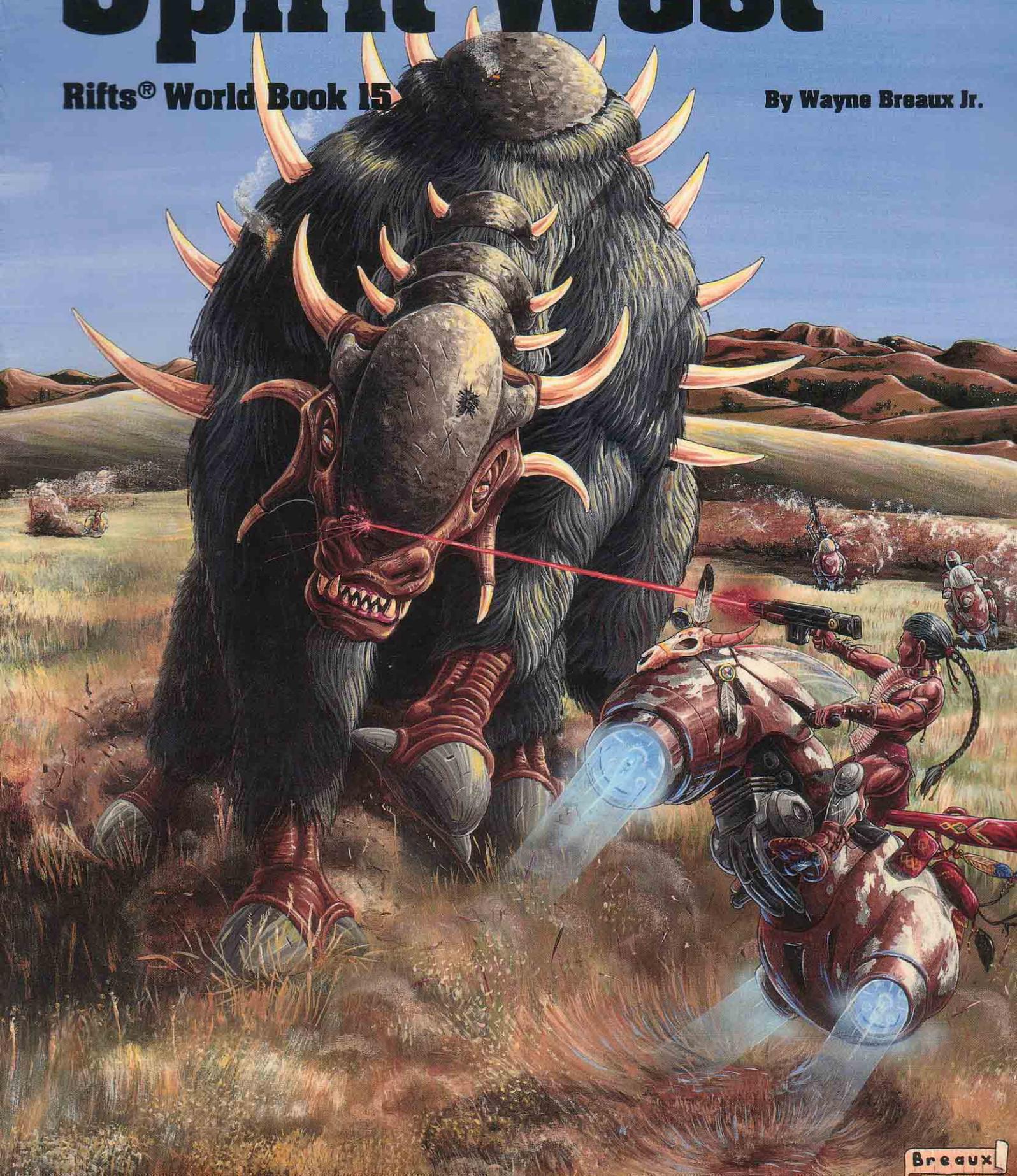


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Spirit West™

Rifts® World Book 15

By Wayne Breaux Jr.



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Dedicated to Shamanism and Wicca for teaching me tolerance, freedom of choice, and confidence in personal knowledge of right and wrong when a close friend tried to convert me to his religious beliefs. He and I are still friends because of them.

Special Thanks to Kevin Siembieda for the support and additional reference books, and Dennis Knight for the enthusiasm and suggestions.

— *WayneBreaux Jr., 1997*

First Printing — July 1997

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Rifts® World Book 15: Spirit West™ is published by Palladium Books Inc., 12455 Universal Drive, Taylor, MI 48180. Printed in the USA.

Spirit West™

Rifts® World Book 15

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

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Special Thanks to Wayne Breaux Jr. for his in depth research, writing, rich imagination and dynamic artwork (from cover painting to the majority of the interior artwork). Spirit West was his idea from the start and is a wonderful addition to the Rifts® series — this guy is just exploding with talent. And to Ramon, Michael, and Scott for pitching in, and to Maryann, Steve, Alex, Wayne and all the Palladium spirits for their hard work and efforts.

— Kevin Siembieda, 1997

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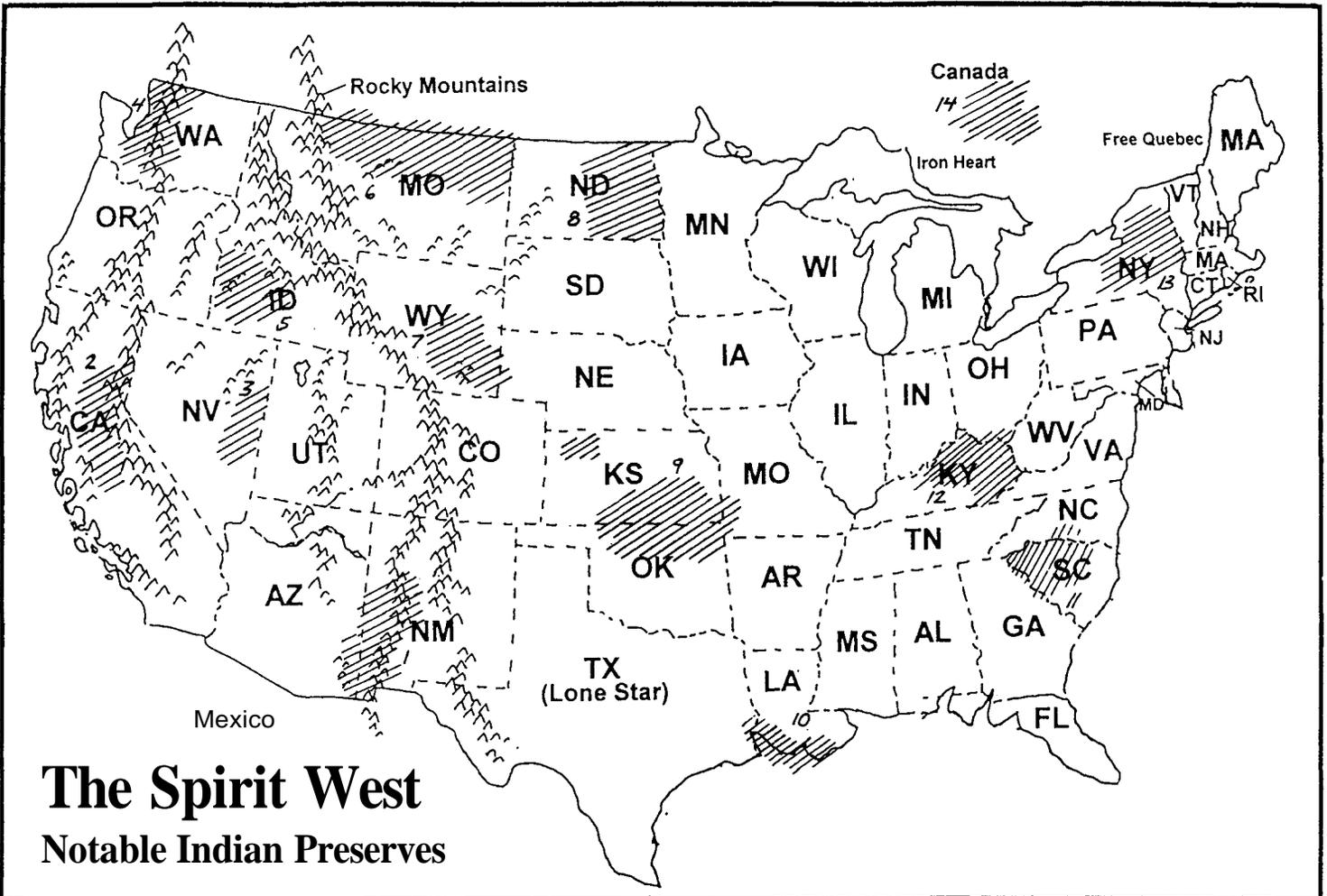
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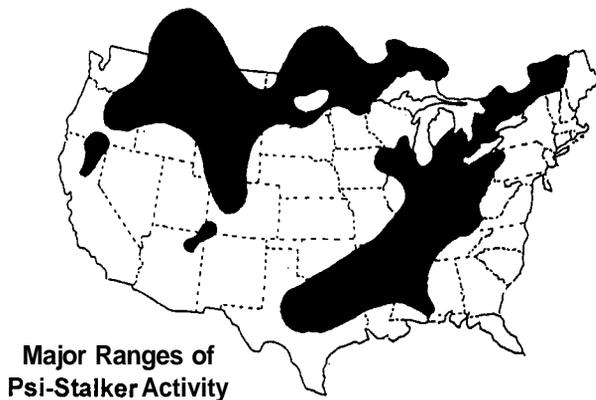
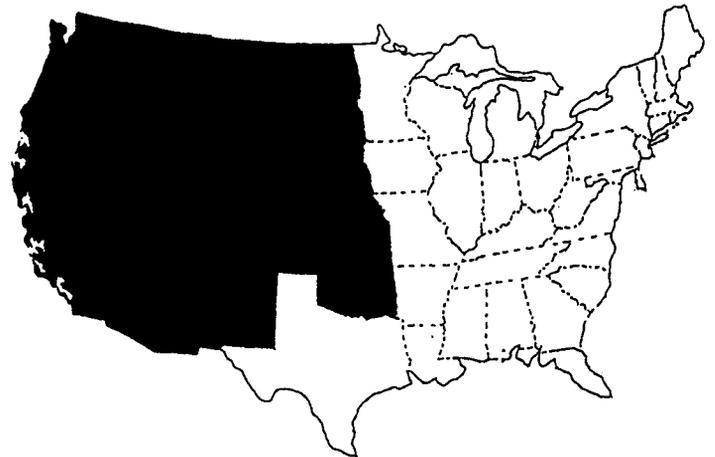


The Spirit West

Notable Indian Preserves

1. Fort Apache Preserve
2. The Valley Preserve
3. Shoshone Mountain Preserve
4. Water Point Preserve
5. Nimipu Preserve
6. Blackwall Preserve
7. Casper Preserve
8. Fort Dakota
9. Fort Comanche
10. Fort Sky
11. Camp Cherokee
12. The Central Preserve
13. The Longhouse Preserve
14. Fort Huron
15. Fort Alaska

The New West



Experience Tables

Note: The Plumed Serpent and Ukt Water Serpent uses the Dragon Experience Table.

Animal Shaman, Plant Shaman, Mystic Warrior

1	0,000-2,240
2	2,241-4,480
3	4,481-8,960
4	8,961-17,920
5	17,921-25,920
6	25,921-35,920
7	35,921-50,920
8	50,921-70,920
9	70,921-95,920
10	95,921-135,920
11	135,921-185,920
12	185,921-225,920
13	225,921-275,920
14	275,921-335,920
15	335,921-395,920

Fetish Shaman, Mask Shaman, Man-Monsters (villians)

1	0,000-2,300
2	2,301-4,600
3	4,601-9,200
4	9,201-18,400
5	18,401-26,500
6	26,501-36,600
7	36,601-51,700
8	51,701-71,800
9	71,801-96,900
10	96,901-137,000
11	137,001-188,100
12	188,101-229,200
13	229,201-279,300
14	279,301-340,400
15	340,401-400,000

Totem Warrior, Great Little Ones

1	0,000-2,050
2	2,051-4,100
3	4,101-8,250
4	8,251-16,500
5	16,501-24,600
6	24,601-34,700
7	34,701-49,800
8	49,801-69,900
9	69,901-95,000
10	95,001-130,100
11	130,101-180,200
12	180,201-230,300
13	230,301-280,400
14	280,401-340,500
15	340,501-400,600

Man-Eagle (villain) Stone Giant (villain)

10,000-2,200
22,201-4,400
34,401-8,800
48,801-17,600
517,601-27,700
627,701-37,800
737,801-53,900
853,901-75,100
975,101-100,200
10100,201-140,300
11140,301-200,400
12200,401-250,500
13250,501-300,600
14300,601-350,700
15350,701-425,800

Elemental Shaman

1	0,000-2,140
2	2,141-4,280
3	4,281-8,560
4	8,561-17,520
5	17,521-25,520
6	25,521-35,520
7	35,521-50,520
8	50,521-71,000
9	71,001-96,100
10	96,101-131,200
11	131,201-181,300
12	181,301-231,400
13	231,401-281,500
14	281,501-341,600
15	341,601-401,700

Paradox Shaman

1	0,000-2,500
2	2,501-5,000
3	5,001-10,000
4	10,001-20,000
5	20,001-28,500
6	28,501-38,500
7	38,501-52,000
8	52,001-72,000
9	72,001-105,000
10	105,001-140,000
11	140,001-190,000
12	190,001-235,000
13	235,001-290,000
14	290,001-350,000
15	350,001-520,000

Spirit Warrior, Two-Faced Star People

1	0,000-2,100
2	2,101-4,200
3	4,201-8,400
4	8,401-17,200
5	17,201-25,400
6	25,401-35,800
7	35,801-51,000
8	51,001-71,200
9	71,201-96,400
10	96,401-131,600
11	131,601-181,800
12	181,801-232,000
13	232,001-282,200
14	282,201-342,400
15	342,401-402,600

Black-Winged Monster Men

1	0,000-2,600
2	2,601-5,200
3	5,201-10,500
4	10,501-21,200
5	21,201-32,300
6	32,301-47,400
7	47,401-62,500
8	62,501-88,000
9	88,001-112,000
10	112,001-163,000
11	163,001-222,000
12	222,001-295,000
13	295,001-395,000
14	395,001-495,000
15	495,001-595,000

Healing Shaman

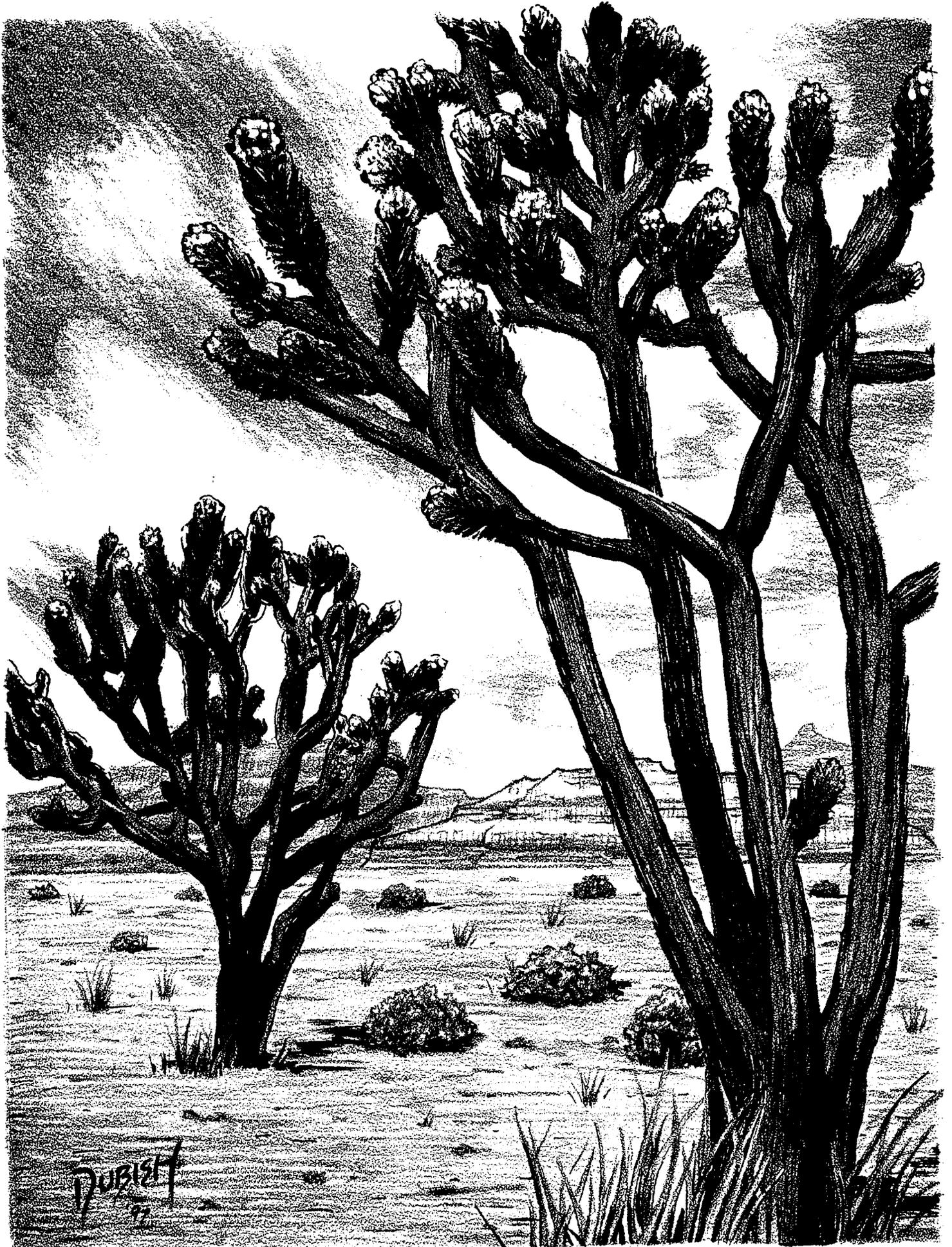
1	0,000-2,050
2	2,051-4,100
3	4,101-8,250
4	8,251-16,500
5	16,501-24,600
6	24,601-34,700
7	34,701-49,800
8	49,801-69,900
9	69,901-95,000
10	95,001-130,100
11	130,101-180,200
12	180,201-230,300
13	230,301-280,400
14	280,401-340,500
15	340,501-400,600

Tribal Warrior

1	0,000-1,900
2	1,901-3,800
3	3,801-7,300
4	7,301-14,300
5	14,301-21,000
6	21,001-30,000
7	30,001-40,000
8	40,001-53,000
9	53,001-73,000
10	73,001-103,000
11	103,001-138,000
12	138,001-188,000
13	188,001-238,000
14	238,001-288,000
15	288,001-328,000

Wendigo R.C.C.

1	0,000-1,950
2	1,951-3,900
3	3,901-8,800
4	8,801-17,600
5	17,601-25,600
6	25,601-35,600
7	35,601-50,600
8	50,601-70,600
9	70,601-95,600
10	95,601-125,600
11	125,601-175,600
12	175,601-225,600
13	225,601-275,600
14	275,601-325,600
15	325,601-375,600



Introduction

This book is different than most Rifts® supplements in the sense that it focuses on a group of *people* instead of a specific location or government. Originally, Kevin and I planned to include information about Native Americans as part of Rifts® New West, but it quickly grew beyond a mere section of a book. In fact, it quickly turned into an epic tale about the resurgence of the Native American peoples and the return of magic, spirits and ancient gods on Rifts Earth. This was okay, because Kevin liked the idea of an entire book dedicated to the Native Americans' myths and people, and I had wanted to do something like this for a long time. So the book you hold in your hands is the end result.

As the author, I have tried to provide players and Game Masters with a solid background and *feel* for the Native American culture and their worldview as it applies to Rifts Earth —something more than a few cool character classes and monsters and magic based on American Indian mythology. When playing a Native American in Rifts®, I thought it would be fun to *know* something about the character and his people. I wanted to make a memorable and unique character that would be fun to "role-play." Heroes with a very specific heritage, strong beliefs and a way of life different from most of the other characters in the Rifts® setting in the East. Something more than, "Yep, he is an Indian," followed by a physical description and old cliches. To achieve this, I've tried to provide a lot of background information and rich narratives to enhance the playing experience and add color to player characters, as well as NPC villains and the general setting of the New West and Rifts Earth. I hope to have provided sufficient material to let G.M.s and players create bold, unique characters who, in some small way, *are* Native Americans traveling through Rifts Earth, instead of cartoon caricatures of Hollywood or comic book "Indians."

In most cases, the information presented is a composite generalization taken from many sources and many cultures and nations of Native Americans. Since this book is intended as part of the New West® trilogy (*Lone Star*, *New West* and *Spirit West*), I have focused heavily on the beliefs and culture of the *Plains Indians*. The size of this book and the wealth of information it presents may seem pretty inclusive, but so much more could have been written. Unfortunately, that would have made this a set of encyclopedias, and it would have still been impossible to cover all the people, cultures, beliefs and histories completely. The Native American cultures were once found throughout the entire North American continent, including Mexico and Canada. Furthermore, I didn't even try to include information about the land, instead targeting specific places and generalities; this supplement only details the American Indians themselves with some general information on the areas they inhabit. See New West™ for an overview of the Western Frontier, other people, cultures, O.C.C.s, R.C.C.s., **D-bees**, magic and surprises. Future sourcebooks will also elaborate on specific regions and notable people and characters.

Spirit West™ also provides plenty of monsters, evil spirits, magic, new weapons and equipment, and hostile forces to give the Game Master ideas for any number of adventures and ex-

tended campaigns. For example, imagine the clash that might occur between Coalition Reclamation Armies looking for lost military bases and the well-armed Native Americans who simply want to keep the armed invaders out of their land. It would likely be a replay of the Vietnam conflict for the Coalition (or not). Although it is probably a cliché, (and obvious) by now to say this, remember, the possibilities *are* endless.

As always, I hope you enjoy this book and find it fun and useful, especially in conjunction with its companion books, Rifts® New West™ and Lone Star™. If you wish to do more research on Native Americans for your own campaign or character background, I strongly recommend the following books (which were inspirational to me in the writing of this work):

Encyclopedia of Native American Tribes, by Carl Waldman.
The Native Americans, an Illustrated History; Turner Publishing Inc.

As well as such excellent titles as:

Native American Mythology, Dictionary of, by Gill & Sullivan
Folktales of the North American Indian; Senate Books
The People Called Apache, by Thomas E. Mails

... these are just some of the more notable titles from the 20+ books referred to by me and Kevin in the making of this World Book.

— Wayne Breaux, Jr., 1997

A few words from Siembieda

Of course, this is a fictional book set in the fantastic science-fantasy setting of Rifts Earth. Not only have we homogenized a number of different Native American cultures and beliefs, we have extrapolated, twisted and warped many aspects of those beliefs, myths, magic, gods, legends and people to fit into the world of Rifts®. So while the culture, beliefs and myths of the Native American people were a source of *inspiration*, the material presented here is not intended to be a true or accurate portrayal of the people or their real culture. Besides, no matter how many books we may have read as part of our research, we **don't** pretend to be experts. This is a work of fiction — science fiction and fantasy, at that.

We hope none of the material in this book is offensive to Native Americans. Furthermore, we hope the term, "Indian" used in this book and others, is not offensive. It is meant as a familiar, general, descriptive term. Furthermore, in the setting of Rifts Earth and the New West™, slang (and cruelty) is commonplace, and much of the (fictional) culture is based on bits and pieces of America's past. A flawed and distorted view of history, often based on old Hollywood movies, TV shows, fictional novels, and comic books that are misinterpreted as "real" accounts of the past, and where the words "Indian," "Red Man," and even "Injun," are commonplace and adopted by the people of Rifts Earth. No disrespect is intended in the words or portrayal of any people or culture. Enjoy.

Kevin Siembieda, 1997



The Return

Many Horses opened his eyes and stared ahead at the far side of his tepee, as he reflected on his past and the uncertain future of his people. He had gotten his name long ago. There were no horses at their current campsite, but in the world of his youth, he had stolen "many" of them from rival tribes. Tribes who had stolen them from others, or who had bought or traded for them from the white man. Many Horses had only seen white men twice. There were few of them in his youth, and the world was a big place, with plenty of buffalo and horses.

The Ani-yun-wiya, Many Horses' people, had lived alongside the Creeks, who called them *tciloki*, "people of the different speech," as well as other tribes for many, many seasons. They had all agreed, surely the white tribes would have room to build and live without invading theirs.

Then, one day, the Nunnehi came up from their spirit world and told Many Horses' clan that the white man would destroy the buffalo along with the tribes who lived with the great animal. Many of his people, including the clan chief, could not believe this and were lazy with the fasting prescribed by the spirits. But Many Horses and his family had listened to the warning, and on the seventh and final night of the fasting period, the Nunnehi returned and led those who had followed their instructions into the mountains. It was the last time Many Horses had seen the real world.

