round belts available for use when mounted on emplacements or when used as a tripod-mounted infantry team weapon.

ION WEAPONS

Ion-based weaponry relies on an energy process that gathers ions from the immediate area and projects a stream downrange. This effectively strips particles away from a target, acting as a kind of molecular-level sandblaster.

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

Mega Damage: Ion weapons deal Mega Damage.

WEAPON NAME	RANGE	MEGA DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT	CREDITS
NG-56 Light Ion Pistol	10/20/40	1–3d6	1	—	12	d4	2	5,000
NG-57 Heavy Ion Blaster	12/24/48	1–3d6+1	1	—	10	d6	5	18,000
NG-IP7 Ion Pulse Rifle	15/30/60	1–3d8	3	—	30	d6	7	20,000

Notes: 3RB (+1 Shooting, +2 Damage).

TX-30 Ion Pulse Rifle	15/30/60	1–3d8+1	3	—	50	d6	7	25,000
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Notes: 3RB (+1 Shooting, +2 Damage).

PLASMA WEAPONS

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

It Burns: Armor protects normally, but on a raise targets catch fire taking 2d6 damage until doused (see **Fire** in *Savage Worlds*).

Mega Damage: Plasma weapons deal Mega Damage.

WEAPON NAME	RANGE	MEGA DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT	CREDITS
NG-E4 Plasma Ejector	16/32/64	3d12	1	—	12	d8	16	30,000
NG-E12 Heavy Plasma Ejector	20/40/80	3d12+3	1	—	12	d10	30	80,000
Notes: Snapfire, 42 Shot power pack available (20 lb, 30,000 credits).								
NG-E15 Pulse Plasma Ejector	20/40/80	3d12	3	—	48	d12+1	70	92,000
Notes: Snapfire, 3RB (+1 Shooting, +3 Damage).								

PARTICLE BEAM WEAPONS

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

Disintegration Beam: Particle beam weapons deal Mega Damage, and +2d4 damage on a raise.

Atomic Annihilation: If a target without M.D.C. armor is wounded by the beam, the victim determines Injury per the **Gritty Damage** Setting Rule (see *Savage Worlds*) and rolls Vigor; failure combined with a limb hit completely disintegrates the limb, failure combined with a head or torso hit causes an immediate roll on the **Death & Defeat** table.

No Recoil: Particle beams ignore the Recoil penalty.

WEAPON NAME	RANGE	MEGA DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT	CREDITS
NG-45LP Long Pistol	15/30/60	2d8+1	1	4	8	d6	5	15,000
NG-P7 Particle Beam Rifle	20/40/80	3d8+4	1	6	8	d6	17	22,000
Notes: Snapfire.								
TX-26 Particle Beam Pistol	12/24/48	2d8+3	1	3	15	d6	5	35,000
Notes: Snapfire.								

LASER WEAPONS

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

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

Cauterize: Anyone Incapacitated by a laser blast adds +2 to his Vigor rolls to keep from Bleeding Out.

No Recoil: Lasers ignore the Recoil penalty.

LASER PISTOLS

WEAPON NAME	RANGE	DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT	CREDITS
WI-LP3 Pepperbox Laser Derringer	6/12/24	2d4+1	4	1	4	d4	1	12,000
Notes: RoF uses one Shot each, Reload 2, -2 to Notice rolls made to detect the derringer.								
NG-33 Laser Pistol	12/24/48	2d6+1	1	3	20	d4	4	6,500
Wilk's 320 Classic Laser Pistol	15/30/60	2d6+1	1	3	20	d4	2	11,000
Notes: Shooting +1.								
Wilk's 227 Pulse Laser Pistol	15/30/60	2d6+2	3	3	24	d6	3	18,000
Notes: 3RB.								
Wilk's 237 Backup Laser Pistol	10/20/40	2d6+4	1	4	12	d6	3	24,000

LASER RIFLES

WEAPON NAME	RANGE	DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT	CREDITS
NG-L5 Laser Rifle	24/48/96	3d6	1	3	20	d6	10	16,000
Wilk's 447 Laser Rifle	24/48/96	3d6	1	4	20	d4	5	18,000
L-20 Pulse Laser Rifle	24/48/96	3d6	3	4	40	d6	7	25,000
Notes: 3RB.								
Wilk's 457 Laser Pulse Rifle	24/48/96	3d6+1	3	4	30	d6	6	40,000
Notes: 3RB.								
TX-11 Triax Sniper Laser Rifle	24/48/96	3d6+2	1	5	20	d4	3	20,000
Notes: Snapfire, Shooting +1.								
JA-9 Variable Laser Rifle	24/48/96	3d6+1	1	4	20	d4	3	25,000
Notes: Mega Damage (uses 10 Shots, applies Snapfire). Ignores laser resistance. Integrated targeting scope is +1 Shooting, cancels two points of Range penalties, ignores Illumination penalties.								

SPECIAL WEAPONS

COMBINATION WEAPONS

WEAPON NAME	RANGE	DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT	CREDITS
JA-11 Juicer Assassin Energy Rifle	30/60/120	3d6	1	3	60	d6	7	40,000
Notes: Mega Damage (uses 10 Shots, applies Snapfire). Ignores laser resistance. Integrated targeting scope is +1 Shooting, cancels two points of Range penalties, ignores Illumination penalties. As a free action, switch to fire ion beam (as an NG-57) or fire a 7.62mm bullet (as a Hunting Rifle with 1 Shot, see <i>Savage Worlds</i>).								
JA-12 "One Man Army" Laser Rifle	30/60/120	3d6+1	1	3	60	d6	13	50,000
Notes: 3RB (Mega Damage, uses 10 Shots, applies Snapfire). Integral grenade launcher (24/48/96, damage by grenade, 4 Shots, Reload 2). Integrated targeting scope is +1 Shooting, cancels two points of Range penalties, ignores Illumination penalties.								
NG Super Laser Pistol	12/24/48	2d6+2	1	3	20	d6	13	21,000
Notes: Integral grenade launcher (12/24/48, damage by grenade, 6 Shots, Reload 2).								
NG-59 Ion Pistol & Launcher	10/20/40	1-3d6+1	1	—	20	d6	4	15,000
Notes: Integral grenade launcher (12/24/48, damage by grenade, 1 Shot).								
NG-LG6 Laser Rifle & Launcher	24/48/96	3d6	1	4	20	d6	15	20,000
Notes: Integral grenade launcher (18/36/72, damage by grenade, 5 Shots, Reload 2).								

PUMP WEAPONS

These unique Triax weapons fire high explosive cartridges that pack a wallop into a tiny blast radius; 200 credits per cartridge.

Hyperkinetic: All pump weapons ignore Sloped Armor.

Mega Damage: All pump weapons deal Mega Damage.

WEAPON NAME	RANGE	MEGA DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT	CREDITS
TX-5 Pump Pistol	10/20/40	3d4+2	1	2	5	d4	5	13,000
Notes: Reload 2								
TX-16 Pump Rifle	20/40/80	3d4+4	1	2	16	d6	21	37,000
Notes: Reload 2								

INFANTRY RAIL GUNS

Minimum is Maximum: All Rail Guns have a Minimum Rate of Fire equal to their maximum Rate of Fire, and therefore always fire at their maximum Rate of Fire.

Always in Bursts: Rail Guns ignore the Bullets Per Rate of Fire rule; each Action spent firing a Rail Gun uses one Shot of ammo.

Hyperkinetic: Rail Guns ignore Sloped Armor.

Mega Damage: All Rail Guns deal Mega Damage.

WEAPON NAME	RANGE	MEGA DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT	CREDITS
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Bandit 5500 Flechette Rail Gun	24/48/96	3d6+2	1	0	7	d10	30	52,000
Notes: Known as the “Cactus Juicer” this gun is +1 Shooting and considered a shotgun for Innocent Bystanders , see <i>Savage Worlds</i> .								
NG-303 Infantry Mini-Rail Gun	30/60/120	2d8+2	3	4	20	d10	40	68,000
TX-50 Light Rail Gun	50/100/200	2d8+3	3	5	20	d12	70	50,000

MISSILE LAUNCHERS

Dumb Fire: Mini-Missiles are direct-fire weapons that cannot “lock” onto targets using Electronics like most **Missiles** in *Savage Worlds*, instead use a Shooting roll to attack (and they can’t be jammed).

Lock Stock: Light, Medium, and Heavy missiles may either be “dumb fired” as above, or “locked” onto targets per the rules for **Missiles** in *Savage Worlds*; use launcher Rate of Fire to determine how many missiles can be fired at once.

Warheads: Launchers list their standard high-explosive warheads, refer to vehicle missile launchers for base damage. They can instead be loaded with anti-vehicle warheads; reduce damage dice by one, blast template by one size increment (SBTs lose their area effect quality), and increase AP by 10 (for example, an anti-vehicle Medium Missile does 7d6, AP 25, SBT). Alternatively, plasma warheads can be loaded; increase damage by two dice, decrease AP to 0, and **It Burns** as listed under Plasma Weapons.

Hyperkinetic: Missiles ignore Sloped Armor.

Mega Damage: All missiles deal Mega Damage.

WEAPON NAME	MISSILE TYPE	ROF	SHOTS	MIN STR	WEIGHT	CREDITS
CR-1 Rocket Launcher	Mini-Missile (5d6 Mega Damage, AP6, SBT)	1	1	d6	14	18,000
Notes: Snapfire, Reload 2.						
WI-23 Mini-Missile Launcher	Mini-Missile (5d6 Mega Damage, AP6, SBT)	1	6	d8	26	30,000
Notes: Snapfire.						
WI-40M Missile Launcher	Medium Missile (8d6 Mega Damage, AP15, MBT)	1	1	d12	120	25,000
Notes: Snapfire, disposable one-use, flammable items within a MBT may catch fire (including shooter, if not wearing EBA).						

TECHNO-WIZARD RANGED WEAPONS

Techno-Wizardry: Any character with an Arcane Background may use and power Techno-Wizardry (TW) items using their personal pool of Power Points (PP), whether PPE or ISP.

Shots: The Shots listed represent how many times a TW ranged weapon can be fired before the wielder has to spend an action pumping 2 Power Points into the gun to “refill” it.

Mega Damage: Welders can expend 2 Power Points as a free action to cause Mega Damage for five rounds.

WEAPON NAME	RANGE	DAMAGE	ROF	AP	SHOTS	MIN STR	WEIGHT	CREDITS
Fireburst Rifle	24/48/96	3d6	3	2	20	d4	9	150,000
Notes: SBT, on a raise targets catch fire taking 2d6 damage until doused (see Fire in <i>Savage Worlds</i>).								
Hellfire Shotgun	12/24/48	1–3d6+1	1	–	2	d6	6	65,000
Notes: SBT, Double Barrels (see Shotguns in <i>Savage Worlds</i>). Heavy sawed-off shotgun, can still fire standard shotgun shells.								
Iceblast Shotgun	12/24/48	1–3d6	1	–	2	d6	8	40,000
Notes: On a raise target iced per <i>sloth</i> . Double Barrels (see Shotguns in <i>Savage Worlds</i>); can still fire standard shotgun shells.								
Lightning Rifle	20/40/80	3d6+2	1	2	7	d6	9	75,000
Notes: Long-barreled Volcanic carbine, can fire standard ammo (use Spencer Carbine in <i>Savage Worlds</i>).								
Lightning Rod	12/24/48	2d8+1	3	3	16	d4	3	80,000
Notes: Provides the <i>protection</i> power (+4 Toughness and +4 M.D.C. Armor, or +6 of each with a raise) but only applies to damage from electricity, fire/heat, lasers, particle beams, and plasma.								
Shard Pistol	15/30/60	2d8+1	3	2	36	d4	3	72,000
Notes: 3RB (+1 Shooting, +2 Damage), on a raise the attack gains Hinder (see Power Modifiers in <i>Savage Worlds</i>).								
Snare Gun	8/16/32	–	1	–	2	d4	3	45,000
Notes: Per the <i>entangle</i> power with Strong, using Shooting roll. A short, double-barreled flare gun; can still fire standard flares.								
Telekinetic (TK) Revolver	12/24/48	2d6+2	1	5	6	d4	4	15,000
Notes: A Colt Peacemaker; can still fire standard rounds.								
TK Submachine Gun	15/30/60	2d6+2	3	3	40	d6	6	50,000
Notes: 3RB, 3 PP to reload.								
TK Machine Gun	30/60/120	2d8+4	4	3	100	d8	10	75,000
Notes: Reload 2, 5 PP to reload.								
Water Pistol	4/8/16	1d10	1	–	40	d4	2	20,000
Notes: Only damaging to vampires and creatures vulnerable to holy water or magical attacks.								
Water Rifle	6/12/24	2d10	1	–	40	d6	6	40,000

Notes: 3RB, only damaging to vampires and creatures vulnerable to holy water or magical attacks.

Windblaster Rifle	12/24/48	—	1	—	15	d6	10	90,000
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Notes: The “Windchester” causes *havoc*, use Shooting, against target and anyone in a Cone Template behind them. Can fire standard ammo (use Winchester `73 in *Savage Worlds*).

Vehicular Weapons

Linked Weapons: In situations where weapons are dual-linked, they are fired simultaneously as one system at +1 to hit and +2 damage; quad-linked grants +2 to hit and +4 damage.

Hand-Carried Weapons: If a hero wants to use one of the following as a hand-carried weapon, it has a Min Str of d12+X, where X equals the Mods needed to install it. The weapon’s Mods cannot be more than the character’s Size plus one, and a weapon of the maximum allowed Size requires two hands and has the Snapfire quality. Weight is 100 lbs. for Mods 1, doubled for each +1 (200 lbs. for Mods 2, 400 lbs. for Mods 3, and so on). Vehicular energy weapons can be tied into the nuclear power supply of Full Conversion `Borgs, but anyone else has no practical means of powering such weapons without using power armor or power packs.

Example: A Size 2 character needs and Str d12+2 to use a Light Rail Gun (Mods 3) and can’t use a Medium Rail Gun (Mods 4); it weighs 400 lb. and gains the Snapfire as well as Two Hands qualities.

Mega Damage: All vehicular weapons deal Mega Damage.

VEHICLE ION WEAPONS

Spread Effect: Ion cannons gain +2 Shooting, but lose one die of damage at Medium Range, and two dice at Long.

WEAPON NAME	RANGE	MEGA DAMAGE	AP	TEMPLATE	ROF	SHOTS	MODS	CREDITS
Light Ion Cannon	30/60/120	3d8	1	SBT	1	—	2	90,000
Medium Ion Cannon	40/80/160	4d8	1	MBT	1	—	3	250,000
Heavy Ion Cannon	60/120/240	5d8	1	LBT	1	—	4	480,000

VEHICLE LASER WEAPONS

Anti-Personnel: Weapons with this quality ignore Scale Modifiers.

Cauterize: Anyone Incapacitated by a laser blast adds +2 to his Vigor rolls to keep from Bleeding Out.

WEAPON NAME	RANGE	MEGA DAMAGE	AP	ROF	SHOTS	MODS	CREDITS
Anti-Personnel Laser	75/150/300	3d6+4	5	1	—	1	100,000

Notes: Anti-Personnel, Reaction Fire

Light Laser Cannon	150/300/600	2d12	10	1	—	2	200,000
Notes: Reaction Fire							
Medium Laser Cannon	150/300/600	3d10	20	1	—	3	500,000
Heavy Laser Cannon	150/300/600	4d10	30	1	—	4	1 million

VEHICLE MISSILE LAUNCHERS

Dumb Fire: Mini-Missiles are direct-fire weapons that cannot “lock” onto targets using Electronics like most **Missiles** in *Savage Worlds*, instead use a Shooting roll to attack (and they can’t be jammed).

Hyperkinetic: Missiles ignore Sloped Armor.

Lock Stock: Light, Medium, and Heavy missiles may either be “dumb fired” as above, or “locked” onto targets per the rules for **Missiles** in *Savage Worlds*; use launcher Rate of Fire to determine how many missiles can be fired at once.

No Spray and Pray: Neither Missiles nor Rockets can be used for Suppressive Fire, unless specified otherwise.

Rocket Science: Rockets and Missiles ignore the **Bullets Per Rate of Fire** rule; each Rate of Fire expends on Shot worth of Missiles or Rockets.

Volley Fire: When using launchers with a high Rate of Fire to saturate a single target with “dumb fire” Rockets or Missiles, two missiles in a volley grants +1 to hit and +2 damage, four missiles in a volley grants +2 to hit and +4 damage, etc.

Warheads: Launchers list their standard high-explosive warheads, refer to vehicle missile launchers for base damage. They can instead be loaded with anti-vehicle warheads; reduce damage dice by one, blast template by one size increment (SBTs lose their area effect quality), and increase AP by 10 (for example, an anti-vehicle Medium Missile does 7d6, AP 25, SBT). Alternatively, plasma warheads can be loaded; increase damage by two dice, decrease AP to 0, and **It Burns** as listed under Plasma Weapons.

WEAPON NAME	RANGE	HE WARHEAD	AP WARHEAD	PLASMA WARHEAD	ROF	SHOTS	MODS	CREDITS
Mini-Missile	100/200/400	5d6, AP 6, SBT	4d6, AP 16	7d6, AP 0, SBT	1	12	1	35,000
Notes: Full reload 12,000 credits (1,000/missile).								
Light Missile	150/300/600	6d6, AP 8, MBT	5d6, AP 18, SBT	8d6, AP 0, MBT	1	8	2	100,000
Notes: Full reload 24,000 credits (3,000/missile).								
Medium Missile	200/400/800	8d6, AP 15, MBT	7d6, AP 25, SBT	10d6, AP 0, MBT	1	4	3	500,000
Notes: Full reload 40,000 credits (10,000/missile).								
Heavy Missile	300/600/1200	10d6, AP 20, LBT	9d6, AP 30, MBT	12d6, AP 0, LBT	1	2	5	900,000
Notes: Full reload 60,000 credits (30,000/missile).								