The sky was clear, and a cool breeze blew across the large camp as Many Horses looked around at what had been home for a long time. It was a perfect day. The same perfect day that it was when he and the others followed the Nunnehi to this safe place. Every day was the same beautiful day, and each night was peaceful under a full moon. Every morning the buffalo were reborn, and the water was pure and clear. The days and nights passed quickly, but no one could remember more than a season of days behind them. Many Horses knew they had been here for many seasons, but the length of their stay weighed not on any of them. It was the blessing of the spirits, the Nunnehi, who now told the Ani-yun-wiya that it was time to leave the Spirit Realm and return to the world they had left.

In the time they had spent here, Many Horses' fellow clan members and those of other clans brought by the Nunnehi had elected him chief. The shamans and medicine men had assured him that the Nunnehi were right, and the time to return was upon them.

Chief Many Horses turned to the South, the way they had come from in a far off time that seemed not so long ago. He saw a trio of Nunnehi approaching. He watched them, as intrigued as ever by their height, the length of their thin limbs, and the roundness of their gourd-like heads. Shortly, they stood before him, looking down from at least a head height above him.

"We respect the judgment of the spirits, and await their guidance," Many Horses addressed the three spirits in his clan's tongue, a dialect of Iroquois the white man would call Cherokee. One of the three nodded and pointed over the assembled natives to the North. Many Horses turned to see a white buffalo standing calmly on a nearby rise.

"Follow the buffalo. It will return you to your lands and bring back its brothers for you to hunt," the Nunnehi told the Chief. He and his two fellows stood quietly while the small tribe around them gathered the few belongings they had come with and prepared to leave, each clan following its chief, who in turn followed Many Horses as he trailed the buffalo. The Nunnehi followed at a distance, still reluctant to send their mortal charges away, even though five hundred years was not so long to spirits such as they.

For a number of days, the Ani-yun-wiya followed the buffalo and were themselves trailed by the ever protective Nunnehi. One day, the buffalo entered a cliff face. Many Horses glanced one last time at the Nunnehi and their spirit home, then followed the buffalo through the opening in the rock. There was a slight resistance, like moving through a wall of water and a flash of pale light, then he was standing on a rocky mountainside overlooking a wide valley. The sun was just dipping below the horizon, and in the growing darkness he could see a bright wall of blue light dividing the valley below. It shimmered and rippled like a long flap of leather in a breeze or the surface of a pond. The rest of the tribe arrived from the spirit world and gathered around him. The noble chief wondered if the Nunnehi had not exaggerated the destruction wrought by the white man upon the world. The only change he could see was the line of blue energy below.

A temporary camp was established. In the morning the hunts would begin. Buffalo hides would be needed to build tepees and feed the hungry people. As the camp settled and many retired to sleep, a great winged lizard (*Leatherwing*) swept down from the sky, and, with a rush of wind and the rumpling sound of leather wings, landed and began to devour the Ani-yun-wiya where they lay. The warriors could do little against it, and even the strength of Many Horses' great bow proved useless against its stone-like hide. Lost in the din of battle, Strong Magic Maker's chants were swept away on the winds, but the results of his pleading were heard, as the spirits made themselves known.

A mighty thunderclap rung the ears of those in the camp, and a blinding streak of lightning shot from the heavens to rend the ground and scorch the monster's body. It screamed with pain and staggered from the large smoking hole where a creature as large as the monster climbed from a glowing pit. The brilliant, sparkling form of a giant eagle rose from the hole it had made — its arrival announced by small thunder claps and bolts of lightning flashing with its every footstep. The winged lizard lunged forward with jaws that could kill a dozen men. With practiced ease, the eagle dodged and grabbed the monster's snake-like neck. A loud rumbling of noise rose up, but the people could not tell whether it came from the great eagle or from the sky. Thunder seemed to follow the sparkling spirit's every move, and lightning erupted from its talons as they gripped the great winged lizard's belly. Though the great lizard thrashed about violently, it was unable to free itself from the powerful beak and the wicked talons which pinned it in place.

Finally, the monster lay still and unmoving. The tribe was saved, although a dozen, including Strong Magic Maker, had fallen in battle. The shaman had lived many years and had given his last to call down the aid of the great spirit — a spirit who could not answer the last time the old Indian had walked the Earth. Chief Many Horses and his people realized that much had changed while they were in the spirit world. Somehow the ancient spirits of their ancestors were once again close to the

Earth. Perhaps this is why the Nunnehi had sent them back, because the spirits could now help fight the forces that endangered the people. Watching the mighty, glowing eagle as it spread its wings for flight, the Chief had confidence they too could spread their wings and build a new place in the world.

The entire mountain rumbled as the eagle took wing. Diving toward the valley, it raced along the line of blue energy (replenishing its lost energies) before rocketing back into the sky. On its way up, Chief Many Horses and his people watched as it cried out, lighting the sky with lightning and pounding the heavens with thunder that seemed to have musical harmony.

Thunderbird was happy that the Pure People had returned.

A World Overview

**By Philip Dream-Speaker,
Native American Storyteller (Historian)**

I do not believe that any historian can fail to respect the skills and tenacity of Erin Tarn. I have been a follower of her writings for many years, but I am certain she will be the first to tell you that she is only human. That while she has seen and heard much, there are too many things in this world for any one person to see in a lifetime. I have seen things that the respected Ms. Tarn has not, and it is with respect to her that I set them down in these writings. I much prefer to tell my stories directly, so that questions may be asked and points clarified, but I too am only human, and there are too many people for me to speak to each of them directly. So, in the tradition of Erin Tarn, I shall commit my words, experiences and thoughts to writing. I am getting very old and beginning to feel my age. Even the small task of writing tires me quickly these days, so this work may end abruptly. Still, whatever I can write should be of some service to those who read it.

I can not say whether I have traveled nearly as much as Lady Tarn, but I have travelled and experienced much. I witnessed the return of my people when I was 30 summers old. I have seen the lush scenery in the home of my gods and been held captive in the dark pits of a Xiticix hive; one of my legs did not return with me from that adventure. A number of my adventures have been failed attempts to meet and speak with the elusive and legendary Erin Tarn, although I have met and have had many a wonderful discussion with Plato of Lazlo and other great scholars, magicians, and philosophers. I have heard hopeful rumors that Erin Tarn has been in contact with the famous Victor Lazlo and I hope that she or Plato will pass my theories about magic and the spirits on to him. I would hate to have my fears validated, but if it is to be, at least we will be prepared for the coming troubles as magic again vanishes from our land.

The Return of the Ancients. As the tale of Many Horses shows, the story of the return of the true Native Americans goes back five hundred years, to a time shortly before the spread of Europeans across the continent. In the early decades of the 16th century, the Nunnehi spirits emerged from their hidden spirit world in the Deep Earth to warn all Native Americans of the coming of the white man. All tribes were told of the danger they represented. Told how the white man would change the face of our world with little regard for the buffalo, the land or the peo-

ple. All tribes were told to fast for seven days and seven nights. At the end of the fasting period, the Nunnehi would return and take those who had followed their orders into the spirit world where they would not age, and where the Nunnehi would keep these chosen people safe until the time would come for them to return to the Earth. A time when the spirits could return and the land would be reborn. A time when the chosen ones were to build a new life and undo the harm inflicted by the white man. This event marked the last appearance of the Nunnehi in the world of men until after the Great Cataclysm. The Nunnehi were the first spirits to willingly leave the Middle Realm, and thus, were able to maintain much of their power and keep the Pure Ones safe for ages.

Those people who chose to ignore the Nunnehi or preferred to remain in the realm of men were conquered by the whites and forcibly absorbed into their society. Decades later, the people would regain some of their autonomy, but their culture would be shattered, and their spirits forever tainted by their exposure to the society, customs, and beliefs of their conquerors.

Before the ley lines erupted in 2098 AD, several generations had been born into the world of their conquerors, but the dedicated adherence to the surviving old ways by a select few allowed them to shed the impurities of the culture around them and once again attain the status of *Pure Ones*. These rare individuals lived on what was left of the reservations, away from most outside influences. Eventually, they were able to contact some of the more powerful spirits, like the Nunnehi, at nexus points in ancient spirit caves. They were warned of the Coming of the Rifts and were able to lead their (all too few) families and fellow believers into the mountains and caves to wait out the destruction. These modern traditionalists would form the bridge between the Ancient Ones and modern ways.

People living in the cities or on most reservations suffered the fate of all the other races on Rifts Earth. Some were atomized by nuclear weapons, while most were decimated by the explosion of magical energy released from the ley lines and Rifts. The explosive return of magic purged the world of people and culture, wiping clean the citadels of men through natural disasters — hurricanes, tornadoes, great storms, blizzards, earthquakes, floods, fires, and disease. After the Great Cataclysm, the survivors, said to have been less than 20% of the world population, were lost to a Dark Age. A terrible time of anarchy, war, disease and death that would claim millions of more lives and see technology, culture and knowledge crumble into barbarism.

All in all, the largest portion of Native Americans to survive were those on reservations. This was mainly due to their locations in remote areas, away from the big cities, and where buildings were low to the ground and population densities were low. I believe this was the work of the spirits during a time when we thought they had abandoned us. How else would one explain this ironic twist of fate? For while we, as a people, were torn from our land and placed on "reservations" where many Native Americans languished and suffered for generations, these locations would ultimately save us and provide the opportunity to become reborn and rebuild.

Many reservation natives were no strangers to hardship, so survival after the Great Cataclysm was not as difficult for them as others. Their isolation ... distance from other population centers would work to their advantage, sparing them from the

plagues that would ravage many survivors in the decimated cities. These reservation survivors straddled both traditional and modern ways. They knew something of their past, but were accustomed to white culture, science, technology and business. The hardships and isolation following the devastation of the Great Cataclysm would forge those survivors into a somewhat balanced force that brought together the past and present. However, they had lost most of their ties to the spirits and powers that were common to their ancestors (who had yet to return to Earth), as well as having lost access to advanced technology. Like all other peoples, the Native Americans were engulfed in a Dark Age where the wonders of modern technology had been taken away and demonic horrors from the Rifts made life all the more difficult.

Technology in the form of robots, power armor, weapons, and vehicles came from "city Indians" and those in the military with access to such things. Civilization, the military and all social structure were shattered by the Great Cataclysm. Without leaders, or even homes and families to return to, many Native American survivors returned to **their** roots, bringing technology to the reservations with them. Most "city Indians" would report that they believed their relatives on the reservations had the skills and willpower to survive and rebuild. However, their spiritual brothers believe their decision to return to the reservations was guided by the spirits.

Regardless of their reasons, a number of them survived the dangerous treks through a ravaged Earth to join their people on the reservations (perhaps further evidence that they were guided and protected by greater powers?). Reunited, they brought with them technical knowledge and bits of equipment that would help to arm, defend, and advance the state of their reservation communities. The wilderness skills of the traditionalists combined with the know-how of technologically oriented kin, were instrumental in locating and salvaging necessary equipment and materials in the remains of devastated cities. The results of their efforts allowed for the fortification of reservations and other sites which would be renamed "Preserves." The blending of the traditional and the modern allowed for growth in heavy industry and technical sciences as well as in magic and the ways of the spirits. This understanding and embracing of the mystical enabled the Native Americans to accept and better adapt to a world where magic and the supernatural were as real and as common as the automobile, while others faltered and perished in disbelief or madness. The small populations and hardships of the time made growth slow, but the foundations for not only survival, but advancement had been laid.

Ah, but all was not perfect or harmonious. Many of the traditionalists misunderstood what it was to be "Pure Ones," and frowned upon the union of the old ways and the mystical with technology and science. They mistakenly believed that science and technology were the reasons the white man was impure and had lost his magic (*Editor's Note*: See later sections for details on spirit energies and Pure Ones). They advocated a total abandonment of technology, and a complete return to the old ways. However, even many of these ardent traditionalists soon recognized that high-technology would be necessary to insure their survival against the horrors emerging from the Rifts and stalking the forests, prairies, and canyons of America. Survival is often a state of compromise, and the Native Americans had been surviv-

ing for centuries, so those opposed to the use of technology spoke out, but most did not act. Many grudgingly accepted the union of magic and technology, while others saw it as a temporary evil that would eventually be abandoned. A small percentage left the "Preserves," abandoned technology as evil, and lived off the land and relied on magic and the spirits to survive — which many did.

In the early days after the Great Cataclysm, the magic and knowledge of the shamans among the traditionalists was instrumental in understanding the inhuman forces they battled, and defending their struggling people. Technology, medicine and firepower were equally valuable.

The shamans and medicine people that learned to master the return of magic to Earth, passed their knowledge on to eager students and called upon the newly awakened spirits. Still, many secrets had been lost and could not be rediscovered. The spirits required certain rituals and prayers for the granting of powers and gifts, and many of those had been lost after the invasion of the Europeans nearly a millennium ago. Try as they might, the so-called traditionalists' knowledge of the past was fragmented and incomplete. Newly awakened shamans were inexperienced and, though they struggled to learn quickly, lacked the knowledge of their ancestors. Thus, neither could gain access to those powers or gifts, and for some reason, the spirits were not willing to teach them in the old ways. Most shamans believed the spirits would not give them what was lost, and many took up quests in those early decades to seek out those who might have the knowledge they lacked. The only successes they had were in contacting many of the other surviving tribes, which would later prove valuable in the arming and defense of the Native American peoples with pre-Rifts military equipment.

Then one day, buffalo herds, tens and hundreds of thousands strong, appeared on the plains like magic. In other areas, scarce bald eagles and extinct manatees appeared in (recently) unprecedented numbers. The traditionalists took it as a sign, and numerous attempts to call the sacred White Animals were made. Many rituals were performed across the country; many were answered. As the White Animals sacred to each tribe answered the calls, they brought with them the ancient members of each tribe who had, until then, been sheltered in the ageless lands of the Nunnehi. These Ancients as they would come to be known, brought with them the history of their people, their culture and past ways of magic and spiritualism, the lost knowledge of the rituals and prayers needed to contact and ask the spirits for favors, guidance and special powers. The return of The Ancients also gave the Native Americans another singular advantage: It supplied them with sheer numbers. The populations of many communities increased ten, and even twenty fold, overnight. Nearly two million Native American "Ancients" returned to Earth that year, more people than the current population of the Coalition state of Chi-Town! These numbers were, of course, spread across all of North America.

With The Ancients to lead them, many tribes moved into their old homelands, the territories they held before the arrival of the "white tribes from across the sea." Many modern tribe members joined them in those territories, while others waited for The Ancients to come and make their fortified Preserves even stronger.

Guided, for awhile, by the Nunnehi, all of the tribes had worked together and shared knowledge and discoveries, espe-

cially salvaged secrets of industry, production and the making and repair of military equipment. However, when the Nunnehi left the tribes to their own devices, their old rivalries resurfaced, and the co-operation of the tribes fell apart. Only a few of them went to war, but most others isolated themselves, or made alliances with some and stood against others.

Eventually, many Ancients and traditionalists rejected city life in the fortified Preservers, abandoned much of technology, and went back to the old ways as nomadic hunters and farmers, living "with" the land. The majority of them were simple, spiritual people who preferred to be surrounded by nature and open sky instead of walls, concrete and the hum of machines. Most of them actually took some items of technology to make life a little easier. Things like rain ponchos, lighters, flashlights, etc. S.D.C. weapons were also used for hunting. Many of these traditionalists did not split from their modern tribesmen (some of them even stayed to embrace the technology of their descendants), they simply moved into a more comfortable and natural environment and way of life. Many of them remain in frequent contact with the modern compounds where both factions help the other in whatever ways they can, and come to each other's defense. Of course, some have broken away completely, and reject technology and avoid those who use it.

The strength of the Native American people did not dwindle much; they merely splintered and localized. The tribes now occupied stable communities that would, with time, grow (comparatively) large and strong.

As our story unfolds into the present, the various tribes, whether traditionalists, the descendants of Ancients, or those who rely on both magic and technology, have grown to be a major force and a dominant people of the West. As the white man and many other races (D-Bees) begin to explore and settle in the west, the peoples' reactions vary. Most of the descendants of The Ancients usually bear no ill will to the white man because they did not see his atrocities against their people — besides that was the distant past, and man cannot live in the past or let the past turn the present into hate, for to do either is to destroy one's future and to lose sight of the world's beauty and pleasures. They only hope that people have learned a lesson from history and strive to lead better lives. Thus, most of these tribes are neutral towards whites and will respond to whites, D-bees and all people based on how these various factions treat them. If they are hostile, they respond in kind, if they come in peace and friendship, they are welcomed, etc.

Many of the Preserves have grown into fortified military strongholds controlled by modern Native Americans who, unlike The Ancients, have grown up with the memories of their history and the injustice at the hands of the white man. Many of these city states are fanatically determined to keep the white man from invading the land again, and they are prepared to use deadly force, both magical and mundane, to do so (*Editor's Note: See the Factions Among the Native Americans and The Preserves sections for more details*).

New rivalries and wars have emerged with people from the Rifts, most notably Worm Wraiths, Xiticix, the Simvan Monster Riders, some tribes and clans of Psi-Stalkers, and demons who threaten all human life. The people of the Coalition States are unknown to most Native Americans living in the Western and Northern Wildernesses, but enough has been heard and seen to breed fear and paranoia.

Like many of the old cultures of Rifts Earth, the Native Americans have seen the return of their gods with the resurgence of magic. Their lost spirit allies and other friendly spirits have also come back. As a result, Native Americans are more than ready and capable of protecting their territories and unlike any other people, we, the Native Americans, are back in our element: the wilds of North America. Our birthplace. Our home.



The Deadly Cycle

As told by Philip Dream-Speaker

"In the old days, Native American children were not told what was right or wrong; instead they were shown through stories the consequences of the actions they had taken, or would take. This approach is similar to the white man requiring history lessons in higher education before the Coming of the Rifts. The whole point is that people should learn from their mistakes and the mistakes of others. With the violent return of magic to this, our Earth, much of the written histories have been lost, or in the case of the Coalition States, banned and burned, but our people have always maintained a tradition of oral history keeping. A tradition that continues to this day. Thus, we remember the way it was long ago before the devastating opening of the Rifts. Listen now child, no matter what race you belong to, and learn from the mistakes of the past.

"Nine hundred years ago, the North American continent was a vast untainted wilderness, much like it is now, but without the scattering of city ruins or roaming creatures from the Rifts. Across this game-filled paradise flourished my people, the Native Americans — the first people to walk upon this land. Our territories stretched as far north as the arctic and south into Mexico and the Yucatan. Living in harmony with the land, we hunted, farmed, and prospered. The animal and plant spirits

shared their physical forms and spiritual advice with the people, providing sustenance and guidance. The Great Circle of Life went round with nothing to disturb it, but a century later the white man would arrive.

"Across the great ocean, the white man in Europe had forsaken the belief in magic and earth spirits in favor of his one God and the rapidly growing sciences and technology. What I tell you now is my personal theory, but I believe it has much merit and grave implications. I hope to one day offer it to other scholars of history or magic to test its validity. I believe *Victor Lazlo* coined the term "**Nega-Psychic**." Whether he did or not, I will use it, because it is handy and appropriate. A Nega-Psychic is someone (with psionic abilities) who believes so strongly that the supernatural does not exist, that he/she can actually disrupt magical effects. Now, I will not say that the entire population of Europe had psionic abilities at the time, but it is quite possible that enough such people, with enough support, could have had a profound effect on their magical environment. In effect, the white man was able to suppress the magic so much in his *disbelief* that it simply began to ebb back into the Earth. This suppression and disappearance of magic and the creatures or forces associated with it, would follow the white man across the ocean. Only trace elements would remain in points of power until the return of magic with the eruption of the Rifts.

"In the 1500s, the white man began to arrive from across the great ocean. Our people viewed them as just another tribe, and they were dealt with in the ways we had always dealt with other tribes. Some of us welcomed them as neighbors and fellow men, and others killed them for being invaders of their tribal territory. It was during those early days that the Nunnehi spirits came to each of the tribes and clans to warn the people of the danger that the newcomers represented. Danger to both the people and the spirits all around them. Many had faith in the words of the spirits, but few had the conviction to follow their prescribed fasting and bidding to travel to the Spirit Realm. Those who stayed on Earth were not concerned by the presence of the white man, especially those tribes who had yet to encounter them directly.

"The Native Americans who traveled into the spirit world would remain there, like Chief Many Horses, until the time after the Rifts. A time when the Nunnehi would return them to a reborn Earth. Those that remained behind would come to realize the truth in the warnings brought to them by the spirits. Over the next four centuries, the white man would expand into the continent, logging and building as he went, abusing the spirits of the land and forcing the spirit protectors to flee to the spirit caves. The white man also brought his God and technology. The influence of the white man and his rationality smothered the magic around him and forced the Great Earth Mother to hide the spirits in her protective embrace, just as she had done in the homelands of the whites. As the wars between the whites and natives grew in size and scope, our people found their spirit guides and companions to be either inaccessible or simply too weak to help them against the Europeans. Eventually, the spirits of the land retreated in the wake of the westward expansion of the white man. By the time the Great Ghost Dance was attempted, not even the combined energy (P.P.E.) of scores of our people could muster the spirits to action. The last of the world's great magics and the spirits of the American wilds, retreated, opening the way for the rise of technology which would dominate our land and our people for another 300 years.

"The following decades were very hard on our people and our ways. The whites attempted to force their beliefs on Native Americans through the hardships of internment camps and the brainwashing called '**re-education**.' Many of our people no longer had the will to fight and surrendered to the new ways, others were too young to know differently, so the old ways became lost to many. But enough of the people held on to the old traditions, and believed in the spirits and embraced them in their hearts to keep them alive in oral tradition.

"The creation of reservations was a later victory, but they represented only minuscule portions of the Native Americans' original lands, and many of them were not even located within the tribes' original territories. During the following century, many social and political successes helped the Native American peoples to recover much of their lost ways and heritage, but nothing could erase the stains of technology and the influence of the white man. The spirits seemed lost forever.

"It is interesting to note that many of the Ghost Dance prophets claimed that a "tidal wave of new earth" would cover the whites and any Native Americans who did not believe. Not only did tidal waves and other natural disasters cover and swallow people when the ley lines erupted and the Rifts tore open, but magic resurged into the world in powerful waves. Apparently, the Native American shamans and their spirit contacts knew what was to be. Perhaps if a Ghost Dance had been done 200 or 300 years earlier, magic would never have been smothered and the spirits would never have left our land, but such speculation is moot, for the magic did disappear and has returned, with a vengeance.

"The return of magic to Earth brought with it the spirits that were so long ago the friends and guides of the Native American people. The returning spirits brought with them many of the animals and plants that had been previously taken from Earth, including the great dinosaurs. As the survivors of the Great Cataclysm struggled to survive, the animals and plants made their comeback, and once again, the wilderness of North America thrived. And with them, we Native Americans have reclaimed our lands and grow as a people.

"The story has been told, children. **Learn** from it and from the mistakes of our forefathers. The Earth is pure again. Our people are pure again. Again, many white men violently oppose magic and the supernatural, preferring technology and blind sense to the whole world around them. This time, however, we are ready and able to do something. The question is whether we will accept our task with the wisdom and nobility of the spirits, or with the violence and ignorance of many whites."

— *Quoted from one of Philip Dream-Speaker's oral teachings*

Are Dream-Speaker's observations and theories valid? Most of them make sense or have a certain rationality to them, but it is questionable if they are accurate conclusions. His historical accounts, though general, are accurate and supported by texts located in Lazlo and the NGR (as well as the secret library of Chi-Town). No one can argue the appearance of extinct species of plants and animals, most notably the dinosaurs. Nor can one deny that the policies of the Coalition States (and to some extent, those of the NGR) are designed to eliminate the practice of magic, but could the rise of technology, disbelief in or hatred and rejection of magic have once forced the magic of Earth into

dormancy? And could the Coalition's actions ever cause the magic to disappear again? These questions can not be answered with any certainty.

Dream-Speaker points to the Nega-Psychic whose very presence and refusal to believe in magic can disrupt and dispel ritual magic, but no one knows what they could do in a group or with hundreds of thousands of loyal supporters all preferring not to believe in magic (Nega-Psychics are believed to be rare).

Plato of **Lazlo** (a dragon) insists that the magic of all worlds ebbs and flows like an ocean tide, and that the appearance of the Europeans to the **Americas**, and the disappearance of the spirits, were simply coincidence. Still Philip Dream-Speaker wonders if there might be some other, more ominous explanation.

Again, he points out that when the Europeans arrived in North America, there was no magic in Europe and it had been at least a century since a dragon was reportedly seen there, while Native Americans still had full access to their spirit allies and magic (although nothing near what is available to them on Rifts Earth). However, 300 years after the arrival of the Europeans, the spirits were gone from North America and so was magic. Those facts bother shamans across the continent, and some non-Indian sorcerers wonder as well. Could the Coalition's campaign against magic eventually subdue the magic again? Such concerns are still in the distant future, and, if true, it seems incomprehensible that enough people would forsake magic or not believe in its existence to make an impact. However, this anti-magic belief theory has a dedicated following that forms a deadly faction among the Native Americans of Rifts Earth.



The World Around Man

Native Americans believe that there is a layered arrangement to the world around us. Man and most animals live in the Middle World or **Middle Realm**, a place we know as the Earth. Trees, plants and insects are also part of the Middle Realm.

Above us, beginning at the top of the trees is the **Near Sky** or Near Sky Realm. Birds and spirits have natural access to the Near Sky, but man does not. Only through the blessings of the spirits can man fly into the Near Sky.