VEHICLE RAIL GUNS

Minimum is Maximum: All Rail Guns have a Minimum Rate of Fire equal to their maximum Rate of Fire, and therefore always fire at their maximum Rate of Fire.

Always in Bursts: Rail Guns ignore the **Bullets Per Rate of Fire** rule; each Action spent firing a Rail Gun uses one Shot of ammo.

Hyperkinetic: Rail Guns ignore Sloped Armor.

Anti-Personnel: Weapons with this quality ignore Scale Modifiers.

WEAPON NAME	RANGE	MEGA DAMAGE	AP	ROF	SHOTS	MODS	CREDITS
Mini-Rail Gun	75/150/300	2d8+4	6	4	30	1	45,000
Notes: Anti-Personnel, Reaction Fire.							
Light Rail Gun	100/200/400	2d10+4	10	3	45	2	100,000
Notes: Reaction Fire.							
Medium Rail Gun	100/200/400	3d10+4	20	3	60	3	250,000
Heavy Rail Gun	100/200/400	4d10+4	30	3	100	4	500,000

VEHICLE SPECIAL WEAPONS

WEAPON NAME	RANGE	MEGA DAMAGE	AP	ROF	SHOTS	MODS	CREDITS
Plasma Cannon	30/60/120	3d12+3	—	1	—	1	100,000
Notes: On a raise targets catch fire taking 3d6 damage until doused (see Fire in <i>Savage Worlds</i>).							
Particle Beam Cannon	50/100/200	4d8+6	12	1	—	2	250,000
Notes: Add +2d6 damage on a raise; Atomic Annihilation (see Particle Beam Weapons on page @@).							

TECHNO-WIZARD VEHICLE WEAPONS

Anti-Personnel: Weapons with this quality ignore Scale Modifiers.

WEAPON NAME	RANGE	MEGA DAMAGE	AP	TEMPLATE	ROF	SHOTS	MODS	CREDITS
Fireball Launcher	75/150/300	5d6	4	MBT	1	80	1	250,000

Lightning Bolt Cannon	150/300/600	6d6	8	—	1	20	2	500,000
TK-Mini Gun	100/200/400	3d6+4	6	—	4	160	1	125,000
Notes: Anti-Personnel, Reaction Fire.								

Vehicles

Second Paragraph: remove the last sentence (see below)

Cargo Space [SIDEBAR]

Cargo Space: Cargo space is simply an empty 5'x5'x5' area (125 cubic feet) where items or trade goods can be stored; each Remaining Mod slot on vehicles of Size Category Large or greater grants this much cargo area unless noted otherwise.

[END SIDEBAR]

Vehicle Qualities

All-Terrain Vehicle (ATV): Acts as Four-Wheel Drive, see **Vehicles** in *Savage Worlds*.

Environmental Crew Compartment (ECC): The power armor or vehicle protects the crew with a sealed life support system— provides immunity to the Hazards of Cold, Heat, Disease, Poison, Drowning, Electricity, and Radiation; see **Hazards** in *Savage Worlds*. Includes one day of emergency supplies for crew per Size of the vehicle. (Mods 1 per Size Category of the vehicle above Small; Size × 2,500 credits)

Exposed Crew: 50% chance any uncalled shot hits the character instead; on a Crew critical hit the vehicle's armor provides no protection.

Hover: The hovercraft can ignore most Difficult Ground penalties caused by low terrain obstacles or water and can handle drops of about 100 feet with no maneuvering roll required.

Ley Line (LL): The vehicle can operate indefinitely on a ley line after activating it with the base ISP/PPE cost.

Max Range: The average distance which may traveled before replenishing power/fuel.

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

Nuclear Powered: Utilizes a nuclear power system providing twenty years of active service before needing to be refueled and maintained; vehicular range is effectively unlimited.

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

Onboard targeting systems compensate for Range, Multi-Actions, and other penalties—ignore up to 2 points Shooting penalties. Includes an Improved Stabilizer, see **Vehicles** in *Savage Worlds*. (Mods 1; Size × 5,000 credits)

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

Air and Hover Craft

NG-150 Hovercycle

Size 1 (Normal), +3 Handling, 150 MPH, Toughness 12 (4), Crew 1, Remaining Mods 1

Notes: Exposed Crew, Hover, Max Range 600 miles, Tabletop Pace 20 + 2d6.

NG-300 Speedster Hovercycle

Size 2 (Normal), +2 Handling, 220 MPH, Toughness 15 (6), Crew 1+1, Remaining Mods 1

Notes: Exposed Crew, Hover, Max Range 800 miles, Tabletop Pace 22 + 2d8.

Weapons:

- Light Laser or Mini Rail Gun (Fixed Forward)
- Mini-Missile Launcher (optional, adds 180,000 credits to cost and uses one Mod)

NG-357 Hovercycle

Size 2 (Normal), +1 Handling, 210 MPH, Toughness 17 (8), Crew 1+1, Remaining Mods 3

Notes: Exposed Crew, Hover, M.D.C. Armor, Max Range 500 miles, Tabletop Pace 22 + 2d6.

Sky Boat

Size 6 (Large), +1 Handling, 100 MPH, Toughness 14 (2), Crew 2+12, Remaining Mods 4

Notes: VTOL, LL, 35 MPH as a traditional watercraft, Tabletop Pace 16 + d10 (9 + d8 as a watercraft).

TK Flyer

Size 7 (Large), +1 Handling, 180 MPH, Toughness 16 (4), Crew 1+7, Remaining Mods 2

Notes: LL (+2 Handling, 220 MPH on a ley line), Tabletop Pace 20 + d10 (22 + 2d8 on a ley line).

Wingboard

Size 0 (Normal), +3 Handling, 150 MPH, Toughness 10 (1), Crew 1

Notes: Exposed Crew, LL, VTOL, Tabletop Pace 20 + d12.

Ground Vehicles

Big Boss ATV

Size 5 (Large), +1 Handling, 150 MPH, Toughness 24 (10), Crew 1+3, Remaining Mods 3

Notes: ATV, M.D.C. Armor, Max Range 300 miles, Tabletop Pace 20 + d10.

Highway-Man Motorcycle

Size 1 (Normal), +1 Handling, 180 MPH, Toughness 16 (6), Crew 1, Remaining Mods 1

Notes: Exposed Crew, Max Range 400 miles, Tabletop Pace 20 + d12.

Weapons:

- Light Laser or Mini Rail Gun (Fixed Forward)

Mountaineer ATV

Size 6 (Large), +1 Handling, 120 MPH, Toughness 30 (14), Crew 1+5, Remaining Mods 5

Notes: ATV, ECC, M.D.C. Armor, STS, Max Range 600 miles, Tabletop Pace 18 + d10.

Mountaineer Mk 2

Size 7 (Large), +1 Handling, 120 MPH, Toughness 33 (16), Crew 2+8, Remaining Mods 6

Notes: ATV, ECC, M.D.C. Armor, STS, Max Range 600 miles, Tabletop Pace 18 + d10.

Zone Ranger ATV

Size 7 (Large), +1 Handling, 120 MPH, Toughness 36 (16), Crew 1+6, Remaining Mods 4

Notes: ATV, Amphibious, ECC, LL, M.D.C. Armor, STS, Tabletop Pace 18 + d10.

Robot Vehicles

Giant robot vehicles are the kings of the battlefields of Rifts® Earth. Supremely maneuverable in the wild post-apocalyptic wasteland, robot vehicles follow the rules for vehicles with a few modifications.

Piloting: Like power armor, robot vehicles are technological marvels requiring specialized training to operate proficiently—namely the Robot Vehicle Jock Edge. Without that Edge the pilot suffers a –2 penalty to all Trait rolls made to operate the robot vehicle and its systems.

Pilots are free to wear body armor inside robot vehicles, though Minimum Strength and Encumbrance penalties apply to all Agility-related skill rolls as normal.

Unless otherwise noted, robot vehicles impose a –2 penalty for any tasks that call for congenial face-to-face interaction like Persuasion or Performance. They also suffer a –1 penalty per Size of the armor on Stealth checks. Halve that penalty—rounded up—on checks involving fine motor work (Repair, Thievery), unhindered movement (climbing or balance checks using Athletics), or detecting details (Research, certain Notice checks, tracking using Survival, etc.).

Movement: Though treated as Vehicles, robot vehicles have a listed Pace and Running die (suffering a –2 running penalty as usual for the pilot)—MPH is also listed for Chase and narrative purposes.

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

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

Stomping: Robot vehicles can be used to stomp or crush smaller enemies—no greater than half their Size. As an action the pilot rolls Piloting versus the target's Agility (or Piloting for a smaller vehicle). If the attacker wins the target takes the Robot Vehicle's Str+2d6 Mega Damage. For example, if a Titan TR-001

successfully stomps a Coalition soldier it causes d12+7+2d6 Mega Damage!

Damage: Critical Hits apply as normal to robot vehicles, use the **Robot Vehicle Critical Hits** table.

A Matter of Coordination [SIDEBAR]

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

Example: An NG-V61 Gunwolf has two crew. Red declares herself the pilot for the round. Gabe does not have access to handheld or arm-mounted systems, so he decides to fire the eye lasers and activate the Wolf's Howl Transmitter Array; he takes a -2 Multi-Action penalty to his attack. Red cannot use the systems Gabe used so she decides to run, fire both the right and left forearm weapons, and perform a melee attack; a -4 Multi-Action penalty plus a -2 running penalty, all three of her attacks roll at -6.

Robot Vehicle Critical Hits [TABLE]

2 Scratch and Dent: The attack merely scratches the paint. There is no permanent damage (no wound).

3 Engine: The power plant is hit, reducing the robot vehicle's responsiveness. -1 Handling each time this occurs (to a maximum penalty of -4).

4 Locomotion: The legs or other movement systems are damaged, reducing the MPH/Pace by a quarter (to a minimum of 50%, round up).

5 Controls: The robot armor becomes very difficult to control while in motion, every round that the vehicle moves make an operating roll at -2 or go Out of Control.

6-8 Chassis: The vehicle suffers a hit (Wound) in the body with no special effects.

9-10 Crew: For direct damage, subtract the robot vehicle's Armor (if appropriate for the victim's position) and apply the remainder to a random crew member. Area effect weapons affect everyone in a section determined by the GM. If this is the result of a Collision, the occupants are Shaken.

11 Weapon: A random weapon system is destroyed. If there is no weapon, this is a Chassis hit instead.

12 System: The vehicle loses an electronic system, or some other system determined by the GM. If it doesn't have any special features, treat this as a Chassis hit instead.

Robot Vehicle Standard Features: Environmental Crew Compartment (ECC), Mega Damage Capacity (M.D.C.) Armor, Nuclear Powered, and Sensor/Targeting System (STS).

NG-V61 Gunwolf

Size 7 (Large), Pace 14 + Run d8 (60 MPH), Toughness 38 (19), Crew 2

Notes: Str d12+6, M.D.C. Armor.

Weapons:

- Dual-Linked Medium Rail Guns (Right Forearm)
- Light Rail Gun (Chest, Fixed Forward, can fire at grappled opponents)
- Medium Ion Cannon (Left Forearm)
- 2 × Mini-Missile Launchers (Chest, RoF 4, Shots 14 each)
- Dual-Linked Anti-Personnel Lasers (Eyes)
- Heavy Flamethrower (Jaws, Range Cone Template, Damage 2d10+2, RoF 1, Mega Damage, ignores non-sealed armor, targets may catch fire)
- Assault Jaws/Claws/Rail Gun Spikes (Damage Str+d8, AP 2, Mega Damage)
- Wolf's Howl Transmitter Array: Crew may Test Electronics versus all targets within a Large Burst Template centered on the Gunwolf (the Gunwolf is immune), victims oppose the roll with Smarts at -2 (-4 for targets with enhanced hearing, GM's call) or become Distracted, plus Vulnerable with a raise.

EX-5 Behemoth Explorer

Size 11 (Huge), Pace 10 + Run d8 (40 MPH), Toughness 44 (16), Crew 3+40

Notes: Strength d12+8, M.D.C. Armor, Crew Quarters and Living Space, Enhanced Sensor Suite (+4 to Notice Rolls), Remaining Mods 10 (unused mods configured as cargo space, each providing a 5'x5'x5' storage area).

Weapons:

- 2 × Mini-Missile Launchers (Forearms, RoF 4, 24 Shots each)

NG-V7 Block IV Hunter Mobile Gun

Size 8 (Huge), Pace 14 + Run d10 (70 MPH), Toughness 40 (18), Crew 3+2

Notes: Strength d12+6, M.D.C. Armor.

Weapons:

- Heavy Rail Gun (Head Turret)
- 2 × Mini-Missile Launchers (Forearms, RoF 4, 12 Shots each)
- Medium Laser (Ventral/Belly Turret, Reaction Fire)
- Anti-Personnel Laser (Chest, Fixed Forward)

Titan TR-001 Combat Robot

Size 9 (Huge), Pace 14 + Run d8 (60 MPH), Toughness 42 (18), Crew 1+2

Notes: Strength d12+7, M.D.C. Armor.

Weapons:

- Medium Rail Gun (Right Forearm)
- 2 × Medium Missile Launchers (Shoulders, RoF 4, 5 Shots each)
- 2 × Mini-Missile Launchers (Legs, RoF 4, 6 Shots each)
- Dual-Linked Anti-Personnel Lasers (Chest Turret, Front)

Triax X-500 Forager Combat Robot

Size 7 (Large), Pace 14 + Run d8 (60 MPH), Toughness 36 (16), Crew 2+2

Notes: Strength d12+6, M.D.C. Armor

Weapons:

- Dual-linked Medium Ion Cannons (Turret, Reaction Fire)
- 2 × Medium Missile Launchers (Shoulders, Turret, RoF 4, 16 Shots each)

Triax X-535 Hunter

Remove stat line "(Range 24/48/96, Damage 3d6, RoF 3, AP 2)" and replace fifth sentence with

These automatic weapons are primarily loaded with rubber bullets for peacekeeping or riot control duties and are ineffective against heavy targets.

Size 4 (Large), Pace 18 + Run d12 (140 MPH), Toughness 24 (12), Crew 1

Notes: Strength d12+4, M.D.C. Armor

Weapons:

- Light Rail Gun (Handheld, Reaction Fire)
 - Dual-linked Head Guns (Med. Machine Gun, Anti-Personnel, Reaction Fire, see *Savage Worlds*)
 - 2 × Mini-Missile Launchers (Forearms, RoF 2, 3 Shots each)
 - Interchangeable Shoulder Mount (optional, choose one below, halve Pace/MPH)
1. TX-843P Particle Beam Cannon (shoulder platform mount). A short range, anti-armor infantry weapon (Range 150/300/600, Damage 3d10, AP 4, RoF 1, Mega Damage)
 2. TX-862FC Anti-Aircraft Flak Gun (alternate shoulder platform mount). A double-barreled, rapid-fire cannon for long-range infantry support and static defense (Range 200/400/800, Damage 7d6, AP6, RoF 2, Mega Damage, SBT)
 3. TX-884I Ion Cannon & Missile Launcher (alternate shoulder platform mount). This weapon system combines a Medium Ion Cannon with a Medium Missile Launcher (RoF 4, 12 Shots).
 4. TX-871MM Rotary Missile Launcher (alternate shoulder platform mount). Using a unique rotary drum design, this Light Missile Launcher has a Rate of Fire of 6 and 96 Shots.

Triax X-545 Super Hunter

Size 5 (Large), Pace 14 + Run d10 (70 MPH), Toughness 28 (14), Crew 1

Notes: Strength d12+6, M.D.C. Armor

Weapons:

- Light Rail Gun (Handheld, Reaction Fire)
- Dual-linked Head Guns (Med. Machine Gun, Reaction Fire, see *Savage Worlds*)
- 2 × Mini-Missile Launchers (Forearms, RoF 2, 3 Shots each)
- 2 × Linked Medium Ion Cannons (Chest, Fixed Forward)
- 2 × Mini-Missile Launchers (Shoulders, RoF 4, 12 Shots each)
- 2 × Mini-Missile Launchers (Lower Legs, RoF 2, 4 Shots each)
- 2 × Vibro-Swords (Forearms, Retractable)
- Dual-linked Flamethrowers (Lower Legs, Range Cone Template, Damage 2d10+2, RoF 1, 10 Shots, Mega Damage)

Triax X-1000 Ulti-Max

Size 6 (Large), Pace 11 + Run d8 (45 MPH), Toughness 34 (16), Crew 1

Notes: Strength d12+5, M.D.C. Armor, Propulsion Jets (Pace 6" in water or vacuum), Force Field (+6 Armor, stops working if robot takes a Wound or more, requiring 24 hours to recharge, energy weapons

cannot fire out of the field)

Weapons:

- Heavy Rail Gun (Handheld, Two Hands, Reaction Fire, +1 Shooting)
- Anti-Personnel Laser (mounted in the Rail Gun)
- 2 × Mini-Missile Launchers (Shoulders, Forward, RoF 4, 15 Shots each)

Cybernetics

Installing/Removing Cybernetics

Second Paragraph first sentence:

The character performing the operation makes a roll using the lower of his Electronics, Healing, or Science; skill bonuses apply as usual.

Cybernetic Systems

Update -2 Charisma to -1 Persuasion

Armor Plating (3)

Plates of protective material are attached to the cyborg's frame to form an armored carapace.