Beyond the Near Sky is the **World Above**. It is the place where the Great Spirits and Totems live.

Below man and the inhabitants of the Middle Realm, a few feet/meters below the soil, on the edge of the root growth of plants, begins the **Deep Earth** or Deep Earth Realm. It is the home of the spirit caves that hold both animal and human spirits, which gives it great importance to the Native Americans.

These areas or spiritual strata are identified as realms because they are inhabited by certain spirits and gods. However, the home of the spirits and gods is the **Spirit Realm**, a place that lies beyond the Middle Realm and is a world unto itself. The Spirit Realm is accessible to man only through Spirit Caves (dimensional portals linked to the Spirit Realm), escort to the Realm by greater spirits or gods, and through Spirit Quests and

dreams. See the sections on Spirits and Gods for more details about the Spirit Realm and its denizens.

The Realm of the Near Sky

The Near Sky is everything above the trees but not beyond the atmosphere. It is thought to be the home of the higher spirits, such as ancestors who have moved on to the Sky Realm with the Great Spirits. The winds blow down from the Near Sky, and the spirits of flight roam freely among the clouds.

The Near Sky provides rain, sun, and air for the survival of man, plants, and animals. Man cannot soar through the Sky Realm unless he is blessed by the spirits, or uses some form of magic, such as the "white man's magic" that utilizes flying machines and power armor.

While man is unable to leave the Middle Realm and float through the Sky, there are many sacred spirits and animals that can. These creatures are able to touch two of the Realms, or layers of the world at once, like birds who can fly into the Near Sky as well as walk in the Middle Realm, and are considered doubly blessed and special. Other creatures like rodents, canines, and felines whose dens are within the caves or ground of the Deep Earth and walk through the Middle Realm with man, are also able to touch two realms. The most respected of the spirits is the *tree* who grows in the Middle realm and sends roots down to the Deep Earth while stretching upward to brush the Near Sky.

The Realm of the Deep Earth

The Deep Earth is said to touch the Middle Realm at locations where there is no vegetation and it is exposed to the open air. These places include high rocky cliffs, mountain peaks, caves, and rocky streams or river banks. The tops of mountains are especially sacred because they not only represent the Deep Earth, but also touch the Near Sky. The Deep Earth holds the *Spirit Caves* where man can gain knowledge from the spirits of his ancestors or the wisdom of the animals. All of the original mystical knowledge is said to have been found in the Deep Earth. One of the most prominent of the sacred caves is in *Bear Butte* at the northeast edge of the Black Hills.

The Native Americans recognize two kinds of Spirit Caves, animal (including plants) and human. These sacred places are said to hold their spirits until they are ready to be released again into the physical world. If the spirits of animals are treated with respect when killed, or if more of their numbers are needed for the Circle of Life, they are returned to Earth and given physical form as a newborn animal. However, those animals whose spirits are abused or whose existence is no longer needed are withheld from the physical world, and kept in the quiet comfort of the Spirit Cave. According to Native American beliefs, this is how animal species become extinct. The white man's indiscriminate treatment of many animal species forced the spirit caves to withhold them from the physical world. However, now that the white man has released his hold on the Earth by nearly destroying it and himself, the spirit caves are releasing many of the animals that have been sheltered within them, including extinct species of condors, the Carrier pigeon, Dodo birds, buffalo, and dinosaurs, among others. And while the white scholars ponder the reappearance of dinosaurs in Georgia's swamps and the Western Plains, the Native Americans know the answers to how and why.

The Circle of Life

Traditional and Pure Native Americans believe that the abuse of the spirits can be dangerous and ultimately leads to disaster. They believe that the world exists as a great circular cycle. Humans eat plants and animals, which brings them closer to those spirits. This releases the animal and plant spirits to return to the spirit caves. In turn, when man dies, the animals and plants feed on him, thus becoming closer to man and sending his spirit potential back to the spirit caves. If this circle is disrupted or abused at any point, the necessary cycle of the spirits will be disrupted, and a terrible, negative impact will be felt in the world.

To the Native Americans, the society of the white men grew as cold and uniform as his cities. The more those cities spread, and the farther from nature and the spirits he became, the more the spirits withdrew, until magic left, the forests and animals disappeared and his downfall (the Great Cataclysm) was sealed. They believe when the nuclear warheads went off, and living things died by the millions, the spirit caves could not hold all of the abused spirits that came rushing in, and so they flowed over with the force of a volcano, violently pushing magic back into the world along with the billions of spirit potentials that could no longer be contained. Eventually, the rush of life forces into the spirit caves became less than the flow going out, and the chaos subsided, but the force of these events had awakened every sleeping spirit in the world and opened the energies of the spirit caves in a way that had never been seen in the past. Magic had returned to the Middle World with unprecedented energy. **Note:** This is how many Native Americans view the return of magic and spirits to the world of men, and the appearance of demons and "Spirit Gates" (Rifts) to other worlds. Most do not believe, as Dream-Speaker does, that the white men could have personally and purposefully subjugated the spirits and magic in the world.

War & Prisoners

Traditionally, when Native Americans go to war, it is commonly to resolve some dispute, and is nothing like the bloody wars of the whites (although not always, and even small battles can have their share of atrocities). Displays of battle prowess and tactics usually win these wars, and the capture of prisoners is common. These prisoners of war (and any noncombatants) are protected by the victorious warriors with their lives. Captives are considered "prizes," not prisoners, and most will eventually be adopted by the tribe to replace lost members (especially children). Often, if one tribe kills warriors from another tribe, the wounded tribe will capture or kidnap members of the attacking tribe, and they would become the sons or daughters of the mothers whose children were lost in earlier skirmishes. Another case is when a tribe needs women. To remedy this, they will raid and take females from a rival tribe that has an abundance. Once the prisoners are adopted or married into the tribe, they are considered full members, as if they had grown up there from birth. The adopted members usually come to welcome their new place in the tribe and accept it as the way of the spirits. This process is rarely understood by cultures who see such prisoners as captives and slaves, but such is rarely the case, although some tribes have been known to keep slaves and prisoners.

Vehemently hostile people are not usually adopted into a tribe because they are too dangerous and uncontrollable. Such

captives will be killed or released, depending on the danger they present to the group. Also, note that "uncooperative" and openly "hostile" are not the same things. Hostile captives pose a threat to the lives and livelihood of the people, while uncooperative ones are simply an annoyance, and with time and patience are likely to be swayed.



Tribal Background

Native American Names

By most non-Indian standards, Native Americans have strange names.

Children are given their names during a ritual known as the Naming Ceremony. The name given usually reflects nature and/or some recent or ongoing event, which can include just about anything from a beautiful clear day, a sunrise or sunset, a thunderstorm, a gust of wind, season, or an appearance that is itself a (small) event, such as the appearance of a rainbow, gentle rain, soaring eagle, crouching lion, snorting bull, running horse, and so on. The name may also reflect a particular period or impending event such as a successful harvest/prosperity, peace, war, hardship and other general or specific events. The name may also reflect the current surroundings (meadow, forest, prairie, mountain, cave, sparkling spring, mist, fog, etc.).

The ritual can vary greatly from tribe to tribe, and even band to band within the same clan. Some tribes keep these given

names secret, believing them to have power. In these tribes, the name is only used among family and close friends, and the person chooses another name to be used outside of his family group. Often this second name is **European/English** or a combination of the two, like Robert Blue Sky, Strong Jim, or Sarah Sunrise.

Other tribes name children at or near their birth, but upon reaching adulthood, a second ritual allows the person to choose a name for himself. Sometimes, as an honor, rituals may be held to rename an adult for a great feat he has performed.

Some examples of historical Native American names include Sitting Bull, Standing Bull, Drinks Water, Black Elk, Dull Knife, Big Foot, Chief Joseph, Black Kettle, Cochise, and Geronimo.

Tribal Structure

For simplicity, the following organization of Native American culture will be used throughout this book: the band, clan, tribe, society, and nation. Each is briefly described below.

A **band** of Native Americans is a rather small group of 4-30 people. It can be a family group of direct relatives, a large hunting party, or a group of warriors (i.e.. the White-Feather Band). Bands normally do not stand alone, and they are often formed for short-term goals, such as food gathering, hunting, raiding, or breaking up a clan unit to reduce the overall needs for food and other resources. Bands are not so much the smallest grouping of Native Americans as they are a gathering of related or like-minded individuals, similar to a club or dance troupe, as opposed to a bus-load of people that have little in common besides the bus on which they ride.

Clans are made up of a number of family bands. A clan can be as small as a single, large band, though these are rare, or as large as 100 bands in size. The average clan has 100 to 800 members, however, some clan units comprise half of an entire tribe and can number as many as 5,000 members! This is not surprising when one considers the fact that all of the clans in a tribe try to intermarry in an effort to form an extensive web of relations that bind the entire tribe together.

Clans are most often led by a Council of Chiefs. Each band usually has a chief to represent them in the clan council, and each clan has a chief on the tribal council. Chiefs are usually chosen; it is not a hereditary position. If the son of a chief is qualified to lead, then he will be put into his father's place when the time comes, especially if he has many of the qualities of his father. However, if he is not well liked and does not have the qualities to make a good chief, he will not be chosen and will have to settle for a position as a warrior or something else.

Tribes are formed by clans. The number of tribes in **pre-Rifts** America was in the hundreds, and members of all tribes were carried into the Spirit Realm of the Nunnehi. Thus, representatives from all (or most) of the old tribes have returned to Earth.

Tribes control territories and are the caretakers and occupiers of that land, but they do not own it (no one can own nature). Each tribe can be thought of in a political sense as a country. They are groupings of like-minded people or those who share a common origin and who live and work together — they may or may not cooperate with their neighbors. Once a year, all of the clans try to come together for a Tribal Gathering. The full **mean-**

ing and reasons for this varies from tribe to tribe, but the most important reason is often the reestablishment of contact and camaraderie between the clans of the tribe. These gatherings are times of rejoicing and are celebrated with marriages, huge feasts, and great hunts.

Nations are made up of several tribes with a common heritage and political and social background. On Rifts Earth, there are not many of these powerful coalitions of tribes, but one of the most stable is that of the *Iroquois Nation*, which has reemerged as a strong and coherent force in the Northeast and the Nez Perce and the Cheyenne/Sioux Coalition in the New West.

Societies are subdivisions within the Native American culture. They are collections of bands into organized groups of like-minded individuals. There are warrior societies, as well as shamanistic, dance, ritual, hunting, and totem societies. The individuals within them often regard each other as closer than family, and they are usually careful that the influence of their society does not override the structure or leadership of their clans and tribes. The societies often gather for large and elaborate rituals.

These ceremonies are typically designed to bring them closer to each other or nature, to unite the clans or tribes, to bless future endeavors or to celebrate recent ones, to honor the spirits or a particular god, or to perform magic beneficial to the members of their society and/or clan or tribe. Societies are similar to bands, only on a larger, more organized and formal scale.

Whatever its structure, tribe, clan, band, or society, the lifestyle of a Native American group is based on its pasts, the spirits, geography and the lands the people inhabit. Geography plays an especially large role for those who practice the old ways. For example, Traditional Plains Indians move with the buffalo herds and live in easy to move, but very practical, tepees. Their existence is nomadic, and they rely more heavily than others on the yearly gatherings in the summer. Other geographic regions more suited to stable hunting and agriculture, such as the east, northwest, and southeastern North America, attract groups of Native Americans who live in more permanent structures like longhouses and kivas. Coastal tribes are likely to focus on fishing instead of hunting and live in permanent dwellings near the coastlines of oceans, lakes, and rivers.

An Overview of Native American Tribes

Many of the tribes, clans and groups of Pure Ones (descendants of Ancients) and Traditional Native Americans of Rifts Earth are scattered across the North American continent (USA, Canada and Mexico), where they often exist in small (often tiny), quiet, wilderness communities. Most "modern people" of all races and advocates of science and high-technology discard these people as "primitive," "backwater," "retro," and low-tech or even anti-technology societies. Some, like the Coalition States, consider them primitive, "retro-savages," either beneath their concern or dangerous because they call upon and worship supernatural forces (or just because their belief system and culture is too different).

Arctic Tribes

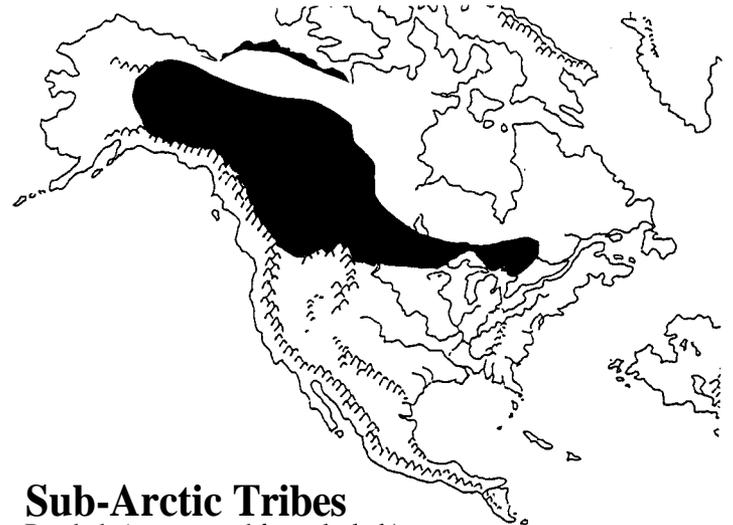
Aleut (pronounced al-ee-oot)

Inuit/Eskimo (pronounced in-yoo-it/es-kuh-mo)

The American arctic tribes inhabit some of the harshest and least populated wilderness regions of North America. The frozen arctic ranges from pre-Rifts Alaska, across the Canadian Empire's Northwest Territories and Victoria Island to the land once known as Greenland. There is very little rain and the sub-soil never thaws (a state known as *permafrost*). **Tundra** (rolling plains with no trees and sparse vegetation because of permafrost) prevents farming, so the arctic peoples are hunters and fishermen. Sometimes, migration is necessary to find food and shelter for those who follow the old ways.

The Aleut tribe are a seafaring people, and their Traditionalists live in rectangular communal houses. Modern Indians build houses out of modern materials.

The Inuit, or Eskimo tribe, use dog sleds to travel and build houses of cut snow called igloos, though Modern Inuit prefer snowmobiles, power armor and modern tents and buildings. One tribe of Inuit has recovered and maintains a pre-Rifts military base (see the Preserves section for more details).



Sub-Arctic Tribes

Beothuk (pronounced bay-uh-thuk)

Carrier

Chippewyan (pronounced chip-uh-why-an)

Cree

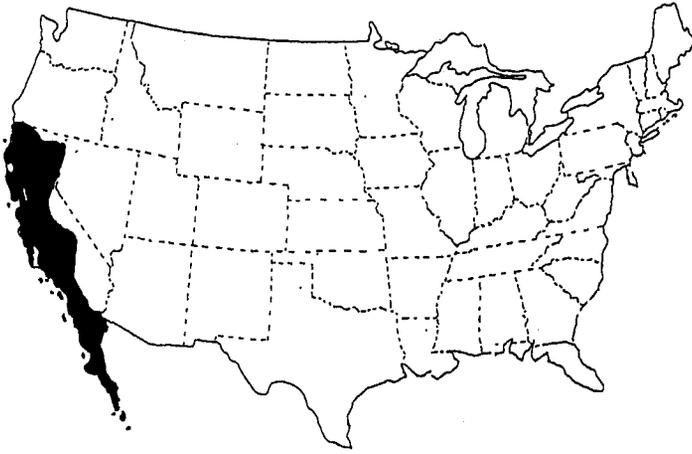
Kutchin (pronounced kuch-in)

Metis (pronounced may-tee)

Montagnais (pronounced mon-tun-yay)

Naskapi (pronounced nas-kuh-pee)

These people live in small, scattered tribes throughout the central areas of pre-Rifts Alaska and Canada, including the Yukon Territory, Northwest Territories, British Columbia, Alberta, Saskatchewan, Manitoba, and to a lesser degree, Ontario and Quebec. The area has thin forests and is broken up by a network of inland lakes and waterways. Winters are long and fierce, covering everything in ice and snow, however, wildlife is abundant, including elk, caribou, moose, deer, beaver, rabbit, squirrel, and game birds (pheasants, quails, geese, ducks, etc.). The Traditional tribesmen here are hunter-gatherers and do not farm. Traditionalists live in cone-shaped tents covered in animal hides.



California Tribes

Chumash (pronounced choo-mash)

Hoopla (pronounced hoop-uh)

Maidu (pronounced my-do)

Miwok (pronounced mee-wock)

Patwin (pronounced pat-win)

Pomo (pronounced po-mo)

Wintun (pronounced win-tun)

Yahi (pronounced yah-hee)

Yokuts (pronounced yo-kuts)

Yurock (pronounced your-ok)

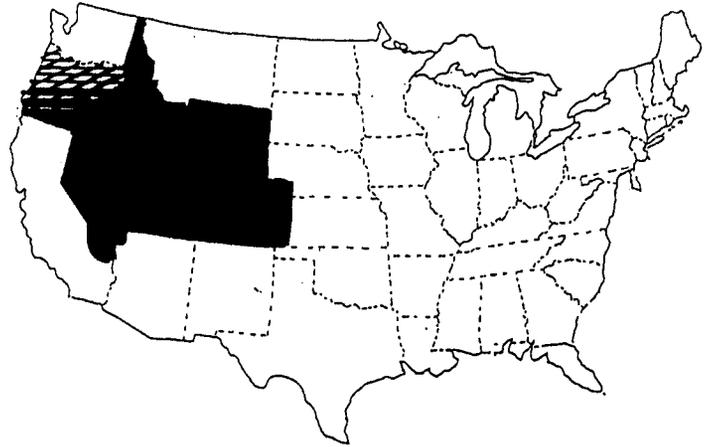
The California tribes live in the area that roughly corresponds to the pre-Rift state of California and the Baja Peninsula. Most of the Traditionalists and Pure Ones do not farm, except for tobacco, and are hunters and gatherers. Their main food sources are berries, nuts, greens, roots, and insects, as well as fishing, and hunting for deer, rabbit, ducks and other water and game fowl. Travel is done on foot or by boat.

Most California Traditionalists live in cone-shaped houses made with poles and covered in grass or reeds. Other house styles include domed pit-houses covered with earth, lean-tos covered in bark, and in northern California, wood plank houses. Clothing among these people is minimal because of the warm and even climate. Many men wear no clothes or a simple loin-cloth. Women wear animal skin aprons and, on occasion, basket hats or feather headbands. Some wear no shoes, although most wear ankle-high moccasins. In winter, robes or cloaks of feathers and fur are worn. Shell jewelry is used as adornment, and tattooing is common. These practitioners of the ancient ways are famous for their basketweaving — baskets that can even hold water without leaking. They are also skilled woodworkers and known for their sturdy boats, wood dishes, pipes, flutes, and wood carvings as well as rattles made of gourds and stone, and ceramic pottery and art.

California Indians live in tribal groups in permanent villages. The central village (it is called the "Central Village" even if it's the size of a city) houses the chief, who is a fatherly figure to all. Other smaller, satellite villages are spread around and down the coast from the central one. These tribes have no war chief, because they believe war is for revenge, not raiding or scouting. For recreation, they play hoop and pole games outdoors and dice and other counting games indoors (+10% to all math skills).

There are no strong confederacies or nations in the California tribal area, but the organization of family-related neighboring villages makes for a well defended and close-knit group of like-

minded communities. There are approximately half a million Native Americans in the California tribes.



Great Basin Tribes

Bannock (pronounced ban-uch)

Paiute (pronounced pie-oot)

Shoshone (pronounced sho-sho-nee)

Ute (pronounced yoot)

The Great Basin tribes of Pure Ones and Traditionalists live in the areas that were once the pre-Rift states of *Nevada, Utah, Oregon, Idaho, Wyoming, Colorado*, and a small portion of *southern California*. Most of these regions have comparatively little rainfall, rapid evaporation, and vast areas of stony deserts, scrublands, prairies and scattered forests. Antelope, deer, mountain goats, buffalo, and rabbits are among the most notable indigenous game, but dinosaurs and animals from the Rifts have been included in their diet. The Indians in these regions also dig up roots and insects for food and forage for the rest. Fields of wheat, corn and other crops can only be grown in scattered, select areas and are lands often contested by D-bees and Modern settlers (Indian and others).

The harsh seasons, scarcity of farmland and the migration of animals mean these Indians are nomads who follow the animals and move to avoid devastating winters. Consequently, they travel in bands and clans, instead of large tribal groups. Most of them live in simple pole-framed, cone-shaped houses covered with brush. The tribe members who follow these old ways are steadfastly opposed to technology or the "white-man's magic," and avoid even using simple weapons and tools.

Northeast Tribes

Abnaki (pronounced ab-nah-kee)

Algonkin (pronounced al-gon-kin)

Cayuga (pronounced ki-yoo-guh)

Chippewa (pronounced chip-uh-wah)

Delaware

Fox

Huron (pronounced hyur-on)

Illinois

Kickapoo (pronounced kick-a-poo)

Mahican (pronounced muh-hee-cun)

Malecite (pronounced mal-uh-seet)

Massachuset

Menominee (pronounced muh-nom-uh-nee)

Miami

Micmac (pronounced mick-mack)
 Mohawk (pronounced mo-hawk)
 Mohegan (pronounced mo-hee-gun)
 Montauk-Shinnecock (pronounced mon-tawk-shin-uh-cock)
 Narraganset (pronounced nah-ruh-gan-sit)
 Nipmuc (pronounced nip-muck)
 Oneida (pronounced o-ni-duh)
 Onondaga (pronounced au-nun-dag-uh)
 Ottawa (pronounced aht-uh-wuh)
 Passamoquaddy (pronounced pah-suh-muh-kwod-ee)
 Pennacook (pronounced pen-uh-cook)
 Penobscot (pronounced puh-nob-scot)
 Pequot (pronounced pee-kwot)
 Potawatomi (pronounced pot-uh-wot-uh-mee)
 Powhatan (pronounced pow-hat-un)
 Sac (pronounced sack)
 Seneca (pronounced sen-uh-kuh)
 Shawnee (pronounced shaw-nee)
 Susquehannock (pronounced sus-kwuh-han-ock)
 Tuscarora (pronounced tusk-uh-roar-uh)
 Wampanoag (pronounced wam-puh-no-ag)
 Wappinger (pronounced wop-in-er)
 Winnebago (pronounced win-uh-bay-go)

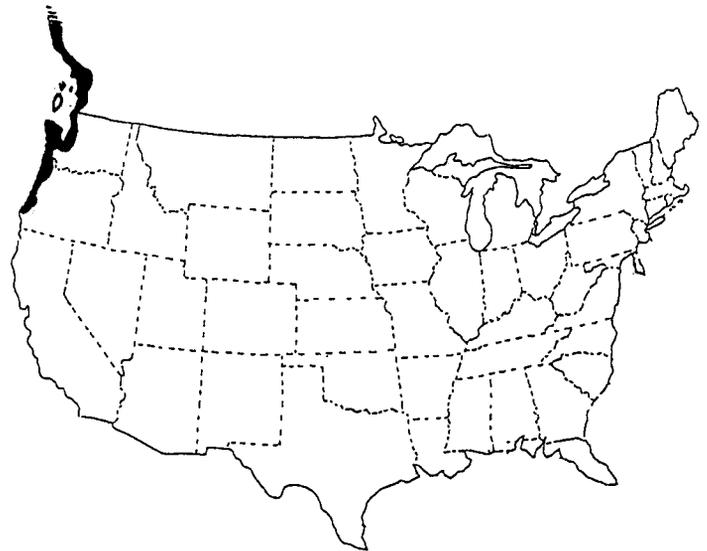


Before the Great Cataclysm, the ancient Northeast tribes dominated the region between the Atlantic Ocean and the Mississippi River and in and around the Great Lakes and Ohio Valley, including the pre-Rifts States of Minnesota, Wisconsin, Illinois, Kentucky, Michigan, Ohio, West Virginia, Pennsylvania, Maryland, Delaware, Vermont, New Jersey, New York, Connecticut, Rhode Island, Massachusetts, New Hampshire, Maine, and the Provinces of Ontario, Quebec, and Nova Scotia. These areas are mostly covered with dense woodlands, but other terrain varies widely, including rivers, lakes, marshlands, hills, open fields of flowers and grass, and mountains. **Lazlo, New Lazlo, Tolkeen, Free Quebec, Chi-Town** and other Coalition States, parts of the **Magic Zone** (with the Federation of Magic) and the **Xitixic Territories** are all located within the tribal lands of many Northeast tribes. As can be imagined, the anti-white and **anti-D-bee** factions are strongest in these areas, although many Indians seek *true* "coexistence." The more racist and militant Native Americans, especially those pro-magic factions who believe Dream-Speaker's theories, support Lazlo and Tolkeen in their troubles with the Coalition, and some *may* even throw in with Free Quebec if it will help their own agenda.

These Traditional Northeast tribes hunt the plentiful deer and wildlife that fill the woods of their homelands, eating the meat and using the hide for clothing and the bones for weapons and tools. They make houses of wood frames, with bark or plank walls, and farm corn, beans and other crops to supplement their hunting. The Northeast is home to one of the most extensive, binding, and influential of the Native American Confederacies/Nations, the *Iroquois League*. Centered around the Mohawk, Oneida, Onondaga, Cayuga, and Seneca tribes, its influence in current times has expanded to include tribes as far away as the Pennacook and Susquehannock. In addition, many a displaced Miami, Illinois, and Kickapoo band has made its way into the shelter of the Confederacy. *The Longhouse Preserve* is the second largest, and possibly the best defended, of the Preserves, since it is run and defended by nearly a dozen different tribes. As noted elsewhere, it boasts the largest known population of Spirit Warriors, with nearly 1,200 of them living in or around the Longhouse Preserve.

Northwest Tribes

Chinook (pronounced shi-nook)
 Haida (pronounced hi-duh)
 Kwakiutl (pronounced kwah-kee-oo-tel)
 Makah (pronounced mah-kaw)
 Nootka (pronounced noot-kuh)
 Tlingit (pronounced tling-kit)
 Tsimishian (pronounced tsim-shee-un)



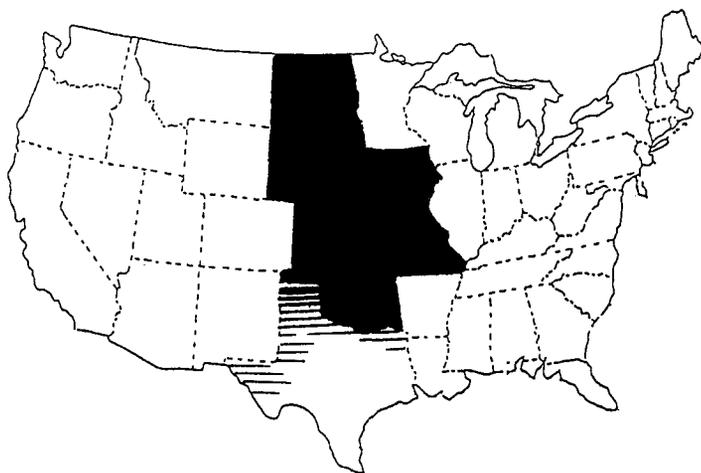
The Northwest tribes live in an area along the coast that stretches from the northern tip of pre-Rifts California to the southern edge of pre-Rifts Alaska, including a wide stretch of coastline through Oregon, Washington, and British Columbia. The area is surprisingly warm for its northern location. This is because of an ocean current which carries warm air and great amounts of moisture that is subsequently blocked by the coastal mountains and dropped onto this area as rain (up to 100 inches a year). The rain fosters great thick forests of evergreens, which have thrived and flourished since the devastation wrought by the Coming of the Rifts.

The Northwest tribes make their homes on the beaches beyond the forests. The wood from the trees is used to build homes. Modern tribe members use electric sawmills to form plywood and planks for modern homes, while the ancient tribesmen

build stout frames and hand-split boards for walls and roofs. The walls of these handmade homes are covered with mats for insulation, and the floors are often planked with wood and sleeping "shelves" line the walls. Several Pure Ones descended from the Ancients usually live in each of these communal houses. The Northwest tribes carve boats and totem poles from the nearby trees, and they are some of the premier Indian carpenters and woodcarvers, making ornate chests, boxes, and masks. The potlatch custom of giving away one's belongings to demonstrate social status is a custom unique to this area.

Fishing and hunting from the sea is the primary staple for these tribes. They gather and hunt halibut, herring, whales, and seals for food. The sea also allows them the freedom of quick, easy travel along the coasts, something that the mountains and forests to the east prohibit. In ancient times, their slave raids and trade occurred along the coast and up the rivers. Today, their trade continues up the coast and adjacent rivers. Sturdy boats and capable crews allow great distances to be travelled, but the monsters that sometimes inhabit the waters can make such trips dangerous. Slave raids are rare in modern times, but some tribes do continue to abduct wives and workers from neighboring towns and villages and enslave D-bees.

While many of the tribes have contact through trade, and some have alliances or treaties, there are no noteworthy confederacies or organized nations in this region.



Plains Tribes

Arapaho (pronounced uh-rap-uh-ho)
 Arikara (pronounced uh-rick-uh-ruh)
 Assiniboine (pronounced uh-sin-uh-boin)
 Blackfoot
 Cheyenne (pronounced shy-ann)
 Comanche (pronounced kuh-man-chee)
 Crow
 Gros Ventre (pronounced grow-vahn-truh)
 Hidatsa (pronounced he-dot-suh)
 Iowa
 Kaw
 Kiowa (pronounced ki-uh-wuh)
 Mandan (pronounced man-dun)
 Missouri
 Ojibway (pronounced o-jib-way)
 Osage (pronounced o-saje)
 Oto (pronounced o-to)
 Pawnee (pronounced paw-nee)

Plains Cree
 Ponca (pronounced pong-kuh)
 Quapaw (pronounced kwaw-paw)
 Sarcee (pronounced sar-see)
 Sioux (pronounced sue)
 Tonkawa (pronounced tahn-kuh-wuh)
 Wichita (pronounced witch-i-taw)

When the Ancients left the Earth to follow the Nunnehi, the white men had just begun to arrive in the southeastern regions of North America. It would be another 100 years or so before horses were introduced to the Plains Indians, an event which would change their way of life forever. These Ancients were introduced to the horse by the Nunnehi and have come to revere and use the horse in the same ways their descendants did more than 500 years ago. Now, as then, the Plains tribes live on the vast rolling grasslands that make up Central North America, including *North & South Dakota, Nebraska, Kansas, Iowa, Missouri, Oklahoma* and portions of *Texas*. The area is filled with many different types of game, including antelope, deer, elk, and the buffalo. The buffalo was the prime animal in the ancient Plains Indian ecology, providing meat, bones for weapons and tools, hide for clothing and protection from the elements, and horns for ceremonies and making art and tools. With the return to those old ways, the buffalo is again at the center of the ecology for ancient Plains tribes, but they also hunt dinosaurs and other beasts from beyond the Rifts.

The Plains Indians tend to be nomadic, following the big game animals they hunt and migrating with the seasons. They live in cone-shaped tepees made of buffalo hide (or other large animal) which can be folded up and pulled behind a horse. The tribes are really extended family bands that travel most of the year and reunite in the summer for rituals and communal hunts. The Traditionalists wear leathers made from buffalo and other animal skins that are decorated with fringe, beads, and dyed quillwork. In warm weather, as little as a loincloth is worn, while in cooler weather, buckskin pants, dresses and shirts are worn, along with fur robes, capes, mittens and headbands as needed. Headdresses are also common among these tribes, most notably the eagle-feather warbonnet. These plains hunters are some of the best horsemen in the world, and some can even scoop fallen comrades from the ground while leaning from the saddle at a gallop (called shot to strike, or in this case, grab, at -1 to strike and a horsemanship skill penalty of -20%). **Note:** All plains "hunters" (typically Indian males) have the following skills: Break/tame wild horses, horsemanship: cowboy (+15%), horsemanship: exotic (+10%) and trick riding (all described in *Rifts® New West™*), as well as wilderness survival (+10%), land navigation (+12%), track animals (+20%), skin and prepare animal hides (+15%), sew (+5%), and preserve foods (+10%) — can be considered O.C.C. skills. For the rest use the Tribal Warrior O.C.C.

A rather unique practice of the Plains Indians is called "Counting Coup," in which an enemy is touched without being injured in any way. It is a practice that displays the bravery of the warrior, and certain rules are applied to it. For example, the first time an enemy is counted coup against, the brave who did it gets three eagle feathers for his war bonnet. The second time that enemy is touched, either by the same warrior or another, two feathers are awarded, and the third counting of coup awards only one feather. Subsequent coup do not count for feathers at all.

Note that the enemy is not usually a friendly participant in this little game, and will often retaliate with deadly force and malicious intent. Of course, that's what makes the game challenging, assuming one survives. **Note:** Counting Coup is also allowed against certain superhuman monsters, including Worm Wraiths, Devil Unicorns, *Oborus-Slitherers*, Great Dream Snakes, Grigleapers, Tiger Claw Raptors, and the Tyrannosaurus Rex; see **Rifts® New West™** for the descriptions of these monsters. Also note that *Simvan Monster Riders* are usually considered rivals and mortal enemies to most Plains Indians.

Common fetishes and holy items include a Tribal Medicine Bundle (the major fetish), a sacred pipe that belongs to the tribe and which is used in many ceremonies, and many members carry individual Medicine Bundles (really minor luck or heritage fetishes). Many warriors also use sacred shields that protect the users (minor armor fetish) and the occasional minor or major fetish suitable for hunting and fighting.

Most Plains tribes have many warrior societies. Some of them are age-based, so entry into them is automatic, while others are exclusive, with membership available only by invitation.

All Plains tribes believe strongly in vision quests, and the *Sun Dance* is an important ritual to them. It is believed to re-establish links with the spirit world, other tribes, and also between man and nature, as well as assuring victory in battle, productive hunts, and keeping people healthy.

The most notable confederacy within the Plains tribes is the Cheyenne-Sioux Coalition. They man a battle-ready Preserve on the edge of the Plains and are active in gathering intelligence against the Coalition States and other enemies. They conduct surveillance and long-range reconnaissance patrols that go into modern cities and even venture hundreds of miles into the Coalition States and beyond. They do not participate in guerrilla or terrorist activities against the Coalition States or other kingdoms, but some isolated individuals and bands will raid or challenge them in combat. All of their work in watching the Coalition States and kingdoms to the east is a precautionary measure, and on occasion with an eye open to trade. Currently, their military efforts are directed north toward containing the Xiticix and against aggressive Simvan tribes who have become hated rivals and enemies (some of these battles are terrible). They are also helping the Crow, in the west, against a large tribe of well-armed Orc invaders. The Orcs are not moving as an army, but as small bands and are difficult to ferret out. They have ancient and modern equipment and training, and it is believed their leader is a former bandit from the Pecos Empire.

Northern Plateau Tribes

Cayuse (pronounced ki-yoos)

Coer d' Alene (pronounced kur-duh-lane)

Flathead

Kalispel (pronounced kal-uh-spell)

Klamath (pronounced klam-uth)

Kootenai (pronounced koot-uh-nay)

Modoc (pronounced mo-dock)

Nez Perce (pronounced nes-purse)

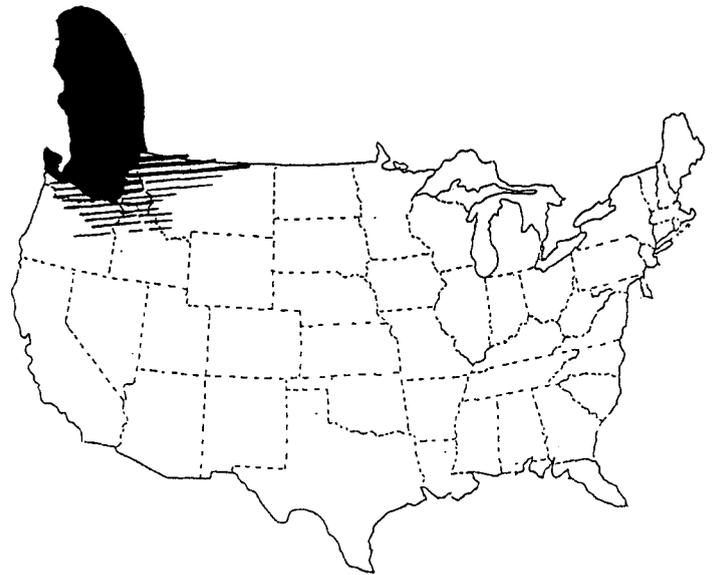
Palouse (pronounced puh-loos)

Spokane (pronounced spo-kan)

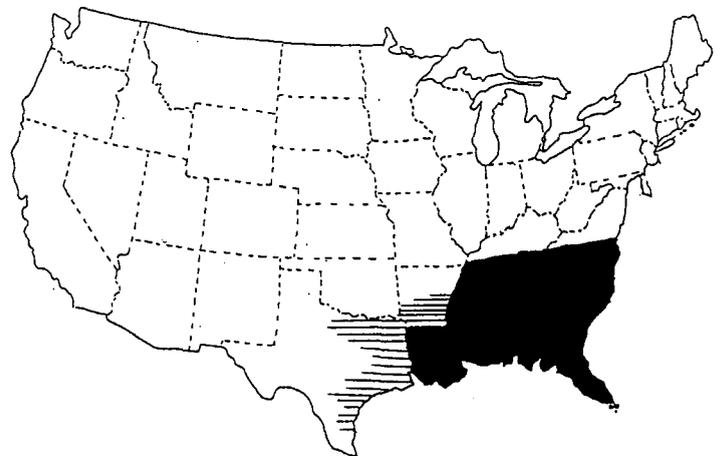
Umatilla (pronounced um-uh-til-uh)

Wallawalla (pronounced wol-uh-wol-uh)

Yakima (pronounced yak-uh-muh)



The region once known as the *Columbia Plateau* forms the territories where the Plateau tribes live. It includes parts of *Oregon*, *Idaho*, and *Montana*, as well as most of *Washington* and a large portion of *British Columbia*. The terrain is a mixture of grasslands, scrub and sagebrush, desert, rolling hills, rocks and mountains. Game animals include rabbits, deer, antelope and some buffalo, dinosaurs and other animals. They also fish in the many rivers. Other supplemental foods for those who follow the old ways include roots and berries. Most of them do not farm, and the ancient tribe members live in earth covered pit houses. The rivers provide avenues for river travel and contact with other regions. The Plateau tribes actively trade with many other tribes as well as non-hostile D-bees and other humans. Their only regular enemies are the Xiticix to the north, Simvan and a few aggressive tribes of *Psi-Stalkers*.



Southeast Tribes

Alabama

Apalachee (pronounced ap-uh-latch-ee)

Caddo (pronounced cad-o)

Calusa (pronounced kuh-loo-suh)

Catawba (pronounced kuh-taw-buh)

Cherokee (pronounced chair-uh-key)

Chickasaw (pronounced chick-uh-saw)

Chitimacha (pronounced chid-uh-ma-shuh)

Choctaw (pronounced chock-taw)

Coushatta (pronounced coo-shah-tuh)

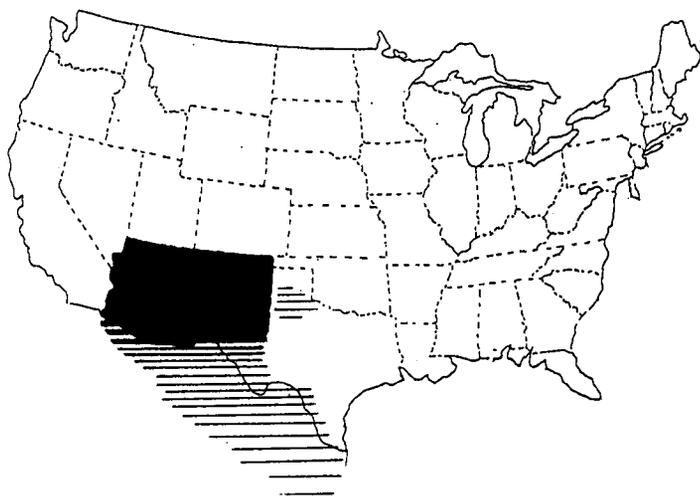
Creek

Lumbee (pronounced lum-bee)
 Natchez (pronounced natch-is)
 Seminole (pronounced sem-in-ole)
 Timucua (pronounced tim-uh-koo-uh)
 Tunica (pronounced tyoon-uh-cuh)
 Yamasee (pronounced yam-uh-see)
 Yazoo (pronounced yah-zoo)
 Yuchi (pronounced yoo-chee)

Much of this area has been changed by the flooding resulting from the Coming of the Rifts, but the Native Americans have adapted. The Southeast tribes live in the regions that once included the States of *Louisiana, Mississippi, Alabama, Georgia, Florida, South Carolina, North Carolina, Virginia, Tennessee*, and parts of *Texas* and *Arkansas*. The terrain of this area varies greatly and includes coastal plains and saltwater marshes, swamps, sandy river valleys, hills, forested highlands, and mountainous areas. It is home to a vast variety of flora and fauna, and the fertile soil supports farming. This means many of the clans and tribes establish permanent villages with large populations built around agriculture, and supplemented by hunting, fishing and trading.

The traditional homes are pole-framed with branches tied over them and mud applied to the network of branches. These houses are circular or rectangular and have thatch, hide, or grass roofing. More modern homes in the areas tend to have reinforcements to protect them from hurricanes and storms that rage in from the Atlantic and Caribbean. Many of the tribes in this area are mound builders, placing their temples, shrines, palaces, and fortifications on top of man-made hills. They also make mounds in the shape of animal totems to mark holy places and ley line nexuses.

There are no major nations or confederacies in this area. In the past, a number of these tribes had nobles and kings presiding over the commoners of the tribes. These titles were probably carried over from South America (where they are believed to have originated), but the Southeast tribes did not conquer great expanses of land, and the king might only rule over a single village to a small handful of villages.



Southwest Tribes

Apache (pronounced uh-patch-ee)
 Havasupai (pronounced hah-vah-soo-pie)
 Hopi (pronounced ho-pee)

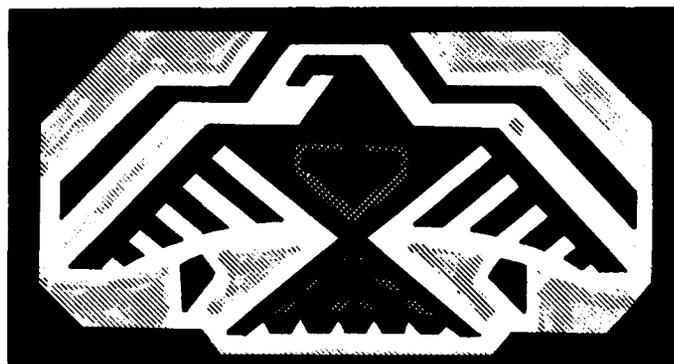
Hualapai (pronounced wah-lah-pie)
 Mojave (pronounced mo-hah-vee)
 Navaho (pronounced nah-vuh-ho)
 Papago (pronounced pah-puh-go)
Pima (pronounced pee-mah)
 Pueblo (pronounced pweb-lo)
 Yaqui (pronounced yah-kee)
 Yavapai (pronounced yah-vuh-pie)
 Yuma (pronounced yoo-muh)
 Zuni (pronounced zoo-nee)

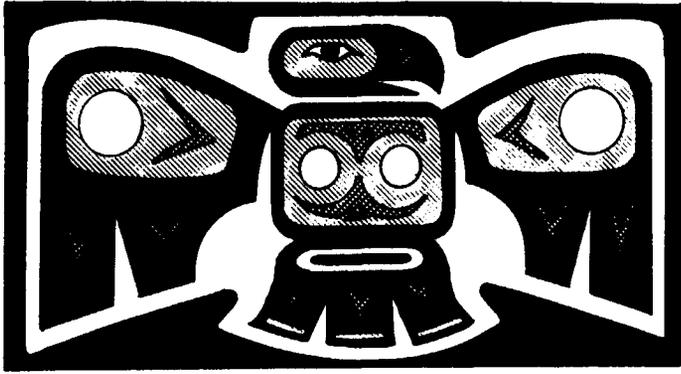
The Southwest tribal area covers what was once known as the States of *Arizona, New Mexico*, portions of *Texas*, and a large (northern) portion of the *old Mexican Empire*. It is a stark terrain made up of cliffs, buttes, desert, mountains, and canyons. The place is rugged and sparse with very little rainfall. The **dryness** means that much of the land is arid or desert where there is mostly sagebrush, cacti and other desert plants, with sparse clusters of woodlands along rivers and springs. The hot desert areas are home to small mammals, birds, snakes and reptiles, while the forested areas and grasslands attract larger game, as well as monsters like the Leather Wing and predatory dinosaurs (critters who find humans to be excellent prey). Despite the regions of arid land, there are areas suitable for farming and (mostly non-Indians) raising cattle. Magical (as well as modern) irrigation techniques have helped to increase the productivity of these farms. However, some of the Pure Ones maintain their old traditions of simply raiding the farmers and non-Indians for what they need. The Apache Traditionalists are particularly aggressive at raiding non-Indians.

The Traditionalists live in permanent pueblo housing made of adobe (mud and rock). The raiding bands are hunter-gatherers and nomadic, living under the stars and/or temporary brush or earth covered homes; some use animal hide tents and some even use tents made from modern materials. They ride horses and/or monsters, while those not 100% devoted to tradition will use hovercycles.

The most powerful of the organized Native American Nations is the Apache. They have gathered their members and built the Fort Apache Preserve to oppose a second advancement of the white man, and to form a protective nucleus to keep the horrors of Rifts Earth far away from the Apache peoples and other Native Americans. They might not have the number of tribes or people that other confederacies or nations do, but no other military force is as well armed, numerous, diverse or prepared as the Apache.

Note: The focus of the **Kachina Spirit** movement is in this region.





Native Americans of Rifts Earth

A bit of history

Historically, as the European settlers pushed west (followed by Blacks, Mexicans and others), the "Indians" were forced from their lands, slaughtered in uneven warfare, placed on Reservations and faced with one indignity after another. Many of those who stayed on the Reservations retained some measure of their racial and cultural heritage, but even many of them engaged in interracial marriages and abandoned many of the old traditions and customs. Effectively prisoners of war in their own country, spirits waned, many died, and others relented to the new people and their ways.

Over the ensuing decades, thousands upon thousand adopted the "white man's" culture, religion, philosophy, and way of life. They abandoned and forgot the ways and history of their ancestors. This was especially true of the children of mixed marriages who were typically raised as whites. By the end of the 20th Century, most people of "Indian Heritage" were one eighth to half Native American. They had never known the old ways, had never seen a Reservation, knew nothing about spirits or magic, nor considered themselves anything other than *American* (Canadian or Mexican, as the case may be). The only Indian tribes they had ever seen were on television, at the movies, or in the pages of books. Ironically, most were extremely proud of their "Indian" heritage, but few ever bothered to learn much about their ancestry — they were modern Americans with their own personal agendas, families, and busy lives. Native Americans on Reservations were just old fashioned or hicks who they knew nothing about. And so these *Modern Indians* took their place in the hustle and bustle of the modern world.

When a limited nuclear exchange in South America caused the ley lines to swell with psychic energy and triggered the global havoc of the Great Cataclysm, those of Native American descent were caught in the maelstrom along with everybody else. Population centers were the most vulnerable to the destruction and billions of people perished.

Those living away from the population centers, like those on Indian Reservations, had a better chance for survival. Furthermore, those who knew something of the old customs and myths were (marginally) better prepared for the return of magic and the appearance of ancient Native American spirits and gods. During the Dark Ages and after the **return** of the Ancients, many of those on the Reservations would become Traditionalists and Renegades, others Modern Indians.

Classification by "Belief"

There are four general classifications or categories into which the Native Americans of Rifts Earth can be grouped. While "bloodlines" are sometimes a consideration, particularly to some extreme factions within these broad groupings, typically it is the beliefs and dedication to those beliefs that differentiates these social-technological groups.

- Modern Native Americans or Modern Indians
- Traditionalists
- Pure Ones or Ancients
- Renegades

Modern Native Americans — circa 105 P.A.

Modern Native Americans, more commonly known as "Modern Indians" and sometimes known as "Tech-Indians," are men and woman of Native American descent, but whose ancestors were assimilated into the "white man's" culture and society generations ago. Less than 25% of all Modern Indians have "pure" bloodlines; 100% Native American ancestry. Most are of mixed heritage with 50% or less being of Native American descent. Others are full blooded Indians who simply prefer science, guns, robots, machines and the comforts of modern amenities over the "old ways." Many "Modern Indians" (a label put on them by Traditionalists and Pure Ones) respect and appreciate those who have dedicated themselves to the old ways, but personally prefer modern technology and life in the big cities or adventuring with big guns and robots.

Many have completely lost sight of their Indian heritage, although they are proud of it, and don't care about ancient customs, traditions, gods or spirits. Like most "city folk" of 105 P.A., few *Modern Indians* trust alien and supernatural beings who call themselves spirits and claim to be ancient gods. Whether these creatures are the beings ancient Native Americans once worshipped, or not, really isn't the point. The point is that these *modern*, civilized (sic) individuals reject the ways of their ancestors, distrust spirits, gods and magic, and put their stock in good old human ingenuity, science and technology. They'd rather wear a suit of power armor than magical fetish armor, and use a plasma rifle and vibro-blade in battle than cast magical spells or call upon the power of the spirits.

Modern Indians can be found in virtually every strata and occupation of society, from farmer, factory worker and mechanic, to doctor, soldier and role-playing game publisher. Depending on where they grew up (on a farm, in the 'Burbs, in Chi-Town or other city), and their level of education/training, their familiarity with advanced technology will vary dramatically. Some, like Mercenaries, Vagabonds, Saddle Tramps and Wilderness Scouts, will be most familiar with the operation of basic everyday machines, radios, TVs, cameras, weapons, armor and vehicles. Others, like Military Specialists, Cyber-Docs, Operators and City Rats, will have a much more extensive understanding and knowledge of science and/or technology, computers, advanced electronics, communication systems, medicine, cybernetics, and so on. Many live in the 'Burbs and other modern places



in the east, away from the new Indian Nations in the West. Those who have grown up on Renegade and high-tech Preserves will like and use modern technology and will have at least a passing knowledge of the Coalition States.