Each level adds +2 natural Armor which stacks with Worn Armor, including Body Armor, at its full value. At +6 the Armor is M.D.C. and stacks with any other M.D.C. Body or Power Armor, but not non-M.D.C. Armor. (Strain 1; 50,000 credits)

Extra Set of Arms (1)

A second set of arms and hands can be installed onto a reinforced frame, providing enormous benefits at the cost of dehumanizing the cyborg even more. The character may ignore 2 points of Multi-Action penalties each turn. (Strain 3; 250,000 credits)

Internal Life Support (1)

The character has an internal air supply and other systems that make him immune to Disease, Drowning, as well as Poison and grants +4 to resist Cold, Heat, and Radiation; see **Hazards** in *Savage Worlds*. He only requires a fifth of the nutrition of a fully organic person. (Strain 2; 150,000 credits)

Reinforced Frame (3)

Metals, ceramics, and other tough substances cover the cyborg head-to-toe and are laced through his skeleton and musculature.

Each level provides +1 Toughness which stacks with all other forms of protection, including the embedded Toughness of Body Armor and Power Armor. (Strain 1; 150,000 credits)

Core Electronics Package

Updated Text:

...which when interfaced grants a +2 to appropriate Common Knowledge, Electronics, Hacking, Research, and Repair rolls...

Subject Matter Expert Port

Remove this listing

Wired Skill Port

Remove this listing

Wilderness Scout Package

Replace 'Tracking' with "tracking"

Aquatic Mode Upgrade

Replace 'Swimming' with "Athletics (swimming)"

Climbing Package

Replace 'Climbing' with "Athletics (climbing)"

Lockpick Fingers

Replace 'Lockpicking' with "Thievery (lockpicking)"

Adventuring Gear

Bio-Analysis Kit

Update Knowledge (Science) to Science

Communications Band (TW)

Replace Streetwise with Performance

Computer, Field

Replace Knowledge (Computers) with Hacking, Lockpicking with Thievery, and Investigation with Research

Falcon 300 Jet Pack

Last sentence: The flight system is +0 Handling with a top speed of 120 MPH. (35 lb, 46,000 credits for the electric model; 400,000 credits for the nuclear powered version)

Psionic Mind Shield (TW)

Replace *telepathy* with *mind link*

Shadow Cloak

add "; the powers are activated on the user only at base effectiveness (no raise effect), and the *invisibility* effect only works while traveling in darkness and shadow"

Triax T-100 Eagle Jet Pack Accessory

Last sentence: The flight system is +1 Handling with a top speed of 200 MPH. (35 lb, 600,000 credits nuclear powered only)

TW Conversions and Upgrades

Techno-Wizard Device Conversion

Build Roll

Replace Knowledge (Engineering) with Repair and Knowledge (Arcana) with Occult.

Major Upgrade

Replace Knowledge (Engineering) with Repair and Knowledge (Arcana) with Occult.

PSIONICS AND MAGIC

New bullet points:

- *Blast, bolt, burst, damage field, and smite* do not deal Mega Damage unless the Heavy Weapon Power Modifier is used (see *Savage Worlds*) or an arcanist with Master of Magic or Master Psionic uses one of the power's Mega Power Modifiers, which when applied automatically deal Mega Damage unless otherwise noted.
- The *armor* and *barrier* powers are not M.D.C. but Mega Power Modifiers can make them so.
- Every point of Strain a caster or psionic has in cyberware imposes a -1 to arcane skill rolls. This is why most power wielders refuse to take on any cybernetics.
- The penalties imposed by the Strength Minimums of body armor also apply to any arcane skill roll except for Arcane Background (Weird Science). For information on using powers while wearing power armor see page @@.

CORE ARCANE BACKGROUNDS

All the Arcane Backgrounds in *Savage Worlds* are available in *Savage Rifts*® and can either be obtained through Iconic Frameworks or by taking the Edges during normal character creation or advancement; just about any tradition, style, or form of supernatural powers imaginable can be represented. Those with an Arcane Background are collectively called arcanists. Arcane Background (Magic) and (Miracles) are collectively called casters.

Arcane Backgrounds in *Rifts*® have some extra considerations from the base Arcane Backgrounds listings in *Savage Worlds*; Power Activators—gestures or speech required to activate a power—and Power Points type, either PPE (Potential Psychic Energy) or ISP (Internal Strength Points). Arcane Background (Psionics) may take the Major Psionic Edge, and then the Master Psionic Edge, to gain access to enhanced Mega Power Modifiers (see page @@); all other Arcane Backgrounds must take Master of Magic.

Arcane Background (Gifted)

Arcane Skill: Focus (Spirit)

Starting Powers: 1

Power Points: 15

Power Points Type: ISP

Required Power Activators: None

The eldritch energies crisscrossing the globe in great rivers have forever altered and mutated the

denizens of Rifts® Earth; the Gifted are those with uncanny, strange abilities unlike the more common magic or psionic abilities that are at least partially understood.

When choosing Arcane Background (Gifted), use any powers permitted by the Game Master. Gifted manifest their powers through willpower alone; there are no required power activators.

Arcane Background (Magic)

Arcane Skill: Spellcasting (Smarts)

Starting Powers: 3

Power Points: 10

Power Points Type: PPE

Required Power Activators: Gestures, Speech, and Materials (when specified)

Commonly called magic users, there are countless schools of the arcane practiced by the innumerable D-Bee and human cultures of the Megaverse®.

When putting together a particular style of magic, the Game Master and players should focus on common Trappings and use the Ley Line Walker's spell list as a starting point; they have access to almost all spell types commonly known to mortals.

Gestures: Magic users must have their hands free to cast spells. Entangled or Bound characters cannot activate new powers until they are free.

Speech: Magic users must be able to clearly speak in order to cast spells. Silenced or otherwise muted magic users cannot activate new powers.

Arcane Background (Miracles)

Arcane Skill: Faith (Spirit)

Starting Powers: 3

Power Points: 10

Power Points Type: PPE

Required Power Activators: Gestures, Speech, and Materials (when specified)

Priests and holy people of any pantheon or belief system may find themselves channeling true powers of their faith from deities of Rifts® Earth or countless worlds beyond.

When putting together a particular style of faith, the Game Master and players should work out which powers make the most sense for the form or tradition as well as what Trappings best fit; refer to the Mystic's list of Miracle powers as a starting point.

Gestures: Magic users must have their hands free to cast spells. Entangled or Bound characters cannot activate new powers until they are free.

Speech: Magic users must be able to clearly speak in order to cast spells. Silenced or otherwise muted magic users cannot activate new powers.

Arcane Background (Psionics)

Arcane Skill: Psionics (Smarts)

Starting Powers: 3

Power Points: 10

Power Points Type: ISP

Required Power Activators: None

Many of the humans of Rifts® Earth are individuals with the powers of extra sensory perception (E.S.P.), telepathy, telekinesis, and more; these people account for a full quarter of the remaining world population. Those with more limited or undeveloped powers are known as minor psionics. Unlike other Arcane Backgrounds, the psionic powers available to minor, major, and master psionics can be quite different; unless otherwise specified (Iconic Framework, Race entry, etc.), psionics have access to the following powers: *arcane protection**, *bolt*, *boost Trait†*, *clairvoyance*, *detect/conceal arcana**, *confusion*, *darksight**, *disguise**, *divination*, *empathy*, *entangle*, *environmental protection**, *farsight**, *fear*, *fly**, *havoc*, *healing*, *mind link*, *object reading*, *relief*, *telekinesis*, *warrior's gift**. Powers marked asterisk (*) have the reduced Power Points cost from the Range (Self) **Limitation**, while those marked dagger (†) have both the Range (Self) and Aspect **Limitations**; see Trappings in *Savage Worlds*.

Arcane Background (Weird Science)

Arcane Skill: Techno-Wizardry

Starting Powers: 2

Power Points: 15

Power Points Type: PPE

Required Power Activators: Materials (as specified)

Weird Scientists channel the ambient PPE of Rifts® Earth to power their devices; refer to the Techno-Wizard list for appropriate powers.

New Powers [this section is being removed]

CLAIRVOYANCE

Remove this entry, see the Presence Sense Mega Power Modifier under *detect arcana*

ILLUSION

Remove this entry, see *illusion* in *Savage Worlds*

TELEPATHY

Remove this entry, see *mind link* in *Savage Worlds*

Casting More Than One Spell Per Round (Sidebar)

Outdated, remove sidebar

Mega Power Modifiers

Mega Powers are mighty Power Modifiers for existing *Savage Worlds* powers available only to those with the Master Psionic or Master of Magic Edges. Unless noted otherwise by a Mega Power Modifier, any standard modifiers of the base power may be combined with Mega Power Modifiers.

Arcane Protection

MEGA POWER MODIFIERS

- **EXALTED ARCANE PROTECTION (+2):** Hostile powers suffer a –4 penalty (–6 with a raise).

Banish

MEGA POWER MODIFIERS

- **BANISH THE HORDE (+2/3):** For an additional two Power Points, the caster targets all summoned entities within a Medium Burst Template (or a Large Burst Template for 3). Each target rolls its own opposed Spirit check to resist.