Occupations of Modern Indians: These characters are likely to engage in high-tech manufacturing, sales, distribution, construction and scavenging, as well as adventuring, archeological excavations, scientific expeditions, business and other modern endeavors. They can be *any* Occupational Character Class (O.C.C.) available to humans (excluding the Traditional Indian ones of course). Comfortable and knowledgeable in the ways of science and machines, these Native Americans are often City Rats, Operators, Cyber-Docs, Rogue Scientists, Rogue Scholars, Juicers, Crazies, Headhunters, Cyborgs, Mercenaries, Gunfighters, Gunslingers, Cowboys, RPA pilots, practitioners of magic, and other O.C.C.s common to city dwellers, adventurers and Easterners, including those found in the **Rifts® RPG**, **New West™**, **Lone Star**, **Juicer Uprising™**, **Coalition War Campaign™**, **Coalition Navy™**, **Psyscape™**, **Rifts® Mercenaries** and **Federation of Magic™**. Likewise, there are more than a few people of Native American descent who are loyal, card-carrying Coalition State citizens and CS military officers who believe "retro-savages" (as the CS calls Traditionalists, Pure Ones and Renegades) are a danger to human (CS) society and need to be controlled and/or terminated. Modern American Indians are just like any other humans in **Rifts®**, the only differences are they have colorful relatives living a very different way of life, and have, with a long, rich history in North America as a people, connected to nature, shamanism and spiritualism.

Note: Modern Indians have very weak spirit potential, cannot call upon the strengths/bonuses of a totem (even if they claim to have one), have no relationship to the ancient spirits or gods, and *cannot* select any Traditional Native American O.C.C. Furthermore, most Modern Indians cannot use fetishes and other "spirit gifts" because they do not accept the beliefs and customs surrounding them, nor worship and honor the spirits.

Since the collapse of civilization after the Great Cataclysm and the ensuing Dark Age, most present day humans, including Native Americans, have lost all written records and traces of family history, not to mention much of pre-Rifts history in general. However, all greater spirits and gods can sense whether a person has Native American blood coursing through his or her veins.

Traditionalists

Traditionalists are Native Americans who have rejected modern technology and have returned completely to the old, traditional beliefs, customs and spiritualism.

The majority of Reservations were located in wilderness and remote areas away from major cities and population centers, so a large number survived the Great Cataclysm. Those who had grown up on the Reservations were taught at least some of the legends, beliefs, or customs of their people. Despite the generations of oppression and absorption into the society around them, the ancestors of these Indians were the determined few who passed on the old ways from one generation to the next. When

the Rifts brought magic back to the world, it gave these old beliefs startling new validity. For the first time in hundreds of years, spirit-beings came to them and offered to help them find their true place in the Circle of Life.

The Shamans were central to the survival of the Native Americans in the aftermath of the Great Cataclysm which had shattered human society and decimated the planet. With the collapse of society, the loss of technology and total anarchy, these "traditionalists" were able to recognize and use the magic energy that seemed everywhere for the taking. With this knowledge, the Reservation Native Americans were able to adapt, survive and rebuild.

The first Traditionalist Shamans would have been the equivalents of the Mystic Magic O.C.C., but when the "Ancients" returned with all of the lost knowledge of the past, those who accepted the old traditions were able to renew their relationships with the spirits and become the Shamans and Warriors known on Rifts Earth today (see O.C.C. section for details).

Traditionalists, or "Retros" as many call them, have forsaken the customs, culture, machines and lifestyle of modern America to return to the ancient ways of hunters, gatherers and farmers living in harmony with nature and the spirits. *Any Native American* who sincerely adopts the old ways and forsakes science, technology and the trappings of the modern world can become a *Traditionalist*. Such individuals may have known and used science and technology in the past, and may even have been city dwellers, but as long as they honestly give it all up and put their faith in the old ways, spirits and mysticism, and never go back, they can become a Traditional Native American. Most of them refuse to use technology that exceeds the type and level of their ancient Ancestors; i.e. they use bows and arrows, stone axes, knives, live off the land, live in simple (or what some would call primitive) dwellings (tepees, huts, etc.) and completely avoid modern technology. Old style revolvers and rifles (pre-date 1901), and weapons and tools made of "steel" are acceptable to most Traditionalists, and even simple Techno-Wizard items are not a violation of their beliefs, although the stringent Traditionalists won't even use them (the spirits don't seem to mind unless a person becomes too reliant and/or infatuated with these items; see Rifts® New **West**™). However, this means *no vibro-blades, neuro-maces, electro-stun rods, energy weapons, power armor, hovercycles or even automobiles or motorcycles, computers, electronics, medicine, tools, or M.D.C. environmental body armor* (although pieces of M.D.C. armor captured from an enemy and modified for use by the Indian is acceptable to the less fanatical fringe). They believe to do otherwise is to again lose sight of the spirits and customs that give them a special place in the world and the ability to live in harmony with nature.

The ways and lifestyle of the Traditionalists may sound extreme to city folk, but it is really just a different culture and way of life. It is no less valid than those of the Coalition States, Triax, Tolkeen or Lazlo. The fact that the spirits and their gifts of magic (Shamantic knowledge and powers, fetishes, totems, etc.) are present to reinforce their beliefs and encourage their lifestyle, gives the Traditionalists the firm resolve and dedication they need to live as they did in the past (armed only with genuine magic and spirit defenders).

Native Americans and others who have adopted the ancient ways, live in portable tepees, tents, or in earthen houses near

crop fields or in small, simple communities. These people tend to be somewhat nomadic, moving with the seasons, and living as farmers, hunters and traders in large areas of land they consider their homelands. Depending on the needs of the tribe or clan, climate, weather and terrain, food can be farmed, gathered, hunted, or fished from the wilderness, or raided from enemies. There is generally minimal excess, as most practitioners of the old ways do not want to impose upon the spirits by greedily taking more than they need in the foreseeable future. Often specific families or clans have a tradition, skill and/or expertise at a particular job (farmer, hunter, warrior, weaver, Shaman, etc.) which is passed down from generation to generation. As a rule, women are involved with child rearing and nurturing, food handling (preparing/cooking, preserving, storage and gathering), weaving cloth, preparing hides, making clothes, and aspects of education. Males are charged with working the fields (with the help of the women), building, hunting, skinning, aspects of education and child rearing, conducting raids (as necessary) and the defense of their family and tribe.

Generally, Traditionalists do not fear and distrust robots, power armors, and mega-damage weapons and machines because they are mechanical constructs, but because they represent both a genuine power and a diametrically opposed philosophy. While the Traditionalist Indian strives to live in harmony with nature, those who use (worship) technology tend to bend or even break nature to fit their desires and needs. Technology has a long, tragic history of destroying and spoiling nature rather than finding a harmonious union.

O.C.C. Notes: Traditionalists can only select the Native American O.C.C.s described in this book or Wilderness Scout, Mystic, Vagabond, Rogue Scholar (devoted to Indian history and teachings), **Bandit/Thief/Raider**, farmer, and psychic O.C.C.s, including Healer and Wiseman (provided the character has psionics). In the case of these latter, not entirely traditional O.C.C.s, the Individual must still forsake technology and substitute some skills (and much equipment) for ones appropriate to their beliefs and lifestyle (i.e. pilot hover vehicle for horsemanship: general, or W.P. energy rifle for archery, etc.). Others like radio: basic or computer operation must be abandoned completely, without a replacement. Modern equipment must be substituted with low-tech equivalents suitable for the Traditionalist beliefs, i.e. a **Vibro-Blade** with an ordinary knife, energy pistol with a war club or tomahawk, energy rifle with a bow and arrow or spear, nylon cord with ordinary rope, and so on.

Tribal Note: Among many tribes and factions (not all), other races, including whites and D-bees, are welcome to live with them as equals, provided they respect and honor the spirits and religiously follow the Traditional Native American customs and way of life. These individuals have all the same rights as full-blooded Native Americans, although they can never assume the mantle of Chief. However, no matter how dedicated to the old ways these Non-Indian people may be, they do not share the bond with the spirits and gods as the "Chosen People." This means they cannot select any of the Native American O.C.C.s, or ever hope to be a Shaman. However, they can use *fetishes given* to them as gifts and may select an *animal totem* with full benefit of the mystical bonuses.

O.C.C.s available to non-Indian tribesmen are limited to the likes of Tribal Warrior, Wilderness Scout, Mystic, Vagabond,



Rogue Scholar (with a focus on Indian history and teachings), Bandit/Raider, Saddle Tramp, farmer, and psychic O.C.C.s, including Healer and Wiseman (provided the character has psionics). Some Traditionalist factions believe they are improving the world by getting Non-Indians to believe in the spirits and learn to live as they do.

Note: Native Americans who grew up with no or little exposure to the history or beliefs of their people (true of about 50% of those living away from the Preserves), can learn and accept those ways and become Traditionalists at any point in their lives. If they are sincere, they can select a *totem* and receive bonuses from it. Eventually, the character can use fetishes and even become a Shaman or Tribal Warrior; starts at first level regardless of age, past experience and training, because he or she is forsaking such things for a new life.

The same is basically true of those who once, knowingly, rejected the old ways, but have had a change of heart and work diligently to up-hold the old traditions and beliefs. However, although these characters can eventually select a totem and use minor fetishes, they can *never* use major or legendary fetishes unless given to them by a greater spirit or a god, and can *never* select a Traditional Indian O.C.C.

Pure Ones & Ancients

The Nunnehi had preserved representatives of most ancient Native American tribes in the Spirit Realm for centuries. These "Ancients" were taken into the Spirit Realm of the Nunnehi to wait out the destruction wrought by the Europeans, the Great Cataclysm, and the return of magic. They are of 100% Native American lineage, can trace their origins to the 1500s, and had virtually no contact with the Europeans. Thus, they were not scarred by the events that would unfold over the ensuing centuries, so they do not harbor the resentment that others hold for the white man and D-bees. More importantly, they *all* knew every aspect of their customs and traditions (what is euphemistically called the "old ways"), and had a strong link and devotion to the spirits.

The Ancients were kept safe in the Spirit Realm where the passage of centuries seem like the passage of a season. Sometime roughly a century before the beginning of the Post Apocalyptic Calendar (roughly 205 years ago, with the current date being 105 P.A.), these Ancients were returned to the Middle Realm (Earth). Their mission: to reunite their people and restore the grand traditions and spiritualism they hold dear. This is exactly what they have done.

Their descendants are called the Pure Ones, because their lineage is pure, 100% Native American and because they religiously follow the tenets of their forefathers. They live as the Indians lived a thousand years ago. Fundamentally, this is the same as the Traditionalists who often look to the Pure Ones for guidance. However, the Pure Ones will not even use revolvers or weapons and tools made of steel, nor stolen M.D.C. body armor. They live exactly the way they have always known, and consider the "trappings" of the modern cultures, even something as simple as a steel blade knife, to be a corrupting influence to be avoided. Most won't even accept a ride on a machine, although other forms of magic and the benefits they provide may be acceptable.

The Pure Ones do *not* hate or fear these other people, and respect their right to choose their own path in life, they just feel it is a path that leads to ruination, and they point to the past as proof of this. Likewise, the descendants of the Ancients (today most Pure Ones are seventh to tenth generation descendants of the original Ancients) don't usually harbor ill will toward whites and, generally, hold neutral and tolerant views toward all non-Indians. Most will judge each person, human and D-Bee alike, on his own merits and treat him accordingly. They will even accept whites and other races into their communities as equals and as friends, provided said individuals respect and follow the ancient ways (same restrictions and considerations as the Traditionalist above). However, this does not mean the Pure Ones are pacifists. They will fiercely defend themselves, their people, land and traditions. In fact, some are extremely aggressive and

warlike. Some tribes and clans will fight other Native Americans, whites, D-bees and demons, with little provocation. Psi-Stalkers, Simvan, Xiticix, and demons are often considered mortal enemies or dangerous rivals to be driven from "the People's land," raided, and/or slaughtered.

From the perspective of many "civilized," high-tech cultures, including the CS, these so-called "Pure Ones," are "retro-fanatics" who live a simple, primitive life with few of the luxuries and amenities offered by technology. Some, like the CS, even consider them savages or barbarians. However, such people are fools, for the lifestyles and ways of the Pure Ones, Traditionalists, and those who try to emulate them (to varying degrees) have simply chosen a *different* way of life. It is no more difficult or less sophisticated than any other culture. Ironically, these "retros" and "savages" have a broader, more advanced view of life than many of their detractors, for they tend to respect all other cultures, magic and technology, acknowledging only that these people live differently, and believe in and possess different types of magic and power, whether it be psionics, Techno-Wizardry, sorcery, or science and technology.

O.C.C. Note: The only O.C.C.s available to *Pure Ones* are the Native American O.C.C.s described in this book. They will never use bionics or cybernetics, but *may* consider bio-systems, and never willingly submit to Juicer, Crazies or other means of augmentation. They are not likely to use Techno-Wizard devices, but respect and may use other types of traditional magic and magic items like Millennium Tree rods and staves, rune weapons, circles of protection, etc.

They will not allow themselves to be totally shut away from nature and the spirits around them (unless deliberately undergoing a sensory deprivation ordeal for a vision quest) and won't even ride inside or on top of vehicles preferring to walk or ride horses when traveling; Spirit and Totem warriors generally feel the same way.



Renegades

Renegades are the descendants of Native Americans who have, for one reason or another, embraced technology. Most believe they have the best of two worlds. They still hold the beliefs and ways of their people to be sacred and observe many traditions faithfully. They respect nature and honor the spirits, most have even taken traditional Indian names and totems, not that they have any contact with spirits or reap the benefits (bonuses) of their totems. Instead of relying on *Spirit Magic*, they use technology to carve a place for themselves in the world. They practice conservation, rarely hunt for sport, try to be mindful of nature, and are respectful to Traditionalists and Pure Ones. However, they are not willing to devote themselves to "mysterious supernatural beings," or to "peck and claw at the earth to eke out an existence." They like the freedom, comfort and power that modern technology affords them. They use modern machines and methods in fanning and irrigation, raise and slaughter cattle (a no-no according to Traditionalists), adore hovercycles, use other modern vehicles (including robot horses), and use energy weapons, **vibro-blades**, mega-damage body and power armor, electronics, tools, and modern amenities — and don't want to do

without them. Furthermore, they don't see why they should have to.

To their thinking, Renegades give the spirits and nature their due. They believe in the Circle of Life and try to (loosely) honor it. Although most will not "worship" the spirits and gods, they don't raise their hands or voices against them, and often honor them in traditional ceremonies. Since they don't "ask" for the spirits' blessings and gifts of magic, the Renegades don't expect them and turn to technology. Furthermore, they don't believe that the invasion of the ancient Europeans had anything to do with the disappearance of magic and the spirits, and don't believe the use of technology and/or other types of magic will in any way negatively impact the environment or the Native American people. In fact, many Renegades have been brazen enough to suggest that the spirits and gods propagate this notion to keep the people afraid and to get them to worship them.

In keeping with tradition, most Renegades avoid invasive physical changes and modifications such as partial or full bionic conversion, or Juicer and M.O.M. augmentation. However, they will consider getting cybernetic implants and bionic prosthetics (an arm, a leg, an eye, etc.) but not see half or more of their body replaced by machines. Renegades absolutely adore Techno-Wizardry and a full 10% are practitioners of this mystic art (another 8% are Mystics, 4% are Ley Line Walkers, 2% Shifters, and 2% other practitioners of magic) — Indians seem to have a natural aptitude for magic.

Renegades live like any other humans, gathering in small communities from farms to modern towns and sprawling cities (Indian and mixed races). The majority live in or around well defended cities ('Burbs, shanty towns and tent cities), usually enclosed by mega-damage walls. Like most modern cities, the people have access to advanced technology, tools, weapons and equipment. Those who live in the city proper will have a house or apartment, work in factories, provide services, or operate a business — standard fare. Many are city rats, rogue scholars, rogue scientists, as well as farmers, cowboys, cattlemen, laborers and other occupations common to cities. They use tractors, trucks, boats, electronics, energy weapons and high-tech items to make their work and life easier, more fulfilled and pleasant. Favorite weapons include Vibro-Blades, lasers rifles, shotguns, explosives, rail guns, and Techno-Wizard weapons and devices of all kinds. Power armor is their most favored weapon of war, while jet packs, fast hovercycles and robot horses are the favored means of transportation by warriors and adventurers.

O.C.C. Notes: Renegades can only select the Traditional Native American O.C.C. of Tribal Warrior. Otherwise, they can select virtually *any* O.C.C. available to humans, including those found in the **Rifts® RPG**, **New West™**, **Lone Star**, **Juicer Uprising™**, **Coalition War Campaign™**, **Coalition Navy™**, **Psycap™**, **Rifts® Mercenaries** and **Federation of Magic™**. They seem to be most attracted to Coalition style Military O.C.C.s, especially *RPA pilot* and *Ace* (they love power armor and robot vehicles), *Glitter Boy*, *Wilderness Scout*, *Cowboy*, *Gunslinger*, *Gunfighter*, *Gambler*, *Magic O.C.C.s*, and all men of arms from **Rifts® New West**. Some will even become Juicers, Crazies, and 'Borgs, although they are in the minority (roughly 1%).

For Renegades who try hard to keep with tradition, to their way of thinking, the following O.C.C.s (including the use



of modern weapons and machines) are deemed acceptable: Tribal Warrior, Wilderness Scout, Mystic, Vagabond, **Bandit/Thug/Raider**, Professional Thief, Highwayman, Cowboy, Saddle Tramp, Gambler, Preacher, Bounty Hunter, **Sheriff/Lawman**, Sheriff's Deputy, Rogue Scholar, Farmer, and psychic O.C.C.s. Although they use machines they usually keep their use to a minimum: Non-environmental M.D.C. armor, energy weapons, **Vibro-Blades**, hover-cycles or real horses, or both, and avoid physical augmentation or the use of power armor. Their home is typically a simple house with a garden and/or bird feeders and may not even have electricity or only basic amenities and electronic gizmos. Most feel close to nature and the Circle of Life and will not eat meat from animals raised as livestock and slaughtered. They do, in fact, preserve enough of the old ways that they can select a *totem animal* and receive the corresponding bonuses and can even use *minorfetishes*.

Note: Of course, there are some fanatical Traditionalists and Pure Ones who feel all Renegades have rejected the true way of life and their honored heritage, and, thus, regard them as traitors, fools, or scalawags.

Factions

In addition to these four general groupings or classifications just previously described, there are numerous and often prominent movements, factions, societies and subgroups that further divide the people and splinter their views and beliefs. Many Native Americans realize that **their's** is not the only way to look at the world, and understand that different people will interpret and live their lives differently. Unfortunately, this tolerant understanding is not shared by all people, white, red or inhuman. Thus, there are Indian factions as extreme, vile and anti-D-bee or technology (and even anti-magic) as the Coalition States. These extreme factions tend to see the world as black and white with their view being the only correct one and all others wrong.

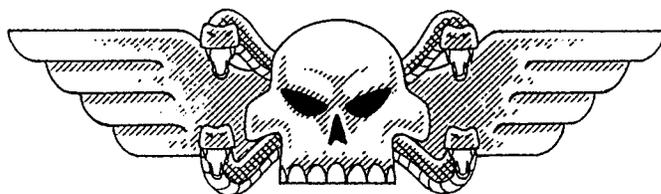
Traditional Isolationists are those who want nothing to do with people who are not Native Americans who follow the old ways. This means they avoid contact with non-Indian humans, D-bees, supernatural beings (other than spirits and totem animals) and even Modern Indians whom they see as corrupt and doomed to oblivion. They are not openly hostile to these other people, but try to avoid them at all costs, and are intolerant of their "ignorance." Thus, they regard them as lost souls doomed to a horrible fate,

Traditional Supremacists (racists), **also known as Indian Warmongers**, are similar to the Traditionalists and Traditional Isolationists in general beliefs, but are openly hostile to all people who do not believe as they do (the Indian version of the Coalition States). They regard themselves as the "Chosen People" and superior to most others. They are aggressive, militant and extreme. They too avoid people who are not Native Americans, but the difference here is that they preach that those who are not among "The Chosen" are the enemy! And the enemy is to be **destroyed!!**

D-bees are seen as alien invaders and inhuman monsters that must be exterminated before they can "take root" — or be chased away, i.e. from the North American continent. *The white man* and other "colors" and "cultures" of humans are evil destroyers who need to be punished for their past and present sins

against the "Chosen People" by being cast out from the Americas, enslaved and/or destroyed. *Modern Indians* are fools, traitors and pawns of the enemy, and thus need to be eradicated lest they contaminate others with their madness. *Traditionalists and Pure Ones* who speak of pacificism, peace with, and tolerance of other people, and who are reluctant to take up arms against the enemy (anybody who isn't a Native American Traditionalist or Pure One) are admonished as fools and cowards, but (grudgingly) acknowledged as being counted among the "Chosen People" — they are not targets of attacks unless they openly stand or even speak against the Indian Warmongers. Some even more extreme factions also belittle or reject those of Native American heritage who are not "pure blooded" Indians or, more commonly, are not at least one half Native American.

Pacifists can be a faction within any of the categories who prefer to avoid conflict and war. While most will fight to defend themselves, some will not raise their hand against another even in self-defense. These people are typically small factions within a larger group or community, or small independent clans.



General views on the Coalition

The Coalition States remind most Traditional and Pure Native Americans of the ancient European invaders. The CS is a powerful nation composed predominantly of whites and people not indigenous to the Americas; they have an aggressive military and actively engage in campaigns to conquer/steal more land; they are intolerant of other races and customs, admonish the use of magic, rebuke the spirits, and have a very different and destructive culture (destructive to the land, spirits and the Native Americans). These and numerous smaller observations, incidents, behavior, and concerns give the Coalition States a shadowy and potentially dangerous place in the hearts and minds of most tribes. This does not automatically make the CS an enemy or evil, but the Coalition is regarded as a serious future threat and a foul presence in the renewed spiritualism and life of the Middle Realm. The Coalition States are the antithesis of the Traditionalist movement and represent all the evils and misuses of technology — the "white man's magic." people and places to be avoided and feared.

Of the various factions within the Native American people, it is primarily the militant extremists among the Traditionalists, Pure Ones and Renegades who consider the Coalition States an enemy and do something about it. *The Renegades* frequently "raid" (as in armed robbery; often with minimal casualties on both sides) CS patrols, scouting parties, supply convoys and border outposts. They also destroy Skelebots and other **Hunter/Killer** teams they may encounter. These attacks use guerrilla tactics and acts of banditry to supply their own forces with food, weapons, armor and equipment (it is okay to steal from an enemy) instead of being any genuine attempt to hurt or antagonize the Coalition States. The fanatical *Traditionalists*, on the other hand, are trying to make a political statement and strike with the intention of hurting the enemy. *All* tribes are leery of the Coalition

States and most will *chase* them from their territories, communities and Preserves, but fight to the death only if the CS troops instigate such a deadly confrontation, or when the group is clearly a **Hunter-Killer/Extermination Squad** (typically composed predominantly of Skelebots and/or mutant animals, with only a few human soldiers).

Generally, most Native Americans living in Traditional or "Retro" communities avoid contact with the CS. When forced to talk or deal with Coalition troops or emissaries, the people try to appear relatively cooperative, but reveal nothing of importance. They fight only if attacked first. There are some Renegades and even a few evil Traditionalists who have joined Coalition forces as Wilderness Scouts and mercenaries for hire. This is particularly true of the Tolkeen campaign. However, just because one is employed by the Coalition Military doesn't mean that he will tell them every detail or secret about his own people. Most are fairly tight-lipped when it comes to fellow Native Americans, even their enemies and rivals. Furthermore, since the CS doesn't care about the Indians, especially those in the West, they don't even ask about them. The only bad thing these mercenaries are doing is that they are helping a dangerous, polluting, corrupting and destructive force that is the antithesis of everything Native Americans believe in. It is feared they are helping a potential enemy and promoting the white man's magic and madness — thus, they may bring Bad Medicine to themselves, their families and possibly all Native Americans.

The majority of Native American tribes are located in wilderness regions not yet occupied by CS forces, and thus are of little concern or consequence to them. Those located in the East have the most to fear, as the conquest and colonization of the East will take place before the Coalition States looks westward or north.

The CS view on "Indians." The Coalition has proclaimed the Western Wilderness, the so-called "New West," as a hostile wilderness filled with monsters, magic, barbarians and certain death — a no man's zone to be avoided, at least for the present. Native American *Traditionalists* and *Pure Ones* are dismissed as "retro-savages" who rebuke the achievements of human science and technology in favor of magic and dark powers from supernatural monstrosities. *Renegades* are considered wild men and bandits, nothing more. The CS doesn't make a distinction between *Modern Indians* and other "civilized" people, but if they did, they would consider them to be enlightened and welcomed citizens of humanity.