Barrier

MEGA POWER MODIFIERS

- **BULWARK (+2):** The length of the Stalwart Walls increases by 5" (10 yards) for each additional 2 Power Points spent.
- **STALWART WALLS (+2):** The barrier gains +12 M.D.C. Armor. The *barrier* Power Modifier, Size, cannot be used in conjunction with Stalwart Wall; see Bulwark above.

Beast Friend

MEGA POWER MODIFIERS

- **BESTIARIUM (+1):** The caster may now affect magical and mythical beasts; such creatures must still have only animal intelligence to be influenced.
- **DEEPER BOND (+1):** The base Duration increases to 30 minutes.

Blast

MEGA POWER MODIFIERS

- **GREATER BLAST (5/6):** For five Power Points *blast* causes 3d6 Mega Damage (4d6 with a raise), or for six it causes 4d6 Mega Damage (5d6 with a raise). Range is Smarts ×3.

Blind

MEGA POWER MODIFIERS

- **GREATER BLIND (+2/+4):** For two Power Points, the Vigor roll to shake off the effect is made at –4; for four Power Points, it's made at –6.

Bolt

MEGA POWER MODIFIERS

- **GREATER BOLT (3/4):** For three Power Points *bolt* causes 3d6 Mega Damage (4d6 with a raise), or for four it causes 4d6 Mega Damage (5d6 with a raise). Range is Smarts ×3.
- **ONSLAUGHT (5):** For five Power Points the *bolt* attack is made at Rate of Fire 4 (ignores the Recoil penalty), deals 3d6 Mega Damage (4d6 on a raise), and may be used for Suppressive Fire (see *Savage Worlds*). Range is Smarts ×3. May not be used in combination with Greater Bolt.

Boost/Lower Trait

MEGA POWER MODIFIERS

- **GREATER BOOST/LOWER TRAIT (+2):** The power's effects double—increasing or decreasing the Trait by two die types with a success or four with a raise.

Burrow

MEGA POWER MODIFIERS

- **GREATER BURROW (+2):** The burrowing character moves at her full Pace (× 2 with a raise).

Burst

MEGA POWER MODIFIERS

- **GREATER BURST (4/5):** For four Power Points *burst* causes 3d6 Mega Damage (4d6 with a raise), or for five it causes 4d6 Mega Damage (5d6 with a raise).

Clairvoyance

MEGA POWER MODIFIERS

- **WORLD SCRY (+3):** The Range increases to Spirit × 1,000 on a success and anywhere on the planet with a raise.

Confusion

MEGA POWER MODIFIERS

- **GREATER CONFUSION (+2):** The target rolls his Smarts test at –2 with a success (–4 with a raise).

Damage Field

MEGA POWER MODIFIERS

- **GREATER DAMAGE FIELD (4/6):** For four Power Points *damage field* causes 2d6 Mega Damage, or for six it causes 3d6 Mega Damage.
- **RADIUS (+2):** The caster may extend the *damage field* into a Medium Burst Template centered on herself, affecting anyone in the template each round. The caster is immune to her own *damage field*. After the first round, damage is rolled at the end of the caster's turn.

Darksight

MEGA POWER MODIFIERS

- **EXALTED DARKSIGHT (+1):** The recipient's senses extend so far into the infrared and ultraviolet spectrums that he can also see anyone using the *invisibility* power and ignores all Illumination penalties.

Deflection

MEGA POWER MODIFIERS

- **GREATER DEFLECTION (+2):** The penalty to attack the recipient increases to –4 (–6 on a raise).

Detect/Conceal Arcana

MEGA POWER MODIFIERS

- **EXALTED DETECT ARCANA (+2):** This Mega Power effect greatly enhances detect arcana, giving it expanded analytical effects. With a successful arcane skill check on a particular magical effect or supernatural entity or phenomena, the caster can learn the following:
 - Currently active powers.
 - General type of supernatural creature (vampire, werewolf, dragon, etc.).
 - Any enchantments present on an item.
 - The amount of PPE or ISP possessed by a target.
 - Other information the GM thinks appropriate.

When used on a supernatural creature, a raise on the arcane skill check reveals any general susceptibilities, including Weaknesses and ways to bypass Invulnerability. The power might reveal a ghost must be laid to rest by finding an object important to it in life, but not exactly what that object is or where it's located.

This Mega Power effect can be used by Masters of Magic who can *detect arcana* at will. They may spend 2 Power Points to use it.

- **EXALTED CONCEAL ARCANA (+2):** The recipient is -2 (or -4 with a raise) to be seen or found with *clairvoyance* or *divination*.
- **PRESENCE SENSE (+1):** The caster is able to sense the presence and exact location of nearby sentient beings like a radar (Range: Smarts as normal, does not require line of sight).

Disguise

MEGA POWER MODIFIERS

- **ILLUSORY MASK (+2):** The recipient looks and sounds like a specific person, down to the smallest detail.
- **MASS DISGUISE (+3):** The caster can affect anyone she wishes within a Large Burst Template centered on herself.

Dispel

MEGA POWER MODIFIERS

- **EXALTED DISPEL (+4):** The caster makes an arcane skill roll and compares it to arcane skill rolls for the active powers within a Large Blast Template, negating those where he wins. This affects all powers in the target area unless the Selective Power Modifier is also used.

Divination

MEGA POWER MODIFIERS

- **COMMUNION (+1):** The caster may address an additional spirit per every Power Point spent, allowing the caster to use *divination* on an entire conclave of demons or graveyard of ghosts.

Drain Power Points

MEGA POWER MODIFIERS

- **PPE THIEF (+2):** The caster drains 2d6 Power Points on a success.

Elemental Manipulation

MEGA POWER MODIFIERS

- **ONE WITH THE ELEMENTS (+1):** The base Duration of the power changes to 1 hour.

Empathy

MEGA POWER MODIFIERS

- **AREA OF EFFECT (+2/+3):** The power affects everyone in a Medium Blast Template for +2 points or a Large Blast Template for +3.
- **EMPATHIC TRANSMISSION (+1):** The empath gains a +2 (+4 on a raise) bonus on rolls against the target.

Entangle

MEGA POWER MODIFIERS

- **GREATER ENTANGLE (+4):** Rolls to break free are made at -4 and the entangling material's Hardness increases to 10.

Environmental Protection

MEGA POWER MODIFIERS

- **LIFE SUPPORT (+1):** The power protects against an additional negative environmental effect per additional Power Point spent.

Farsight

MEGA POWER MODIFIERS

- **GREATER FARSIGHT (+3):** A success allows the recipient to ignore all Range penalties, while a raise doubles Range.

Fear

MEGA POWER MODIFIERS

- **GREATER FEAR (+2):** Rolls to resist are made at -2 or -4 with a raise.

Fly

MEGA POWER MODIFIERS

- **SWIFT FLIGHT (+4):** The base flying Pace increases to 24" (60 MPH), 48" (120 MPH) on a raise.

Growth/Shrink

MEGA POWER MODIFIERS

- **GREATER GROWTH/SHRINK (+1):** The power's duration is measured in minutes instead of rounds.
- **TINY YET MIGHTY (+2):** The target of *shrink* may retain her normal Strength and Toughness while small.

Havoc

MEGA POWER MODIFIERS

- **GREATER HAVOC (+1):** Targets are knocked back a total of 3d6" and automatically Shaken, regardless of hitting an object.

Healing

MEGA POWER MODIFIERS

- **MASS HEALING (+3):** The power can be cast on all allies within Spirit × 2 of the caster. Ignore individual wound penalties of the treated and apply a flat -2 instead. The power is selective; the caster chooses who is affected.

Illusion

MEGA POWER MODIFIERS

- **DEADLY ILLUSION (+3):** The illusion may attack or otherwise cause harm. Once per turn (including the turn it's cast), the caster may use a free action to "attack" an individual. This is an opposed roll of the caster's arcane skill versus the target's Smarts (at -2 if the power was activated with a raise). The caster may attack additional foes as actions. If the caster wins, the target is Shaken (this may not cause Incapacitation). With a raise, the target suffers a Wound.
- **GREATER ILLUSION (+1):** The *illusion's* area of effect is increased to the size of a Large Blast Template and its duration is measured in minutes.
- **MOBILITY (+1/+2):** The illusion can move at a Pace of 12, or 24 for 2 additional Power Points.
- **REACH (+1/+2):** The illusion can stretch or reach beyond its usual diameter. For 1 point it has a Reach of 12", and for 2 it has a Reach of 24". This may be used in conjunction with the Deadly Illusion modifier to simulate a lashing tentacle, power, or ranged attack emanating from the illusion itself.

Intangibility

MEGA POWER MODIFIERS

- **ASTRAL FORM (+5):** The caster is able to leave his body behind and travel as his astral self—a ghostly, translucent form, easily concealable (but not invisible) and able to wander in any direction at 4 × his normal Pace. Some mystical barriers might block passage at the GM's discretion, but he can otherwise go through anything in this form. Duration becomes 1 minute (1/minute).

Invisibility

MEGA POWER MODIFIERS

- **TRUE INVISIBILITY (+5):** *Invisibility* applies to normal sight-based Notice checks; *true invisibility* applies to all senses, including mystical, technological, or greatly enhanced ones. The recipient cannot be seen or detected by any means, unless he attacks someone. In that circumstance, any attempt to detect or attack the character with true invisibility is made at –8. True invisibility also makes it impossible for most means of scrying or other detection to find the character, including *divination* and *clairvoyance*. However, any time there would be a reason to Notice the target those using *detect arcana* may detect someone using true invisibility at a –4 penalty, and those using *exalted detect arcana* and *exalted darksight* may roll to detect the recipient at no penalty. Characters using those powers who detect the target can see them normally for the remainder of the encounter.

Light/Darkness

MEGA POWER MODIFIERS

- **EXALTED LIGHT (+2):** The *light* expands to the caster's Smarts in radius, with a range of Smarts ×2. The *light* is sunlight and considered holy in nature, having the same effect on certain creatures (such as vampires) as natural sunlight.
- **GREATER DARKNESS (+2):** The darkness expands to the caster's Smarts in radius, with a range of Smarts ×2, and the caster is automatically immune to the power's effects.

Mind Link

MEGA POWER MODIFIERS

- **EXALTED MIND LINK (+2):** The caster may link any two willing individuals within one mile (five miles with a raise) but suffers a –2 penalty if she cannot see the recipients. Alternatively, the caster can broadcast a telepathic message to every sentient mind within a mile radius (five miles with a raise) but does not receive their responses.
- **TELEPATHIC SWITCHBOARD (+5):** The caster can connect up to her Smarts die in minds as a kind of telepathic switchboard, creating open communication for everyone connected. The minds must be willing individuals within one mile (five miles with a raise), and her roll suffers a –2 penalty if she cannot see all of the recipients. This ability is somewhat taxing, imposing a –2 penalty on any other Trait rolls while she maintains it.

Mind Reading

MEGA POWER MODIFIERS

- **MIND WALK (+4):** This Mega Power allows the caster to walk through the mind and memories of the subject; duration increases to 5 minutes (1/minute). While the power is in effect, the caster can ask any number of questions, explore memories, or simply have a conversation with the inner consciousness of the target. Particularly vital or dangerous questions or thoughts—or exploring deep hidden fears or something of great emotional value to the target—may call for an additional contested roll.

Mind Wipe

MEGA POWER MODIFIERS

- **GREATER MIND WIPE (+2):** If successful, the victim forgets a complex memory of several hours; a raise removes an entire day's worth of events and interactions.
- **EXALTED MIND WIPE (+20):** Casters may attempt to wipe a target's mind clean of all memories. This is accomplished by completing a successful Challenging Dramatic Task (or Difficult Dramatic Task for Wild Cards), where the caster's Arcane skill rolls are opposed by the target's Spirit (with bonuses or penalties as the GM sees fit); if the caster fails they become Exhausted, if they succeed they are only Fatigued and the target, though they retain all skills and abilities, does not remember who they are or any details of their previous life.
The Edit standard Power Modifier costs +5 Power Points when used in tandem with Exalted Mind Wipe. Cannot be used in combination with the Fast Cast standard Power Modifier.

Object Reading

MEGA POWER MODIFIERS

- **DEEP READING (+4):** Success allows the viewing of events within the last 100 years and 20 yards; a raise increases the time frame indefinitely and the viewing distance to anything that occurred within line of sight of the object.
- **PSYCHOMETRIC EXTRAPOLATION (+6):** The caster may home in on the last owner of the object, viewing them as they are at that very moment; -2 penalty if the target is not within the caster's Spirit × 50 miles or -4 penalty if they are on another continent or in another dimension (if it is even possible, GM's discretion). The target may resist with a Spirit roll, modified with bonuses or penalties as the GM sees fit.
- **FORENSIC PROJECTION (+2):** The caster may broadcast the vision, projecting it out into a space the size of a small room. Anyone within visual range may view and examine the projection. This applies to both past and current events.

Protection

MEGA POWER MODIFIERS

- **GREATER PROTECTION (+5):** *Protection* provides equal amounts of both Toughness and Armor, which is M.D.C. (when combined with the More Armor modifier, success grants +4 Toughness and +4 M.D.C. Armor, or +6 of each with a raise). This does *not* stack with any other form of armor bonus, including natural, cybernetic, or worn armor.

Puppet

MEGA POWER MODIFIERS

- **MIND CONTROL (+3):** Spirit rolls to resist commands are at -2 (-4 with a raise). If the caster has and uses telepathy on the target, she may extend her control of him to any distance, even out of her sight. For rules to extend duration see **Rituals and Meditations** in *Rifts® North America: Arcana & Mysticism*.

Relief

MEGA POWER MODIFIERS

- **MASS RELIEF (+5):** The caster affects all allies within Spirit $\times 2$. It is a selective effect, helping only those the caster chooses.

Resurrection

MEGA POWER MODIFIERS

- **GREATER RESURRECTION (+5):** The caster may go back another 5 years in the grave for every 5 Power Points spent.

Shape Change

MEGA POWER MODIFIERS

- **EXTENDED CHANGE (+1):** The power's duration is measured in minutes instead of rounds.
- **GREATER SHAPE CHANGE (+2):** The caster is able to take on the form of any character or creature: humans, humanoids, and even magical monsters and beings. In addition, the caster is able to cast other powers while in any animal form. Only natural, inherent abilities to the form are gained, not anything derived from technology or training. Greater Shape Change cannot confer the special abilities of any Iconic Framework.

Sloth/Speed

MEGA POWER MODIFIERS

- **EXALTED QUICKNESS (+4):** *Speed* only. The recipient suffers no Multi-Action penalties.
- **EXALTED SLOW (+1):** *Sloth* only. The target cannot run.
- **GREATER SPEED (+1):** *Speed* only. The recipient's Pace is tripled, not doubled.
- **IMPAIRED AGILITY (+1):** *Sloth* only. All Agility and linked skill rolls are made at -2 .
- **IMPAIRED REACTIONS (+1):** *Sloth* only. The target's Parry is reduced by 2, and ranged attacks against him receive a $+2$.
- **IMPROVED RUNNING (+1):** *Speed* only. The recipient doesn't need to roll a run die; assume the maximum whenever it would be rolled.
- **IMPROVED REACTIONS (+1):** *Speed* only. Attacks against the recipient are at -2 . This penalty does not stack with similar effects, like deflection; use the higher benefit.

Slumber

MEGA POWER MODIFIERS

- **GREATER SLUMBER (+2):** The penalties to resist increase to -2 , or -4 with a raise. Furthermore, it takes a full round of active effort to awaken a victim; loud noises and the like aren't enough.

Smite

MEGA POWER MODIFIERS

- **GREATER SMITE (+2):** The bonus damage is +4, or +8 with a raise; inflicts Mega Damage. Even if she does not possess the Wizard Edge, the caster may choose any Trapping to confer at the time of casting (such as fire, holy light, silver, or others).

Sound/Silence

MEGA POWER MODIFIERS

- **EXALTED SOUND/SILENCE (+1):** Targets oppose the caster at –2 or –4 with a raise.

Speak Language

MEGA POWER MODIFIERS

- **MASS UNDERSTANDING (+5):** The caster causes characters within Spirit ×2 of him to understand one another, regardless of language spoken. It is a selective effect, affecting only those the caster chooses.

Stun

MEGA POWER MODIFIERS

- **GREATER STUN (+2):** Resistance rolls are made at –2, or –4 with a raise.

Summon Ally

MEGA POWER MODIFIERS

- **FORCE MULTIPLICATION (Varies):** An additional ally of the same or lesser type may be summoned at the same time for half the Power Points cost of the original summons (rounded up).
- **GOLEM (+8):** Summoning a golem requires 20,000 credits' worth of materials to shape the body in an hour-long ceremony. Many powerful sorcerers use Major Item Creation to infuse an iron heart with *summon ally* (the Major Upgrade) and 20 PPE (two Minor Upgrades) to create a golem, freeing their own PPE for other uses. See *Rifts® North America: Arcana & Mysticism* for the Golem profile entry and Item Creation rules.

Telekinesis

MEGA POWER MODIFIERS

- **EXALTED TELEKINESIS (+5):** The Strength of the *telekinesis* is d12+2, +2 Strength for each raise. Consult the **Super Strength Table** (see *The Tomorrow Legion Player's Guide*) to determine how much the caster can lift and manipulate. Note that objects weighing 1,000 pounds or more automatically deal Mega Damage when used as weapons.

Teleport

MEGA POWER MODIFIERS

- **GREATER TELEPORT (+2):** The distance teleported extends to 20" (40 yards) or double that with a raise. The caster may affect up to 5 targets at no additional Power Point cost.

For rules to extend range beyond that provided by the Range standard Power Modifier, see **Rituals and Meditations** in *Rifts® North America: Arcana & Mysticism*.

Wall Walker

MEGA POWER MODIFIERS

- **GREATER WALL WALKER (+2):** The target automatically moves at full Pace. He also gains +4 to resist the Push maneuver or being moved by *havoc*, *telekinesis*, and other similar powers or effects.