Surprisingly, the Coalition Military has only the vaguest idea about how many Native American people exist in the West or their level of power on the magical or technological scale (their information on the tribes in the East is more accurate, but still about 33% off). Thus, the CS grossly underestimates their numbers and strengths. The CS dispatches the occasional, small armored patrol into the wilderness on reconnaissance and Hunter-Killer missions (mainly against D-bees and monsters), but has no military outpost or presence in the West beyond Missouri — mainly because they don't care about the monster-infested Western Wilderness.

Spirit West

O.C.C.S



Traditional O.C.C.s

Native Americans are humans and as such, can, technically, select *any* Occupational Character Class (O.C.C.) available to human beings. However, because of the unique beliefs, culture and ties to the spirit world, most *modern* O.C.C.s will be unacceptable and even abhorrent to most *Traditionalists* and *Pure Ones*. They turn to some unique, spirit and mystically based O.C.C.s that are available only to *Traditionalists* and *Pure Ones*. To select these uniquely Native American O.C.C.s, the character **must** be a Traditionalist or Pure One — an individual who holds the old teachings dear, embraces the world of spirits and the Circle of Life, accepts magic and is of Native American descent • can be of mixed heritage, provided he or she follows the tradi-

tional Native American customs and anti-tech lifestyle). Only characters who are "true believers," with a relatively pure spirit potential, can interact with the ancient Indian spirits and gods on the level necessary to grant them the special powers and spiritual relationship that these occupations provide. Thus the Indian O.C.C.s listed below and described as follows are exclusive to Native Americans. The only exceptions are people who share their (or similar) beliefs, including some Pacific island societies, Australian aborigines, African bushmen, hermits, monks, and a few other isolated or religious societies with primal beliefs centering around spirits.



Warrior Occupational Character Classes

Tribal Warrior O.C.C.
Mystic Warrior O.C.C.
Totem Warrior O.C.C.
Spirit Warrior O.C.C.

Shaman Occupational Character Classes

Plant Shaman O.C.C.
Animal Shaman O.C.C.
Mask Shaman O.C.C.
Healing Shaman O.C.C.
Paradox Shaman O.C.C.
Elemental Shaman O.C.C.
Fetish Shaman O.C.C.

General O.C.C.s suitable for Traditional Native Americans

Bandit/Thug or Highwayman
Professional Thief
Bounty Hunter
Healer/Medical Doctor/Holistic Medicine
Rogue Scholar (Indian history, traditions, knowledge)
Saddle Tramp
Vagabond
Wilderness Scout

Warrior/Hunter/Men at Arms O.C.C.s that do not require artificial augmentation or heavy reliance on machines and vehicles (traditional weaponry and animals can be substituted and/or minimal tech weapons required); i.e. Grunt, Military Specialist, Spy, etc. but without the energy weapons, power armor, hovercycle, and other trappings of technology and the modern world. Substitute traditional Indian equipment, weapons, fetishes, magic items, etc.

Farmer, trapper, craftsmen and artisans (carpenter, basket weaver, maker of clothes, jewelry, etc.) are also acceptable and honorable O.C.C.s to Traditionalists and Pure Ones.

Note: Most other O.C.C.s, even the Cowboy (who raises, pens, and slaughters livestock rather than hunt animals) are not acceptable to the old ways. Gunslinger, Professional Gambler, Safecracker, and others are too far removed from traditional customs, beliefs and spirits (and too close to the white man's culture) to be suitable to most Traditionalists and Pure Ones without fear of losing touch with their spirits, magic, and heritage. Likewise, the other disciplines of magic, Ley Line Walker, **Techno-Wizard**, and even Mystics are too different for the Traditionalists and Pure Ones to remain close to the old ways without diluting or corrupting their spirit.

O.C.C. & Skill Adjustments to General O.C.C.s

In the case of each "General" O.C.C., the character will avoid dependence on high-technology, science and other aspects of the "white man's magic." Thus, a Traditional Indian Wilderness Scout (bandit, warrior/soldier, or whatever) would ride a horse or other animal rather than a robot horse, **hovercycle**, or mechanical vehicle. He'd also *avoid* environmental body armor, power armor, lots of modern energy weapons (using bow and arrows, magic items, and one or two energy weapons), and avoid other high-tech gadgets and conveniences in favor of traditional items and a simple lifestyle close to nature.

Most of the O.C.C.s listed above are general enough that a Traditionalist or Pure One can easily put a Native American "**spin**"/**orientation** and tradition on it. For example: Substitute W.P. blunt (war club) or W.P. spear for energy pistol, W.P. archery for energy rifle, pilot vehicle of choice to Horsemanship (General or Cowboy; the latter counts as two skill selections) and so on.

Virtually all Domestic, Espionage, Physical (excluding SCUBA), Rogue (excluding computer hacking), Wilderness and Ancient W.P. skills are completely suitable for any Traditionalist or Pure One. So are *many* skills in the Technical category, such as art, lore and language skills, breed dogs, whittle, etc.; applicable Medical skills include holistic medicine, animal husbandry and brewing; Military skills such as camouflage, military etiquette, military fortifications, recognize weapon quality, trap construction and detection, are also suitable; and even some skills under the Science category, such as astronomy, botany and mathematics (both), are suitable for Traditionalists and Pure One.

When it comes to equipment, players designing a Pure One or Traditional Native American from any of the "general" O.C.C.s noted, should be careful not to select equipment that will clash with his culture or beliefs. For Example: A **Vibro-Blade** or magical equivalent is probably acceptable to a Traditionalist, and certainly to a Renegade, but not to a Pure One. Likewise, M.D.C. body armor or magical equivalent without complete environmental systems, as well as basic tools (screwdriver, hammer, hatchet, pry bar, pliers, etc., but no power tools), sewing needles and fish hooks made from metal, metal knives, line made from plastic and similar items are probably acceptable to many Traditional Indians, while Pure Ones are likely to reject them. Many Traditionalists will also consider using Derringers, revolvers, bolt-action and carbine rifles. Pure Ones and extremists will consider the use of mechanical weapons (guns) and even tools made of steel, ceramic or M.D.C. materials to be totally unacceptable. Pure Ones and the most ardent Traditionalists won't even use simple white man equipment like metal knives, fishhooks and sunglasses.

Characters that are strict Traditionalists or Pure Ones who shun technology can choose four archaic/ancient S.D.C. weapons instead of any M.D. choices. A suit of environmental M.D.C. armor can be exchanged for a suit of nonenvironmental armor or Minor Armor or Body fetish, or a horse. Another option, one that Wayne Breaux Jr. recommends strongly, is for the Traditionalists to give up *all modern equipment* selections in exchange for *one* Major Fetish. A good choice might be the Supernatural Damage Fetish because it gives S.D.C. weapons M.D. capabilities. Other major fetishes that serve as great equalizers to technology include the Great Tooth and Claw Fetish or Weapon Fetish, among others.

It may be noted that all of the Traditional Native American O.C.C.s are given the horsemanship skill. This is done for two reasons. First, most Native Americans on Rifts Earth are skilled at and will prefer riding horses; it is part of their heritage. Second, the horse is a valuable and versatile commodity. It can be used for **riding/travel**, warfare, and labor. Horses are fairly intelligent, loyal, quiet, fast and make good companions. They are low maintenance and can find fuel almost anywhere (no mechanical parts to repair, and fuel is oats, grass and hay). Addi-

tionally, horses are sensitive to supernatural presences (similar to canines) which makes them extremely useful in a world filled with supernatural menaces.

No Bionics

Cybernetics, bionics, robots, and technological weaponry are usually regarded by Traditional Native Americans as the "white man's magic." Now, any Native American can pick up a gun and fire it, so there is nothing innately evil about the white man's magic, it only has a different logic and philosophy behind it. However, most Native Americans who have returned to the old ways are close to nature, spirits and magic, so they have rejected the ways that lead to destruction (the Great Cataclysm). Thus, while the occasional gun, hovercycle and piece of modern equipment may be utilized even by Traditionalists, they will not allow themselves to be dependent on it. Consequently, cybernetics are avoided.

A Traditionalist, Ancient or Pure One, will *NEVER* get cybernetics for the purpose of human *augmentation*, although they *may* consider bio-systems and artificial organs for medical purposes. However, even then, some would prefer to lose a hand, arm, leg, organ or even their life, than to "contaminate" their pure spirit with unnatural machine parts.

In some ways, this is more than a purely ethical or philosophical issue. It has been observed by all practitioners of magic that artificial implants and parts (and metal and plastic in general) interferes with magic energy. Thus, cybernetics and bionics interfere with and even destroy the "spirit potential." If half or more of a character is *artificial/bionic*, it will prevent contact with the spirits and make the use of fetishes, totem bonuses and most forms of magic *impossible!* For a Pure One or Traditional Native American to lose contact with his spirit totem and spiritual inner self, is worse than losing an arm or leg. **Note:** Bio-systems are as close to a *natural* replacement part there is, and do not interfere with magic, but most Pure Ones will avoid even these.

Indians who become partially reconstructed 'Borgs (50% or more bionic) or full conversion 'Borgs lose contact with the spirits and their totems (no bonuses). Any Native American whose body is predominantly artificial (50% or more) may still call upon and pay respect to his totem animal, gods and spirits, but it is only a gesture of tradition, respect, and loyalty; none of the bonuses and skills from the totem are retained, and the spirits are not likely to respond. Likewise, Indians who submit to Juicer or M.O.M. conversions also lose touch with their "spirit potential" (or is it just that the energy is used up in other ways?). They cannot draw upon their totem (no bonuses), although they are likely to retain most of the totem personality traits and/or wear jewelry, tattoos or items that acknowledge or refer to their totem animal. The same is true of Modern Native Americans and other Indians who have strayed from or reject tradition. To draw upon one's spirit potential, ancient spirits, totems, fetishes and magic, the character must believe in them with his whole heart and follow the old ways. To do otherwise is to lose touch with their magical, spirit-side and lose the "gifts" of the spirits.



Breaking Tradition

"Modern" Native Americans who live in other cities or who have returned to the Preserves select O.C.C.s other than "traditional" ones. They may be Juicers, Headhunters, Scholars, City Rats, Line Walkers, Techno-Wizards, Cyber-Knights, cyborgs, military O.C.C. equivalents to the Coalition O.C.C.s (without necessarily serving the CS), and virtually any of the O.C.C.s available to humans. Thus, a Native American can be an RPA Elite O.C.C. and receive the same basic training, skills and bonuses as the Coalition "SAMAS" pilots. He simply substitutes Indian, Northern Gun, Triax or other power armor and equipment where appropriate. The same goes for the grunt/soldier, military specialist, and other military O.C.C.s.

These Native Americans respect and honor their history and ancestors, and may even believe in spirits and totems, but reject the old traditions in preference of high-technology and modern ways. Many adopt totems as a symbolic gesture (no totem bonuses or skills) and are proud of their heritage, they just prefer what Traditionalists call "the White Man's" culture and magic. Like the white man, the Modern Indian has lost sight of his "spirit potential," does not feel especially close to nature, and relies on machines rather than spirits and magic.





Traditional Warrior Classes

Tribal Warrior O.C.C.
Mystic Warrior O.C.C.
Totem Warrior O.C.C.
Spirit Warrior O.C.C.

Ancient Native American culture has its warriors, but they are not the *professional soldiers* or mercenaries in a formal army that most people think of when they talk about fighters/warriors. The Native American warrior is typically a hunter and survivalist who, in times of necessity, acts as a defender and/or attacker to protect his people, their lands, or way of life. On Rifts Earth, the Native American warriors find much more of their time is spent keeping their people safe from marauding monsters, bandits, D-bees and other dangers. Despite this change, they still rely on the same battle tactics and methods of their ancestors. Being hunters forced to act as soldiers, they usually fight like hunters, in small groups (10-100), employing stealth and guerilla tactics (particularly attacking from positions of advantage, surprise attacks, ambushes, split forces, sabotage and infiltration). As hunters, they are used to sneaking up on their prey unseen

and wait, undercover, until they get their best shot or others can move in around the prey and close in for the kill. A good analogy for the Native Americans' battle tactics may be the Ninja of Japan. Both use camouflage, surprise, and trickery to defeat better armed opponents, and are often satisfied with the surrender or retreat of an opponent than the spilt-blood of all his warriors. With the addition of magic and spirits into the world, the Native American defenders have more tricks and tactics up their sleeves than ever before. These hunter and stealth tactics also make them excellent for scouting, reconnaissance and surgical strikes (rescue, sabotage or seek and destroy) behind enemy lines and within enemy encampments.

Native American warriors of all types gather together much the way any other groups with similar interests do, but to Native Americans, nearly everything in life is sacred and ritualized, so these gatherings of warriors are actually formal societies. Nearly every tribe has some form of warrior society. Many are simply based on age, making the hunter-warrior an automatic member as soon as he reaches the specified age (usually 16 or 17), at which point, he advances to the warrior's society. Others require the passage of rituals, initiations, or the completion of suitable deeds before advancement into the society is awarded.

A lot of tribes will have more than one warrior society. These divisions or distinctions can be by age (young warriors: ages 16-30, elder warriors: generally ages 31 to 60; and elder warriors retired to become storytellers and teachers: generally age 55 and higher). Other distinctions might be based on profession (Totem Warriors comprise membership of one group, Spirit Warriors another, etc.) or by a particular accomplishment (i.e. kill a certain number of enemy, have faced a particularly dangerous foe, monster or supernatural evil, received a particular scar in combat, and so on).

All such separate warrior societies within a tribe are friendly rivals or competitors, but never hostile enemies. All of these societies are composed of respected warriors, hunters and heroes, and as such, command great political influence in the tribe, especially when the chief is a member. However, some tribes have separate peace-time and war-time chiefs, a fact which nullifies the political strength of such organizations in that instance. Members of warrior societies are expected to come to the aid of their fellow members, share their food and shelter, and stand in their support when they are in the right. In some ways, these warrior societies can be thought of as brotherhoods of knights in Europe.

Historical Note: From a traditional viewpoint, only the Tribal Warrior would be considered a true "Warrior," the others would technically be considered Shamans. I feel the separation of the Warrior Shamans below and the spell casters previously presented is useful for player reference and fits with the traditional presentation format of other Rifts books.

Equipment Note: Old style revolvers, rifles, Techno-Wizard weapons, horses and other items suitable for use by Native American Traditionalists and Pure Ones, and most Western characters can be found in the pages of **Rifts® New West™**. It also has information about credits and trading goods. Reprinting them here would take up valuable space and seemed redundant since **Spirit West™**, **New West™** and **Lone Star** are effectively companion books.

Other notable Palladium reference books that may be of value to players and G.M.s alike are **Monsters & Animals, 2nd Edition™** and **The Compendium of Contemporary Weapons™**. The **Compendium of Weapons, Armor and Castles™** might also be of some use and great interest to players looking for one excellent reference on ancient style weapons from around the world (over 700), armor (over 40 types) and castles (European and Asian).

Warrior O.C.C. Note: Traditionally, the warriors and hunters of most tribes were the males; in some cases exclusively. This remains the case, on Rifts Earth, especially among the Tribal Warrior and Totem Warrior O.C.C.s. However, females are frequently allowed among Mystic Warriors and Spirit Warriors; roughly 12% of both are female.

Enemies of Note: The Simvan have taken a particularly hostile and aggressive view of most Native American tribes, presumably seeing the Traditional Indian hunter, and nomadic lifestyle as very similar to their own and regard most traditional tribes as their equals. Thus, they acknowledge Native Americans as rivals and enemy tribes, which means the Simvan engage in frequent raids, attacks and skirmishes, capturing humans to eat and use as slaves. It doesn't help matters that the Simvan in the New West roam and/or lay claim to much of the same territories as the Plains Indians, and hunt the same animals (buffalo, dinosaurs, etc.).

Some aggressive tribes of **Wild Psi-Stalkers** regard and respond to Native Americans in a similar way as the Simvan: mainly as rivals and potential enemies. Of these, some have feuds and vendettas with specific tribes and clans that span generations. Thankfully, the majority of Wild Psi-Stalkers like, accept, associate, and often ally themselves with Traditionalists and Pure Ones, as well as bands of Renegades.

Brodkil, Worm Wraiths and **Xiticix** are also counted among the *races* of beings who are blood enemies and engage in frequent raids and battles. Meanwhile evil practitioners of magic, rogue Shamans, evil spirits, demons, evil or conquering dragons and a host of monsters and predators offer their fair share of trouble and death.

Cowboys, Gunfighters and most other human and D-bee settlers in the New West, get along amazingly well with most of the Native American people. First of all, the majority of these non-Indians are refugees themselves and can appreciate the Native Americans' past trials and travails suffered at the hands of an overpowering invader. Like most of the Indians, they only want to find a place they can call home and live in peace. They don't want to conquer anybody and are glad to work with the Native Americans to either co-exist or live in areas that don't infringe on land that the Native American's claim for themselves. This spirit of cooperation exists in large part, to equality, i.e. the Native Americans (ironically) are the most advanced, organized and powerful tribes and fledgling nations in the territory! Most non-Indian settlers and adventurers arrive as tiny to small clans and groups who, in most cases, are worse off and fewer in number than even most individual Native Americans clans, let alone entire tribes. The refugees usually have roughly the same level of technology and/or power base, and, as refugees, are much more open and accepting to other lifestyles and cultures. They must also deal with the same hostile animals, D-bees and monsters (as noted above) as the Native Americans and don't

want to add the comparatively powerful Indians to the list of enemies and dangers.

Tribal Warrior O.C.C.

The Tribal Warrior is the traditional hunter and protector of the Native American tribe. There is little difference between the old days and now, except maybe their lifestyle and some of the magical fetishes they may utilize. The other O.C.C.s presented in this book are much less common because the spirits do not choose many people for such great blessings. This means that the Tribal Warrior might be considered the Indian equivalent of a "grunt" while the others are more like Special Forces because of their special powers and orientation. That having been said, the Tribal Warrior is no slouch, and is a skilled wilderness scout, hunter and combatant. The absence of spell-like powers or supernatural abilities is made up for in determination, courage, and cunning. They are unequalled **survivalists**, woodsmen, and hunters of both animals and men!

Tribal Warrior O.C.C. Abilities

1. Animal Totem: Although the tribal warrior is basically a normal human who must survive on tenacity, practiced skills and wits, he does get a small boost from the bonuses of his animal totem. On Rifts Earth, all Native Americans have a totem, and from those helper spirits they receive bonuses (See the Totem section for details and specific bonuses). The little edge that Mouse (or whomever) gives a warrior may be all that keeps him alive and can (and will) never be underestimated by Native Americans. All characters must pick one animal totem and apply all bonuses. These bonuses remain with the character for his entire life, unless he somehow greatly offends the great spirits or gods. Offenders lose all bonuses. The totem will also help shape the character's personality.

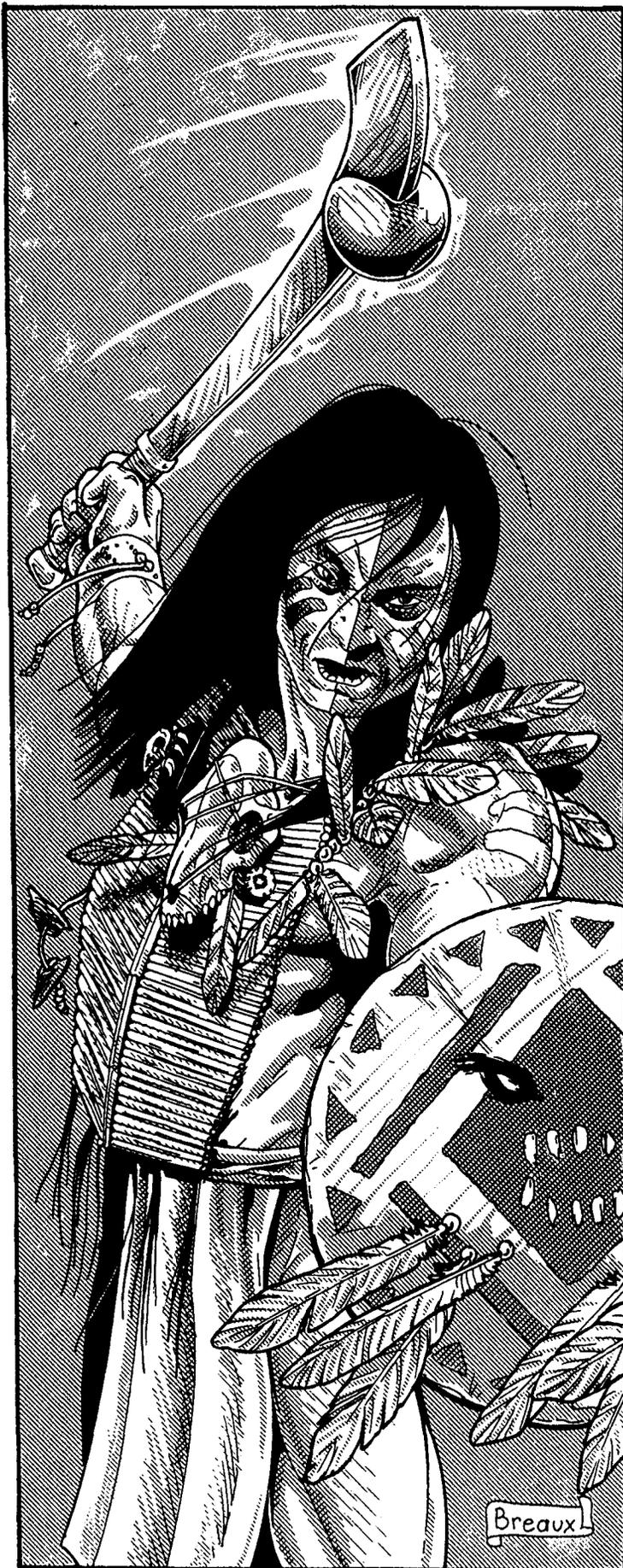
2. Personal Fetishes: Tribal warriors can also use fetishes, magical and sacred items that are extremely sought after for their supernatural powers. Warriors will often take wild risks or undertake dangerous quests in their efforts to earn these coveted magic items. Fetishes are usually created by a Shaman, greater spirit or god, and given to the most deserving as a gift and reward for their courage and selflessness.

All Tribal Warriors start with:

Minor Fetishes (2): Two of choice. And one additional lesser fetish is typically awarded at levels 4, 8, and 12.

Major fetish (2): Either one major Weapon fetish or the Great Armor Fetish, and one of the Tattoo Fetishes; player's choice. A third major fetish *may* be awarded to a selfless, honorable and courageous warrior at level five. An additional major fetish is sometimes awarded after that for a great act of heroism (but no sooner than 7th level and usually around 9th or 10th level). Most major fetishes are uncommon to rare, and getting a single Legendary fetish is the dream of a lifetime (super-rare). **Note:** Characters who are not devoted Traditionalists or Pure Ones do *not* receive any of these fetishes.

3. Additional, limited access to other fetishes (typically a major fetish, sometimes a Legendary one) *may* be available upon special assignments. These may be "loaned" to the character for



specific missions and provided to him by the Shaman, War Chief, or a spirit. The warrior is expected to take great care in returning the sacred item at the end of his mission. Losing the item

and living to tell the tale will get the character sent on a quest to recover it. If recovery is certain suicide or impossible for some reason, its loss will be a black mark on the character's reputation for the rest of his days. If it was lost foolishly or through recklessness, the character may *not* be awarded his usual future fetishes as noted in number two.

4. Quick-Draw and Throwing Initiative: Tomahawk & Knife (special): This is really a special P.P. bonus exclusive to the Tribal Warrior O.C.C. that enables the character to use a weapon with each hand and *draw and throw* one or two of these weapons with amazing speed and accuracy: +1 to initiative for every two P.P. points above 16 (maximum P.P. 30; for a bonus of +7). This means a Tribal Warrior with a P.P. of 24 is +4 on initiative (plus any other initiative bonuses from skills or magic). Remember, the winner of the initiative roll strikes first. The Quick-Draw bonus applies only to the use of tomahawks and any small throwing axe, and knives (flint, steel, magical or M.D.C. Vibro-Blade).

Effective Throwing Range: 40 feet (12.2 m) and +2 to strike when thrown.

Maximum Throwing Range: 100 feet (30.5 m) but no bonus to strike.

G.M. Note: A P.P. above 24 should be extremely uncommon, and 25-28 extremely rare; 29 and 30 virtually unheard of.

5. Paired Weapons: Tomahawks & Knives (special): The Tribal Warrior can draw and strike/stab/cut or throw (one or both) weapons simultaneously at the same target, inflicting full damage from both weapons. And it counts as one melee attack!

In the alternative, the two-handed attack can be divided between two *different* targets visible to the Warrior and within his range of peripheral vision. The divided attack counts as one simultaneous melee action against two different foes. The quick-draw initiative bonus still applies, but the Tribal Warrior must roll two separate times to hit each target (roll to strike for each) and the bonus to strike each is reduced by half.

Note: Parrying is not possible when two knives or tomahawks are being used as striking weapons. However, the character can opt to strike or throw one and parry with the other.

6. Hardiness from life in the wild, results in a bonus of +2 to the P.E. attribute, +1 to P.P., and an additional 5D6 to S.D.C.

7. Hunter-Warrior Training & Experience: Provides the character with the following bonuses: +2 on initiative, +1 additional hand to hand attack, +2 to pull punch, +1 to roll with impact, punch or fall, and +3 to save vs horror factor.

Tribal Warrior & Hunter O.C.C.

Alignment: Any, but selfish alignments will be the rarest; typically principled, scrupulous, unprincipled and aberrant.

Attribute Requirements: I.Q. 9 and P.E. 10 or higher. A high P.S. and Spd are helpful, but not required.

Racial Restrictions: The character must be of Native American descent. Other races do not have strong enough spirit potentials to have totems or use fetishes.

O.C.C. Skills:

- Speak Native Language and English at 98%
- Two additional Languages of choice (+10%)
- Basic Math (+10%)
- Fishing (+10%)
- Detect Ambush (+15%)

Track Animals (+20%)
 Track: Humanoids (+15%)
 Land Navigation (+14%)
 Wilderness Survival (+20%)
 Skin and Prepare Animal Hides (+20%)
 Identify Plants and Fruits (+15%)
 General Athletics
 Climbing (+10%)
 Prowl (+10%)
 Swim (+15%)
 Horsemanship: Cowboy (+6%)
 W.P. Archery and Targeting
 W.P. Knife
 W.P. Tomahawk (throwing axe; same as W.P. Knife)
 W.P. of choice
 Hand to Hand: Basic

Hand to Hand: Basic can be changed to Expert at the cost of one O.C.C. Related skill, or Martial Arts at a cost of two.

O.C.C. Related Skills: Select eight other skills, but at least three must be physical, and one must be from Wilderness. Plus select three additional skills at levels three, two at level seven, one at level eleven, and one at level thirteen.

Communications: None

Cowboy: Any

Domestic: Any (+10%)

Electrical: None

Espionage: Any (+10%)

Mechanical: None

Medical: Holistic Medicine only

Military: Any (+10%), except demolition skills, parachuting, and nuclear (see *Rifts® New West™* or *Coalition War Campaign™* for the expanded range of skills under this category).

Physical: Any (+5% when applicable)

Pilot: Horsemanship skills, sail and row boats only.

Pilot Related: None

Rogue: Any, except Computer Hacking (+5%)

Science: Astronomy and math only.

Technical: Arts, language and lores only (+10%)

W.P.: Any ancient; revolver and bolt-action rifle may be acceptable to some Traditionalists but not Pure Ones, check with G.M.

Wilderness: Any (+15%)

Secondary Skills: The character gets to select two secondary skills from the above list at levels one, four and eight. These are additional areas of knowledge that do not get the advantage of the bonuses listed in the parentheses. All secondary skills start at the base level.

Standard Equipment: Extra set of clothes, can be anything from camouflage to dress clothes or traditional leathers, soft moccasins, fishing hooks and twine, leather belt with 1D4 pouches, two small sacks, backpack, saddlebag, bedroll, canteen or waterskin, game traps (snare cords, etc.), blanket, rope (50 ft/15 m), ball of string, dried meat and fruit rations (one week), war-paint and camouflage paint.

Weapons include a traditional bows (modern compound bow or energy bow for those who don't strictly follow tradition) with two dozen normal arrows and six dipped in silver (Renegades can use modern arrows). Plus skinning knife, one large knife, a pair of throwing knives (Renegades and some Traditionalists can use **Vibro-Blades**) and a pair of toma-

hawks. An extra pair of throwing knives (1D6 S.D.C. damage) and/or tomahawks (2D6 S.D.C. damage) may be kept in the backpack or saddlebags. A rifle and a revolver (one can be a TW weapon) of choice may be suitable for Renegades and some Traditionalists, but not Pure Ones. Other weaponry can be purchased as the player desires. Also see fetishes, listed previously.

All Tribal Warriors get a quality riding horse.

Money: Most Traditionalists and Pure Ones have little regard for "money" per se, and live off the land. They typically trade goods and services for most things that aren't available from the communal clan. They also seize valuables for personal use or trade, or treasure troves (including high-tech stuff they'd never use themselves) from vanquished and slain opponents. Starts with the equivalent of 2D6×100 credits worth of tradeable goods (which can include jewelry, gems, gold, silver, and so on).

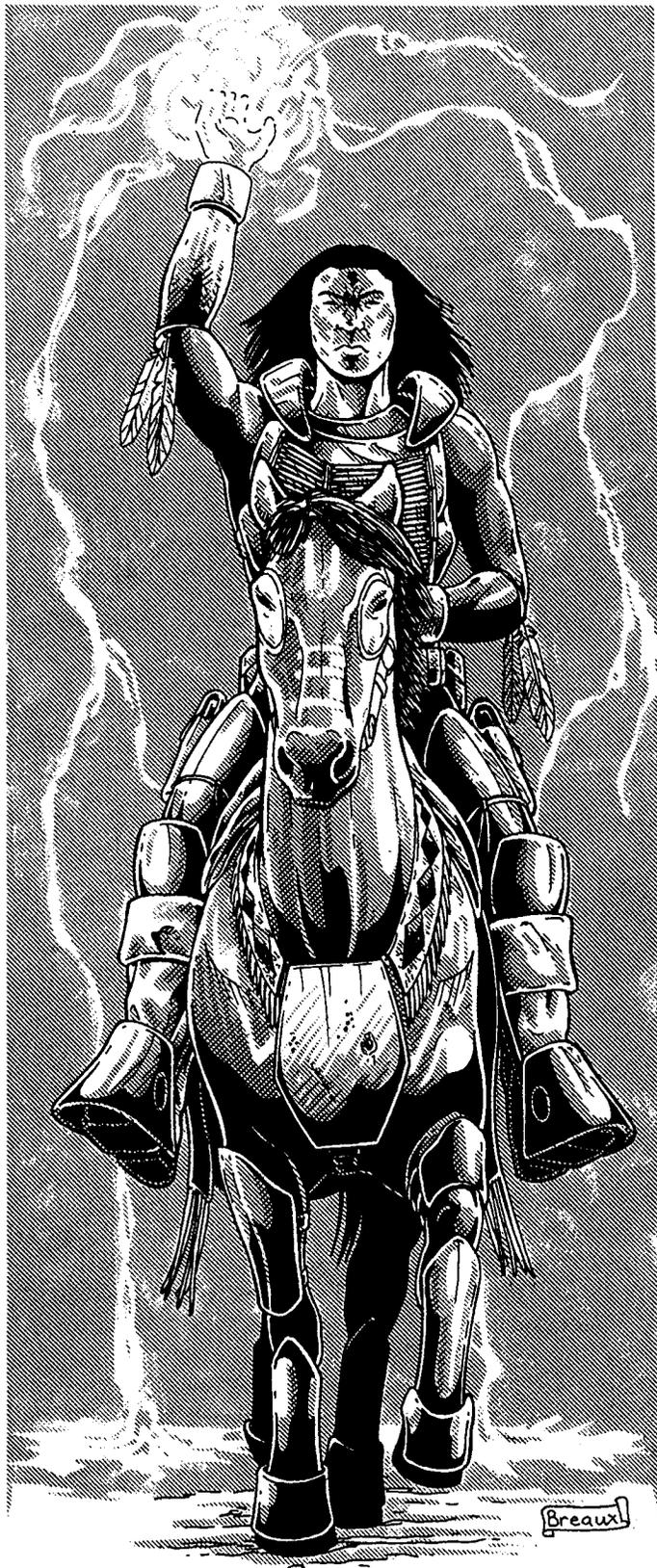
Cybernetics: None, and will never consider any, with the possible exception of bio-systems to repair grievous injury.

Mystic Warrior O.C.C.

The Mystic Warrior is a very powerful *psychic*, but unlike the Healer Shaman, his abilities are physical and combat oriented. These warriors are perhaps second only to the Fetish Shaman in reputation as a war chief and warrior. Their psionic spears and tomahawks (psi-swords) are legendary, as are their powers over the elements (pyro- and **hydrokinesis**) and gravity (telekinesis). Mystic Warriors can influence the minds of opponents with a spoken word, and their gaze can cause agony and blindness. They can instill fear and hopelessness with a thought and have been known to steal control of a man's body like a puppet.

Without a doubt, these Master Psionics are every bit as deadly and dangerous as the Mind Melter. However, unlike the Mind Melter and other psychics who automatically develop psionics at each new level of achievement, the Mystic Warrior must visit the spirits to help him "awaken" each new ability (this is done at every level of experience). It is believed that the psionics of this class actually come from the knowledge and spirit energies of the ancestor spirits and/or the gods, and that without their influence would not exist. Once the energy is given to the Mystic Warrior (after each Vision Quest), a new psi-power is permanently acquired. The Game Master can either assume this quest is successful each time it is necessary, or he can role-play out the action, especially if the quest can be tied into current events to heighten the experience, or can be used as an opportunity to provide information.

Many Mystic Warriors adopt a tribe, village, town, or city and reside there as its protector and war chief, but a significant number also venture into the wilds and wander from place to place in search of worthy causes, evil creatures to slay, wrongs to right, evil schemes to thwart, or to do the will of the gods. In the last case, the character can be a self-appointed servant of the gods, or chosen by the gods. Chosen agents of the gods will receive dreams, signs, omens and visions directly from the gods or spirits that direct and guide him to certain, specific areas in need of his skills and powers.



Mystic Warrior O.C.C. Abilities

1. Psionic Master: The Mystic Warrior is a master psionic. He begins with a number of abilities and gains additional ones as he progresses in levels. Initial powers at first level:

Alter Aura (self)
See Aura
Sixth Sense
Mind Block

Plus choose two from each of the categories: Physical and Super.

At second level he receives two additional abilities from each of the two categories. At third, two more from each of the two, but for each subsequent level of experience (starting with 4th), he only selects *one*, but selections can be made from any of the four psionic categories. Note: If the character should lose the support of the gods, his I.S.P. is reduced by half, all super-psionic and special powers are lost, and the remaining psionic powers are reduced by half (make selections of powers that survive, carefully). This can only happen if the character betrays the gods or his people, or deliberately does something to interfere with the Circle of Life.

2. Special O.C.C. Psi-Powers: The following are available to the Mystic Warrior at level one.

Psi-Tomahawk: Effectively a psi-sword in the shape of a tomahawk. Damage is 1D6 M.D. at level one +1D6 per each subsequent level of experience; a bit less than the true psi-sword, but normally a psi-sword isn't available till level three.

Psi-Spears: Effectively a psi-sword, the difference being that the Mystic Warrior can hurl it up to 1000 feet (305 m) at +4 to strike +1 per every third level of experience (no other bonuses apply), and after the spear strikes, it reappears in the Warrior's hand! Throwing, hitting and returning counts as two melee actions.

Damage is 2D6 at level one +1D6 per each subsequent level of experience. +10 M.D. when thrown.

3. I.S.P.: Initial Inner Strength Points are equal to the character's M.E. attribute plus the roll of 3D6×10. The character also gains 10 additional I.S.P. per level of experience.

4. P.P.E.: Minimal. The majority has been spent developing psionic abilities. Remaining P.P.E. total is 3D4.

5. Animal Totem: All Mystic Warriors must pick one animal totem and apply all bonuses. These bonuses remain with the character for his entire life, unless he somehow greatly offends the great spirits or gods. Offenders lose all bonuses. The totem will also help shape the character's personality.

6. Personal Fetishes: Mystic Warriors also use fetishes created by a Shaman, greater spirit or god that are given to the most deserving as a gift and reward for their courage and selflessness.

All Mystic Warriors start with:

Minor Fetishes (2): Two of choice. And one additional lesser fetish is typically awarded at levels 5 and 10.

Major fetish (1): The Great Armor Fetish. A second major fetish is typically awarded to a selfless, honorable and courageous warrior at level three, this one is typically the Great Body, Supernatural Strength, or Supernatural Damage Fetish (pick one). An additional major fetish is sometimes awarded after that for a great act of heroism (but no sooner than 6th level). Most major fetishes are uncommon to rare, and getting a single Legendary fetish is the dream of a lifetime (super-rare). **Note:** Characters who are not devoted Traditionalists or Pure Ones do *not* receive any of these fetishes.

7. Additional, limited access to other fetishes (typically a major fetish, sometimes a Legendary one) *may* be available upon special assignments. Same as the Tribal Warrior.

8. O.C.C. Training & Experience: Provides the character with the following bonuses: +2 on initiative, +2 to pull punch,

+2 to roll with impact, punch or fall, +1 to M.E. attribute, +30 to S.D.C. and +2 to save vs horror factor +1 per every other level of experience.

Mystic Warrior O.C.C.

Alignment: Any, but most are good or selfish.

Attribute Requirements: M.E. of 11 or better. High scores in physical attributes also help, but are not necessary.

Racial Restrictions: The character must be of Native American descent. Other races do not have strong enough spirit potentials to have totems, use fetishes or bond with the spirits.

O.C.C. Skills:

Speak Native Language and English at 98%

Two additional Languages of choice (+10%)

Basic Math (+15%)

Track: Humanoids (+15%)

Land Navigation (+16%)

Wilderness Survival (+15%)

Skin and Prepare Animal Hides (+10%)

Two Wilderness skills of Choice (+15%)

Horsemanship: General

General Athletics

Climbing (+10%)

Prowl (+10%)

Swim (+15%)

W.P. Archery and Targeting

W.P. Knife

W.P. two ancient of choice; check with G.M. to see if an old style revolver or rifle is okay for Traditionalists.

Hand to Hand: Basic

Hand to Hand: Basic can be changed to Expert at the cost of one O.C.C. Related skill, or Martial Arts at a cost of two.

O.C.C. Related Skills: Select six other skills, plus two additional skills at levels three, seven, eleven, and fifteen.

Communications: None

Cowboy: Any

Domestic: Any (+5%)

Electrical: None.

Espionage: Any (+10%)

Mechanical: None

Medical: Holistic Medicine only (+5%)

Military: Any (+10%), except demolition skills, parachuting, and nuclear (see *Rifts® New West™* or *Coalition War Campaign™* for the expanded range of skills under this category).

Physical: Any except Gymnastics and Acrobatics

Pilot: Horsemanship, sail and row boats only.

Pilot Related: None

Rogue: Any, except Computer Hacking (+5%)

Science: Astronomy and math only (+5).

Technical: Arts, language and lore only (+10%)

W.P.: Any ancient; revolver and bolt-action rifle may be acceptable to some Traditionalists but not Pure Ones, check with G.M.

Wilderness: Any (+10%)

Secondary Skills: The character gets to select three secondary skills from the above list at levels 3, 6, and 9. These are additional areas of knowledge that do not get the advantage of the bonuses listed in the parentheses. All secondary skills start at the base level.

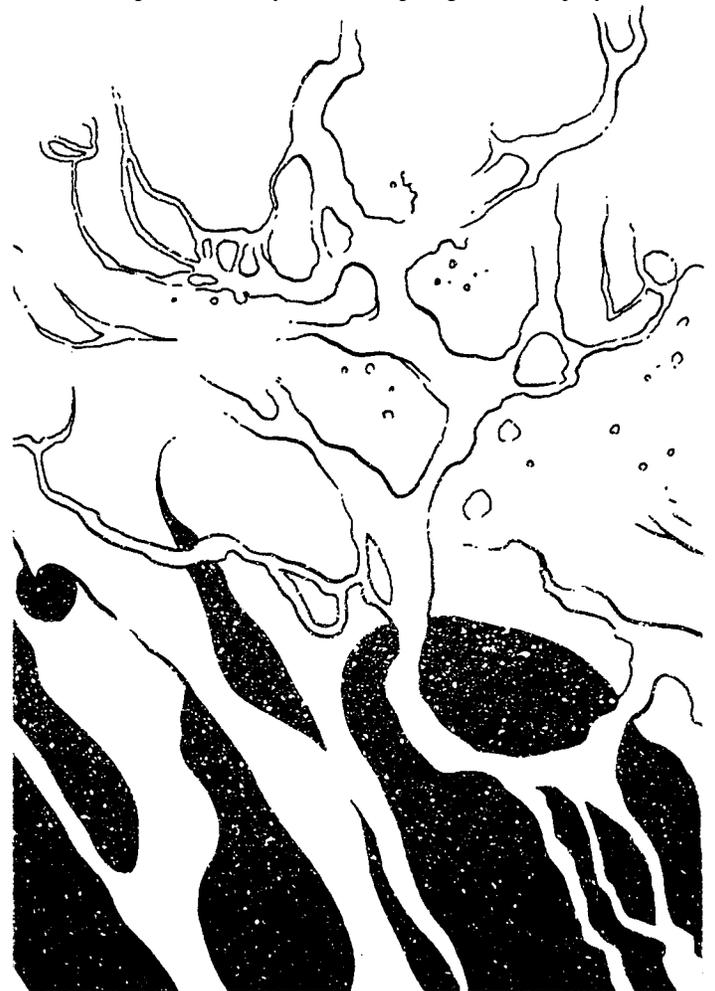
Standard Equipment: Extra set of clothes, can be anything from camouflage to dress clothes or traditional leathers, soft moccasins, hat or hooded cloak, fishing hooks and twine, leather belt with 1D4 pouches, two small sacks, backpack, saddlebag, bedroll, canteen or waterskin, game traps (snare cords, etc.), blanket, rope (50 ft/15 m), ball of string, dried meat and fruit rations (one week), war-paint and camouflage paint.

Weapons include a traditional bow and arrows (modern compound bow or energy bow for those who don't strictly follow tradition) with two dozen normal arrows and six dipped in silver (Renegades can use modern arrows). Plus knife and war club, or tomahawk, or spear. A rifle and a revolver (one can be a TW weapon) of choice may be suitable for some Traditionalists, but not Pure Ones. Other weaponry can be purchased as the player desires. Also see fetishes, listed previously.

All Mystic Warriors get a quality riding horse.

Money: Most Traditionalists and Pure Ones have little regard for "money" per se, and live off the land. They typically trade goods and services for most things that aren't available from the communal clan. They also seize valuables for personal use or trade or treasure troves (including high-tech stuff they'd never use themselves) from vanquished and slain opponents. Starts with the equivalent of 3D6x100 credits worth of tradeable goods (which can include jewelry, gems, gold, silver, and so on).

Cybernetics: None, and will never consider any, with the possible exception of bio-systems to repair grievous injury.





Totem Warrior O.C.C.

Unlike Shamans, Spirit and Totem Warriors do not simply *share* their spirit potential with the spirits, but they actually *trade* a part of their spirit potential permanently with the spirit in exchange for "spirit power" in a direct and personal manner. This is not possession. The person willingly gives up a part (and never more than a small part) of his spirit potential and humanity in exchange for a part of the greater spirit's life essence, making him more than human. Trade and union with the spirit world is always done with a *Greater Totem (animal) Spirit* and always the same spirit as his chosen animal totem.

This unique union of mortal and spirit gives the Totem warrior special bonuses related to his chosen totem animal (see the Totem Section for details). It also enables him to assume the shape of his animal totem and provides other formidable powers. Those under the scrutiny or targets of vengeance of Totem Warriors often accuse them of being more monster or animal than man and nothing more than the slave of the spirits. However, these are lies. The transformation into animal form (a supernatural creature, at that) does nothing to impair the Totem Warrior's mind or personality. He is the same person, guided completely by his own intellect, emotions, and skills as a human. Likewise, the Totem Warrior *willingly* serves the spirits and gladly fights to defend, protect and avenge the innocent. The spirits cannot force him into doing anything he doesn't want to do.

Totem Warriors are the most free-roaming of the O.C.C.s which has led some non-Indians to call them "Indian Knights." Most of these noble warriors travel across the wilderness from tribe to tribe and place to place, protecting the weak and seeking out the evils of the world. They can be found as far south as Mexico and deep into the Canadian Northwest Territory and Alaska. They fight vampires and Xiticix regularly, clash with dragons and face demons and evil sorcerers of all kinds. Their close ties to their Totem Spirit also make them the ones most likely to be guided by visions. The Totems are greater spirits who know a good deal about the evils going on across the continent. When their attention is drawn to some evil that needs to be punished, or a people to be protected, they will send visions to their champion that will alert and guide him to the trouble.

Totem Warrior O.C.C. Abilities

1. Supernatural Attributes: The Totem Warrior's P.S. and P.E., even in human form, both become supernatural at the moment of infusion with pure spirit energy; the P.S. does supernatural damage as detailed in **Rifts® Conversion Book One**. The supernatural P.E. turns the warrior into a mega-damage creature. Simply change his combined S.D.C. and hit points into an M.D.C. total. This is a constant state of being, even when in human form. It also means he bio-regenerates damage at a rate of 5D6 per 24 hours.

2. Heightened Senses: The totem warrior becomes greatly attuned to the world around him, adding the following bonuses (in

addition to any other class, attribute, hand to hand combat and animal Totem bonuses): +2 on initiative, +1 to strike, +1 to disarm, +1 to dodge, +1 to roll with impact, as well as having perfect vision and keen senses of smell, taste and hearing.

3. Animal Totem: All Totem Warriors must pick one animal totem. All the *bonuses* and totem *skills* listed are available to the character in human form. However, when the character *transforms* into giant animal form, he gets the *powers* of that totem as well (the bonuses and skills remain too). Only the Totem Warrior can draw on these "powers." See the Totem section for descriptions of select totem animals and the special skills, bonuses and Totem Warrior powers they provide. Most Totem Warriors select predatory animals or medium to large ones.

4. Assuming the Animal Totem Form: This is the amazing ability to physically transform into the Totem Warrior's animal species. There are two versions of this amazing transformation. The first is turning into a normal size (for that animal) and normal looking animal of the totem species; i.e. a typical looking house cat. In this form, the character has the basic look and natural abilities of that animal, he retains his mental faculties and remains a mega-damage creature (same as his normal human form), but none of the special *Totem Powers* are available to him. This ordinary, even inconspicuous looking appearance is typically used for spying, sneaking around, horse-play and escape.

The second version of the Totem Warrior's animal transformation power is his most formidable weapon, turning into a giant version of his animal totem. Most medium and large animals are now two or three times the normal size of the real life animal, while small ones like mice and birds are 10 times larger (roughly the size of a collie or mountain lion). In this oversized form, the Totem Warrior gains all the special Totem Powers attributed to that animal (see the descriptions under each specific Totem animal in the Totem Section). These giant powers and additional bonuses and abilities vary widely from animal to animal.

To assume either of the animal forms requires the expenditure of 10 P.P.E. The animal duration is indefinite, but returning to human form requires the expenditure of five P.P.E. points. Changing from the small animal form to the giant animal form also requires 10 P.P.E.

5. Psionic Abilities (animal): When in animal form, the Totem Warrior also receives the innate psionic abilities shared by most predatory animals, the abilities to *sense psychic and magic energy* and *sense supernatural beings* the same as Dog Boys. See the **Rifts® RPG**, page 109. These abilities operate constantly and do not require the expenditure of I.S.P.

In addition, the character can select one psionic sensitive ability at first level and another one at levels 3, 6, 9, 12, and 15. Only Astral projection and clairvoyance cannot be selected. These psi-sensitive powers are available in all physical manifestations, but cost the standard amount of I.S.P. to use. Base I.S.P. is the M.E. number plus 1D6 per level of experience.

6. P.P.E.: In order to use the transformation abilities granted by the spirits, the Totem Warrior must expend P.P.E. in a manner similar to casting a spell. Base P.P.E.: 1D4×10+P.E. attribute number, +10 P.P.E. per level of experience.

7. Limited Magic: The kinship with the greater Animal Totem Spirit imparts some magical abilities over normal animals.

They include the equivalent of casting the following spells: Fear (5 P.P.E.), repel animals (7) and summon and control animals of the same Totem species as the warrior (1D4 animals per level of experience; 50 P.P.E.).

8. Personal Fetishes: Totem Warriors can also use fetishes created by a Shaman, greater spirit or god, which are given to the most deserving as a gift and reward for their courage and selflessness.

All Totem Warriors start with:

Minor Fetish (1): One of choice. And one additional lesser fetish is typically awarded at levels 3, 6 and 10.

Major fetish (1): Any one of the hunting or combat related fetishes, typically a damage fetish. A second major fetish is typically awarded to a selfless, honorable and courageous warrior at level six (pick one). An additional major fetish is sometimes awarded after that for a great act of heroism (but no sooner than 9th level). Most major fetishes are uncommon to rare, and getting a single Legendary fetish is the dream of a lifetime (super-rare). Note: Characters who are not devoted Traditionalists or Pure Ones do *not* receive any of these fetishes.

Totem Warrior O.C.C.

Alignment: Any, but selfish alignments are the rarest.

Attribute Requirements: I.Q. and M.E. of 9 or higher. High physical attributes may help, but are not necessary.

Racial Restrictions: The character must be of Native American descent. Other races do not have strong enough spirit potentials to have totems or use fetishes.

O.C.C. Skills:

Speak Native Language and English at 98%

One additional Language of choice (+10%)

Basic Math (+10%)

Tracking (+10%)

Land Navigation (+15%)

Wilderness Survival (+15%)

Horsemanship: Cowboy

Trick Riding

Prowl (+10%)

Climb (+10%)

Swimming (+15%)

Lore: Demon and Monsters (+15%)

Lore: Animals/Cattle (+15%)

Animal Husbandry (+10%)

W.P. Archery and Targeting

W.P. Knife

W.P. one of choice.

Hand to Hand: Expert

Hand to Hand: Expert can be upgraded to Martial Arts at the cost of one O.C.C. Related skill.