Warrior's Gift

MEGA POWER MODIFIERS

- **GREATER WARRIOR'S GIFT (+2):** The recipient gains two Combat Edges at once, and those Edges may be up to the target's current Rank (if higher than the caster's).

Zombie

MEGA POWER MODIFIERS

- **MUMMY (+3 each):** Raising a humanoid corpse as a Mummy requires preparing the body with 1,000 credits worth of natron powder and resinated wrappings during an hour-long ceremony. Most necromancers go a step further and use Major Item Creation (see *Rifts® North America: Arcana & Mysticism*) to infuse the corpse and wrappings with *zombie* (the Major Upgrade) and 10 PPE (the Minor Upgrade) when creating the Mummy, freeing their own PPE for other uses. See *Rifts® North America: Blood & Banes* for the Mummy profile entry.
- **SKELETAL (+1 per Zombie):** The corpse sloughs off the hindrances of dead flesh and rises as a skeleton. This increases its Agility, Athletics, Fighting, and Shooting dice by one die type each. Cannot be used in conjunction with the Mummy Mega Power Modifier.

MOVED - Ley Lines

[This section moved to Setting Rules]

SETTING RULES

[reiterate that Power Points are split in to PPE and ISP, see page @@]

Blaze of Glory

Second Paragraph:

Any time a character is Incapacitated by an attack, instead of rolling for Incapacitation he may declare he's going out in a Blaze of Glory.

Blood & Gore [New Entry]

Rail Guns, dragon's claws, and plasma explosions wreak havoc on soft targets. Mega Damage attacks inflict Gritty Damage (per the *Savage Worlds* Setting Rule) on any target not protected by M.D.C. armor.

Characters also suffer Wound penalties when attempting to provide medical aid; a healer must subtract his patient's Wound levels from his skill roll. However, a Wounded character trying to heal his own injuries ignores patient Wound penalties and does *not* suffer from both effects (there is no double-jeopardy for self-tended Wound penalties).

Extra Effort

Remove this Setting Rule

Horror Factor [New Sidebar]

Humankind may have clawed its way out of the Two Centuries Dark Age, but horrific monsters from the darkest corners of the Megaverse® still lurk in the shadows of Rifts® Earth. Adventures may reflect the often terrifying circumstances of life in 109 PA, and the uncertainty that attends them.

While traveling, being stalked by enemies, or otherwise passively keeping watch, Game Masters are encouraged to keep players guessing. For instance even successful Notice rolls reveal only fleeting glimpses of movement or an eerie knowledge that the party is being observed, or Occult skills are only able to provide rumors and guesses about the newest horrors to have crawled out of a Rift.

Ley Lines [moved from the Psionics & Magic section]

New third thru fifth paragraphs:

Though psionics gain no added ISP from ley lines (but see below), anyone who uses magic of any kind—including Techno-Wizards, Mystics, and anyone who uses PPE—can draw on a ley line to gain additional energy for powers. If a caster is within her Spirit × 2 (game inches) of a ley line, once per turn she may take an action to roll her arcane skill; the result equals the number of PPE she can draw and add to her pool—this rate is doubled at ley line nexus points. So long as she remains within Spirit × 2 of a ley line (Spirit × 3 for Ley Line Walkers), her maximum PPE is twice her normal amount (tripled for Ley Line Walkers).

When a caster goes outside of her range to draw from the ley line, her PPE maximum slowly shrinks back down to its normal size, losing one PPE per round (unless she uses up the excess energy on actual powers or other needs).

The one advantage psionics do gain from Ley Lines is more focus for their power, so long as they are Major Psionics. The effects for spending ISP on enhancing skill rolls while on a ley line are doubled (2 ISP for +2, 4 ISP for +4), and the effects of the Range Power Modifier are quintupled; see the Major Psionic Edge on page @@.

Siphon Power Points [formerly Draining PPE/ISP]

Updated text:

Individuals with PPE-based Arcane Backgrounds may take PPE from willing allies as a free action, including allies without an Arcane Background. Unless noted otherwise, beings without an Arcane Background have 4 ambient PPE, modified by their Size, which recharges at the rate of 4 PPE every 24 hours.

Siphoning PPE has a Range of the siphoner's Smarts, and any PPE beyond the siphoner's maximum fades at the rate of one PPE per round.

Taking PPE from unwilling subjects requires the drain Power Points power found in *Savage Worlds*, which may also be used on those without Arcane Backgrounds in *Savage Rifts*®. The process is the same, though such individuals only have the number of PPE listed previously.

Death Drain: If a being perishes within the siphoner's Range (Smarts), the being's remaining PPE is doubled and the siphoner adds them to her own PPE pool. If there are multiple possible recipients desiring to absorb this death energy, they must make an opposed Spirit roll to see who gets the PPE.

Savage Worlds Setting Rules [Sidebar]

The following Setting Rules described in *Savage Worlds* are recommended for *Savage Rifts*®

campaigns:

- **Born a Hero:** Ignore Rank requirements for Edges (and powers from them) at character creation, this applies to the Rank of powers taken at character creation including those from Iconic Frameworks (but not the Novice Edge granted to Humans at character creation).
- **Conviction:** Heroes gain Conviction Tokens that can be used to add a d6 to a Trait or damage roll. Conviction is awarded for triumph (overcoming a great obstacle important to that character), and tragedy (a personal setback, death of a friend or ally, etc).
- **More Skill Points:** Start with 15 skill points at character creation instead of 12.
- **Wound Cap:** Characters can never suffer more than four Wounds from a single hit in combat and therefore never have to Soak more than four Wounds; applies to creatures and vehicles with more than three Wounds (due to Size or Special Abilities).

THE HERO'S JOURNEY

Education Chart

6–7: Update Knowledge (History) to Academics

8: Update Knowledge (Electronics) to Electronics

9–10: Update “Streetwise” to “Networking”

11: Update Knowledge (Politics) to Academics

12: Update Knowledge (Battle) to Battle

13–14: Update Knowledge (Computers) to Hacking

15–16: Update Investigation to Research

17–18 Last Sentence: However managed, she has five additional skill points to spend at character creation, but they may only be spent on Healing, Research, and other Smarts based “knowledge” skills.

Enchanted Items & Mystic Gadgets Chart

7–8: Update “+2 Charisma” to “+1 Persuasion or +1 Performance”

Experience & Wisdom Chart

12–13: Update Streetwise to Networking

17–18 Last Sentence: Your hero knows how to make the most of just such a moment; choose either the Dead Shot, Mighty Blow, or Power Surge Edge (regardless of requirements).

Magic & Mysticism Chart

2–3: Second sentence: Your spell-weaving hero gains the effects of the Arcane Marksman Edge (see *Arcana & Mysticism*).

Psionics Chart

12: Some psionic characters become expert at breaking the influence others have on people. As an action, your character can give an ally an immediate attempt to break out of *illusion* or *puppet* at +2, and he can do this once per round until they break free. This benefit also aids anyone under the *mind reading* power modified by the mind walk Mega Power Modifier.

17–18 Second Sentence: Your hero gains +2 on all Intimidation, Performance, Persuasion, and Taunt

checks.

Training Chart

1–3: Update Throwing to Athletics

4–5: Update Improved Martial Artist to Martial Warrior

8–9: Update Tracking to Stealth

10–11: Update Knowledge (Electronics) to Electronics, and Knowledge (Engineering) to Science

12–13: There are a lot of broken elevators and overgrown mountain trails across the world, making trained climbers a valuable addition to any group. Your character is one of those folks who knows his way around ropes and clamps, granting him a d6 Athletics and +2 to climbing rolls. He also has a good set of climbing gear for a party of four.

18 Last Sentence: Your hero knows how to make the most of just such a moment; choose either the Dead Shot, Mighty Blow, or Power Surge Edge (regardless of requirements).

Underworld & Black Ops

3–4: Update Knowledge (Computers) to Hacking

9–10: Though few and far between, the cities of Rifts Earth are the hubs of what remains of civilization, vital as sources of information. Your character understands the ebb and flow of their streets and alleyways, gaining the Streetwise Edge and Thievery d6. She is also good at creating fakes of necessary papers, badges, and the like; she's got experience and training in Forgery (use the lower of Common Knowledge or Thievery), with a +2 to related checks.

11–13: Your character is inherently gifted at larceny, possessing the Thief Edge without concern for requirements. He also gains +3 Skill Points to spend on Athletics, Stealth, and Thievery as he chooses.

14: Your hero is an infiltration specialist, skilled at blending into a culture or group for undercover work. She gains a +1 to any Persuasion, Research, Stealth, and Networking rolls related to being undercover, and a +2 to any Common Knowledge or Performance rolls for disguising herself and playing the role. She also gains two additional languages on top of what she already knows.

18: There are many killers in the world, but your character is a network expert with a particular set of skills. He ignores 2 points of Called Shot penalties whenever he attacks and gains the Assassin Edge.

If you liked reading about these changes, check out the Kickstarter, ending May 9th, 2019!