O.C.C. Related Skills: At first level the character can select six other skills, plus two additional skills at levels 3, 6, 9, and 12. All new skills start at level one proficiency.

Communications: None

Cowboy: Any (+5%)

Domestic: Any (+10% to sing only)

Electrical: None

Espionage: Any (+10%), except Forgery and Sniper.

Mechanical: None

Medical: Holistic Medicine (+10%) and Brewing only.

Military: Any (+10%), except demolition skills, parachuting, and nuclear (see *Rifts® New West™* or *Coalition War Campaign™* for the expanded range of skills under this category).

Physical: Any (+10% when applicable).

Pilot: Horsemanship skills, sail and row boats only.

Pilot Related: None

Rogue: Any (+5%), except Computer Hacking.

Science: Astronomy and math only.

Technical: Arts, language and lores only (+10%)

W.P.: Any ancient; revolver and bolt-action rifle may be acceptable to some Traditionalists but not Pure Ones, check with G.M.

Wilderness: Any (+10%)

Secondary Skills: The character gets to select two secondary skills from the above list at levels 1, 3, 6, 9 and 12. These are additional areas of knowledge that do not get the advantage of the bonuses listed in the parentheses. All secondary skills start at the base level.

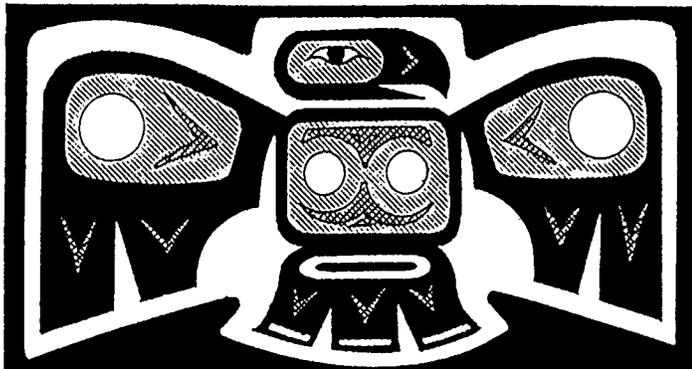
Standard Equipment: Extra set of clothes, can be anything from camouflage to dress clothes or traditional leathers, soft moccasins, hat or hooded cloak, leather belt with 1D4 pouches, two small sacks, backpack, satchel, bedroll, canteen or waterskin, game traps (snare cords, etc.), blanket, rope (50 ft/15 m), dried meat and fruit rations (one week), war-paint and camouflage paint.

Weapons are usually limited because of the Totem Warrior's ability to turn into a supernatural animal, but most carry a pair of knives or tomahawks, a spear or bow and arrows, and a war club. A rifle and a revolver (one can be a TW weapon) of choice may be suitable for some Traditionalists, but not Pure Ones. Other weaponry can be purchased as the player desires. Also see fetishes, listed previously.

All Totem Warriors get a high quality riding horse.

Money: Most Traditionalists and Pure Ones have little regard for "money" per se, and live off the land. They typically trade goods and services for most things that aren't available from the communal clan. They also seize valuables for personal use or trade, or treasure troves (including high-tech stuff they'd never use themselves) from vanquished and slain opponents. Starts with the equivalent of 3D6×100 credits worth of tradeable goods (which can include jewelry, gems, gold, silver, and so on).

Cybernetics: None, and will never consider any, with the possible exception of bio-systems to repair grievous injury.



Spirit Warrior O.C.C.

Spirit Warriors are the newest of the Native American O.C.C.s and have only appeared since the Return of the Ancients, about 200 years ago. They are the Great Spirits' version of a Native American monster hunter and the ultimate defender of the Pure Ones. Spirit Warriors are second only to Totem Warriors in respect and raw power, and they are frequently the War Chiefs or battle leaders of their clans and/or tribes. Their incredible powers are said to make them undefeatable in regular combat, so their abilities are reserved for use against power armor, robots, vehicles, and supernatural creatures. Spirit Warriors can also expect to be called on to perform quests and dangerous missions of great importance to the Native American tribes, and be contacted by the spirits themselves through visions and dreams. Like Totem Warriors, they often wander the land defending the needy and punishing evildoers. Their great strength is rarely allowed to lay dormant, and even in the northeast where great numbers of them gather, the spirits keep them busy battling the monstrosities that continue to emerge from the Calgary Rift.

Unlike the usual exchange of spirit potential with a single spirit, the Spirit Warrior trades several parts or aspects of his human spirit with several Greater Spirits. Blessed with incredible power and an intimacy with spirits second only to the Shaman, the warrior devotes himself to protecting all Native Americans, all totem species, and the Circle of Life. In fact, in many ways, they are the champions and defenders of all living things. Thus, they accept all people, except those who have little or no regard for life. The heavy responsibilities these warriors carry often makes them loners and outsiders even among their own people, who respect but fear them. One of their few allies and occasional companion is the Cyber-Knight.

Spirit Warrior O.C.C. Abilities

1. Three Realms of Power! Below are listed six categories or realms of power. The spirit warrior character receives all of the abilities listed under each realm that is chosen (i.e. Earth, Water, etc.). *Three* power categories can be chosen by the Spirit Warrior. Those powers that are not constantly active require P.P.E. to activate. Powers that mimic spell effects work just like the spell, using the Spirit Warrior's experience level to determine range, duration, and area of effect.

Powers of the Earth Realm:

Supernatural P.S.: Add 2D6 to the character's P.S. attribute and treat the final score as Supernatural P.S. Use the Supernatural P.S. tables in **Rifts® Conversion Book One** to determine M.D. inflicted by punches and kicks.

Supernatural P.E. (M.D.C.): Add 1D6 points to the character's P.E. attribute and treat the final score as supernatural. This will convert the character's hit points and S.D.C. to M.D.C., plus an additional 1D4×10M.D.C.

Earth Senses: Recognize/identify any mineral by sight at 60% +3% per level of experience.

Sense and identify seismic disturbances, including earthquakes, explosions, mining, or movement of heavy equipment (like troops or giant robots) in a radius of **five** miles (8 km) +1 mile (1.6 km) per level of experience at 57% +3% per level.



Sense dangers in the earth or rock, such as loose dirt/rocks, mud slides, quicksand, land mines, and creatures in burrows at 57% +3% per level.

Dowsing, in this case, the ability to sense any body of water running through the earth; surface rivers and streams and underground streams, springs and geysers.

Perfect sense of direction equal to land navigation when underground.

Powers of the Air Realm:

Wingless Flight: The character is able to fly at a speed of 40 mph (64 km) +5 mph (8 km) per level of experience, but can also hover and float. All at will and without P.P.E. cost!

Invisibility: The ability to disappear from sight. This power is identical to the spell *Invisibility: Superior*. Duration: One hour per level of experience. P.P.E. cost: 20

Danger Sense: Functioning exactly like the psionic ability *Sixth Sense*, this power warns the character of impending danger to himself. Duration: One minute, P.P.E. cost: 6. Triggered automatically.

Air Senses: Sense wind direction, changes in wind direction, the approach of storms and atmospheric disturbances at 60% +3% per level.

Sense impurities, smoke, fire, chemicals in the air at 50% +3% per level.

Powers of the Fire Realm:

Breathe Fire: The character can breathe forth a blast of damaging plasma-like fire in a manner similar to that of dragons. Range is 60 feet (18.3 m) and damage is 2D6+1D6 per level of experience. It is a magical M.D. spirit fire, but creatures specifically immune to **fire/heat** take only half damage. The damage is either S.D.C. or M.D.C. depending on the target. This attack can be used once per melee round and counts as one extra attack per round. No P.P.E. cost.

Thermal Vision: Allows the character to see the minutest changes of heat around him. It allows for perfect sight in total darkness and in smoke. Duration is two minutes per level of experience. P.P.E. Cost: 5 per use. Range: 2000 feet (610 m). Track via heat-signatures at 50% +3% per level of experience (-20% in temperatures of 90+ degrees Fahrenheit).

Pyrokinesis: This power is identical to the super psionic ability of the same name, but it is fueled by P.P.E. instead of I.S.P. The cost is variable and identical to the I.S.P. listed for each aspect of the psionic ability.

Fire Sense: The ability to precisely estimate air, body and surface temperatures at 66% +3% per level of experience, as well as detect temperature changes.

Recognize/identify the nature of any fire, including how it started, chemical composition, temperature, speed, direction, and approximate time it will take to burn itself out; 50% +3% per level of experience.

Sense and locate any fires in a radius of five miles (8 km) +1 mile (1.6 km) per level of experience at 55% +3% per level.

Powers of the Water Realm:

Chameleon: This ability is identical to the spell of the same name. 6 P.P.E.

Healing Touch: With a touch, the character can heal himself

or others at a rate of 3D6 S.D.C./H.P. or M.D.C. per touch. P.P.E. cost: 10

See Invisible: This power is identical to the spell of the same name. 4 P.P.E.

Water Senses: Sense the direction and speed of water currents and tides, changes in the currents and tides, and underwater disturbances at 60% +3% per level.

Sense impurities, chemicals, poisons, and particles in the water at 50% +3% per level.

Perfect sense of direction and depth underwater and breathe underwater.

Impervious to ocean depths and similar forces of pressure.

Dowsing; same as the spell, only triple the range. P.P.E. Cost: two.

Powers of the Animal Realm:

Claws: The character has disproportionately large, retractable claws that *magically* appear at will. They are the equivalent of a deadly, four-pronged blade weapon. The claws add 3D6 to hand to hand damage from punches/claw strikes, +5% to climbing skill, and +1 to parry. Damage is either S.D.C. or M.D.C. depending on the character's strength and other abilities. There is no P.P.E. cost in using these claws.

Nightvision: This is a magical amplification of low light so that the character can see as if it were daytime. It will not work in total darkness, but light as dim as starlight will allow it to work. Range: 1500 feet (457 m). Duration is five minutes per level of experience. P.P.E. cost: 3

Heightened Sense of Hearing: Keen hearing equal to that of the canine; penalties when blind are reduced by half. No P.P.E. cost; constantly in effect.

Heightened Sense of Smell: Track by smell alone and/or accurately identify common odors: 50% +3% per level of experience. Duration: 10 minutes per level of experience. P.P.E. cost: 5

Hunter Sense/Bonuses: +3 on initiative, +1 attack per melee, +5% to land navigation, +10% to track by smell when following a "blood" scent and +1 to save vs horror factor.

Powers of the Plant Realm:

Toxin Touch: At will and by touch, the character secretes a toxin that will immediately seep into the skin of his target victim. The toxin can be mentally adjusted to inflict any of the effects of the psionic super-ability, *bio-manipulation*. Potential victims need to save vs toxin at 17 or higher! A successful save means only slight skin irritation. Use the effects, duration, and penalties listed under *Bio-Manipulation*, but the costs are in P.P.E. instead of I.S.P.

Extended Life: The character gains the life span of the greatest of trees, making him long-lived. Once the character matures (approximately age 30), he stops aging as his extended life begins. Average life span is 1,000 years!

Solar Powered: The character does not need to eat or drink, though he can for pleasure. Instead, he is sustained by solar energy. If the character has no access to true sunlight, conventional foods will sustain him, but he is at -1 to all rolls and -5% to skills performance. Lack of both sunlight and conventional food will mean that the character stops healing normally (no M.D.C. will be regained even under a doctor's care) and he loses one M.D.C.

per day. Once sustenance is again available, the character heals at his normal rate. An additional plus to this ability is a limited regeneration power that restores 15S.D.C. or M.D.C. per day.

Supernatural P.E. (M.D.C.): Identical to the ability listed above under the Earth Realm Powers. If the two are taken together, do not combine the bonuses to the P.E. attribute, but do combine the M.D.C.

2. Super-Regeneration: The Spirit Warrior can regrow a devastated internal organ within 1D6 days (until then they suffer penalties appropriate for the injury) and can regrow a lost eye, tongue or severed limb(s) within 3D4 days; until then they suffer penalties appropriate for the injury and may be confined to bed.

3. P.P.E.: 2D4×10 plus the P.E. attribute. Each new level adds 2D6 to the total.

4. Personal Fetishes: Spirit Warriors can also use fetishes created by a Shaman, greater spirit or god, which are given to the most deserving as a gift and reward for their courage and selflessness.

All Spirit Warriors start with:

Minor Fetish (1): One of choice. And one additional lesser fetish is typically awarded at levels 5 and 10.

Major fetish (1): Any one of choice. A second major fetish is typically awarded to a selfless, honorable and courageous warrior at level five (pick one). An additional major fetish is sometimes awarded after that for a great act of heroism (but no sooner than 8th level).

Legendary Weapon Fetish (1)! The Spirit Warrior starts with one Legendary Spirit Weapon, typically a Spirit Bow, but any weapon can be selected.

Note: Characters who are not devoted Traditionalists or Pure Ones do *not* receive any of these fetishes.

Spirit Warrior O.C.C.

Alignment: Any, but most are principled or scrupulous.

Attribute Requirements: I.Q., M.E. and P.E. of 12 or higher.

Racial Restrictions: The character must be of Native American descent. Other races do not have strong enough spirit potentials or beliefs to become a Spirit Warrior.

O.C.C. Skills:

Speak Native Language and English at 98%

Two additional Languages of choice (+10%)

Basic Math (+20%)

Camouflage (+10%)

Detect Ambush (+10%)

Tracking (+20%)

Wilderness Survival (+20%)

Land Navigation (+10%)

Hunting

General Athletics

Climbing (+10%)

Prowl (+10%)

Horsemanship: General

W.P. Archery and Targeting

W.P. Knife

W.P. select three ancient weapons of choice; check with G.M. to see if an old style revolver or rifle is okay for Traditionalists.

Hand to Hand: Expert

Hand to Hand: Expert can be upgraded to Martial Arts at the cost of one O.C.C. Related skill.

O.C.C. Related Skills: Select four other skills, plus one additional skill at levels 3, 5, 8, 11, and 14. All new skills start at level one proficiency.

Communications: None

Cowboy: Any

Domestic: Any

Electrical: None

Espionage: Any (+10%)

Mechanical: None

Medical: Holistic Medicine only (+10%)

Military: Any, except demolition skills, parachuting, and nuclear (see *Rifts® New West™* or *Coalition War Campaign™* for the expanded range of skills under this category).

Physical: Any

Pilot: Horsemanship, sail and row boats only.

Pilot Related: None

Rogue: Streetwise only (+10%)

Science: Any

Technical: Arts, language and lores only (+10%)

W.P.: Any ancient; revolver and bolt action rifle may be acceptable to some Traditionalists but not Pure Ones, check with G.M.

Wilderness: Any (+5%)

Secondary Skills: The character gets to select two secondary skills from the above list at levels 3, 6, and 9. These are additional areas of knowledge that do not get the advantage of the bonuses listed in the parentheses. All secondary skills start at the base level.

Standard Equipment: Extra set of clothes, can be anything from camouflage to dress clothes or traditional leathers, soft moccasins, leather belt with 1D4 pouches, two small sacks, backpack, saddlebag, bedroll, canteen or waterskin, game traps (snare cords, etc.), blanket, rope (50 ft/15 m), dried meat and fruit rations (one week), war-paint and camouflage paint.

Weapons include a knife, war club, and tomahawk, or spear. A rifle and a revolver (one can be a TW weapon) of choice may be suitable for some Traditionalists, but not Pure Ones. Other weaponry can be purchased as the player desires. Also see fetishes, listed previously.

All Spirit Warriors get a quality riding horse.

Money: Most Traditionalists and Pure Ones have little regard for "money" per se, and live off the land. They typically trade goods and services for most things that aren't available from the communal clan. They also seize valuables for personal use or trade or treasure troves (including high-tech stuff they'd never use themselves) from vanquished and slain opponents. Starts with the equivalent of 3D6×100 credits worth of tradeable goods (which can include jewelry, gems, gold, silver, and so on).

Cybernetics: None, and will never consider any.





Shaman O.C.C.s

Shamans are given "gifts" of magic, knowledge, insight and power by the spirits. However, to become a Shaman is to accept great responsibility to both the people and the gods. They often pay a great price in life-long devotion and service, and frequently suffer for their relationship with the Spirit Realms — they are often among the first to be targeted by invaders and enemies. It is the gifts from the spirits that set the Shaman apart from other men. Physicians and Healers who do not draw their power from the spirits are not Shamans. They may be *Medicine Men*, but that is something different from the Shamans who are forever linked to the spirits and their magic.

From a non-Indian point of view, a Native American Shaman is a combination wise man, wizard and healer who can call upon supernatural "spirits" for knowledge, guidance, magical powers, and aid. While this is true in a broad way, the Shaman is much more. He is the keeper of tradition, law, nature and knowledge about his people, the spirits, and the land. Thus, he is a storyteller, teacher, advisor and sometimes, arbitrator of disputes and administrator of punishments. Although the Shaman can cast

spells, draw upon his totem, and is given (by the spirits) magic charms and talismans known as "fetishes" (which are usually given to others), he knows little about the actual structure and nature of magic, and cannot make potions, scrolls, or pursue formal "studies" of the mystic arts. His mystic knowledge is intuitive and provided by the spirits.

A Shaman holds a special place in Native American culture, and while they are men and women with the abilities to heal, they are also spirit mediums, seers, wise men, advisors, and leaders, both in times of war and peace. Among the Shaman's duties are rituals and ceremonies for celebrations of marriage, rites of passage, the birth and naming of a child, plentiful harvests, and requests that the spirits smile upon his people for success in hunting, agriculture and war. The Shaman also functions as a sort of seer or prophet who is given insight through Spirit Walks and Spirit Quests (see shamanic spells) as to possible paths for the future. They also recognize symbolic warnings, signs and omens from the spirits.

In addition, Shamans are expected to protect, cultivate, and nurture the earthly representatives of their totems and the spirits that give them their power. As an example, an Animal Shaman must see that the animals of his totem species are cared for and protected from abuses, senseless slaughter (i.e. hunting for fun or trophies rather than for food and fur) and illness. He must also do all that he can to ensure that every animal within his area stays healthy, safe, and well nourished by providing water if it is scarce (by spell or irrigation), replanting destroyed vegetation that threatens food supplies, and keeping trophy hunters, sportsmen and others from indiscriminately killing animals. While the Shaman will protect his charges from senseless plunder, the killing of the animals for food and survival (most Indians use as much of the animal as possible, including meat, hide, horn, bone, etc., and only kill what they need, as they need it) is accepted as a necessary part of the Circle of Life. Plant Shamans do similar things for trees, shrubs, and grass; Elemental Shamans are always wary of pollution, disruptive magics, and extended natural changes in weather or climate. It is up to every Native American to preserve the balance and flow of nature in all the little ways that he can, but it is the Shaman's responsibility to be at the forefront of such actions.

Shamans are acknowledged as being closer to nature and the gods because of their ties to the spirits. Shamans are also considered to be different and apart from other men in many ways. As a result, they can speak openly and dress and act any way they choose without fear of repercussion from other members and leaders of the tribe. However, while the Shaman may speak as no other in the tribe can, questioning laws and judgements of the greatest Chief and warriors, he usually tries to be constructive, compassionate, tolerant and show the honor due that person. More importantly, his actions are always respectful of the spirits' wishes.

Becoming a Shaman

Rarely does a mortal become a Shaman by choice, they are usually chosen by the spirits who sense a kindred soul. A spirit (or spirits) of sufficient power bestows upon the individual the knowledge and abilities necessary to contact them. Such knowledge can never be *taken* by a mortal, it must be freely given by the spirits. This will be said many times because it is the basis of

Native American beliefs: everything is *shared* so that all will prosper. For man and spirit to coexist and flourish, they must give freely to each other. If the balance is upset, disaster will occur. The Shaman, above all others, accepts this as a fundamental truth.

To be selected as a Shaman is to receive the greatest blessings of the spirits. However, this is a mixed blessing, because most such "lucky" individuals must first get as close to the spirits as possible. This usually means the Shaman must come close to death! The brush with death can be from illness, injury or combat. As the person lies on death's door, he straddles the worlds of man and spirit. A powerful representative of the spirit world will appear and either engage him in discussion or walk with him on a "Spirit Journey." If the character responds in the way the spirit(s) hope, he (or she) is offered the blessing of becoming Shaman. If accepted (this is a great honor rarely refused) the spirit(s) grant him or her life and the powers of a Shaman. If refused, the spirit will either escort the individual to the "other world" (the character dies), or he is left to his fate (live or die depending on circumstance). There is no dishonor or insult to turn away this offer.

Those who consciously seek to become Shamans can go on long, dangerous quests that nearly kill them, during which, at some point, the spirit meeting occurs (provided that they are deemed suitable, otherwise all is for naught). Regardless of what illness or injury caused the character to teeter on the brink of death, those found worthy will awaken (reborn) as a Shaman (1st level). When consciousness is regained, the character is alert, totally healed and healthy.

Some spirits are more demanding of their Shamans and require the tutelage of a child through its entire life. In many cases, a Shaman who has served his people and the spirits well, will have the honor of Shaman granted to one of his children (male or female) to carry on his work. The child will be tutored by both his father and the spirits, and is granted the powers of a Shaman at maturity (not necessarily adulthood). Such "hereditary" Shamans may or may not have to face a near death communion with the spirits; if they do, it will be a ritual death using herbs, magic, and the aid of spirits.

Once a spirit grants a gift(s) or blessing, it cannot be taken away, but Shamans who violate the rules laid down by the spirits can be punished. A Shaman who abuses his spiritual ties or their gifts, risks being tormented and killed by vengeful spirits. This is known as "Bad Medicine."

Blessings & Things Common to all Native American Shamans

Note: Attribute Requirements: None. No one knows why the spirits choose the humans that will be Shamans. Some have high intelligence while others are average; some are physically strong, others puny, but all generally have strong moral fiber, and commitment to their people, traditions and the spirits.

Both males and females are chosen at about a 60/40 split.

Must be an avid Traditionalist or Pure One. Renegades, Modern Indians and most other people do not understand or accept the spirits, beliefs or culture enough to become a Shaman.

A Shaman may be one of several in a tribe, a lone clan elder/advisor, or a wandering adventurer.

Blessings are all the "gifts" provided by the spirits, including special skills, knowledge, spell casting abilities and powers.

Blessings:

- All Shamans, regardless of O.C.C. variations, are taught to speak a secret tongue that allows them to recognize each other as a Shaman, and to freely discuss topics without worry of anyone overhearing them.
- A Shaman's personal equipment is touched by the spirits and will only function for him. After he dies, or if the items are stolen from him, they will cease to function and/or break. The only way to prevent this is for the Shaman to willingly give them, or designate their being given, to someone before he dies. And then they only work for that specific individual.
- The bonuses and skills from their Totem Animal. All Shaman pick one totem animal (Totem powers are not available to Shamans; see Totem Warrior O.C.C.).
- Spell knowledge similar to the Mystic.
- Limited access to fetishes, minor and major.

Fetishes

All Shamans can make fetish objects, but only the spirits can empower them. Consequently, if a Shaman has fallen from favor, is careless with spirit "gifts," is constantly asking for such "gifts," or for any other reason the spirit feels such a "gift" is inappropriate, the spirit can refuse to empower the fetish. **Note:** Only Shamans, spirits and gods can make magical fetishes.

Minor Fetishes are small, symbolic and spiritual objects made from specific materials (see the Fetish section for details). The fetish can be worn like a talisman or piece of jewelry, or kept in a tiny pouch that is worn around the character's neck, wrist, arm, etc.; some are attached to weapons or clothing. Minor fetishes are the most common of these magic items. Most warriors, hunters, healers, leaders and people of even modest importance will have 1-4; Shamans will have 2-6.

Major or "Great" Fetishes are usually large, obvious and flamboyant objects filled with great spirit magic. They are often designed as cloaks, capes, headdresses, amulets and even weapons. Major Fetishes are comparatively rare and found in the possession of great warriors, heroes, healers, important leaders and Shamans. Few characters are blessed with more than two or three Great Fetishes.

Legendary Fetishes are incredibly powerful and rare objects of spirit magic. They are made by the gods and the greatest of spirits (not Shamans) and either given to a Shaman for his own use or for him to give to a worthy (often specific) individual. On occasion, the gods or great spirits will grant these sacred items to the individual in person, in disguise, or in a dream (wakes up and the item he dreamt about is laying next to him). Shamans, great warriors, heroes and leaders are the usual recipients of these rune-like items, but sometimes they are bestowed to less likely individuals, including non-Indians, although this is exceptionally uncommon.

Fetish Creation & Disbursement — Rule of Thumb: Ultimately the spirits and gods can bestow any type of fetish upon anybody they like without limit (usually to or through their Shaman). However, while they like to aid, nurture and encourage man (typically the Red Man), they feel he must learn and earn

things for himself. Thus, they are careful *not* to make things too easy for him, lest he become lazy, complacent, too aggressive and/or too dependent on the **spirits**.

Generally, most Shaman O.C.C.s can make and empower a total *offive minor fetishes* and *two major/great fetishes* per each level of experience, and are expected to give half of those away to other deserving people. Thus, upon reaching each new level of experience, the Shaman can make five new minor and two new major fetishes which are often kept in reserve for when the right person comes along, or not made until it is necessary (the Shaman doesn't lose them if they aren't made right away and can be held back for years). Any number beyond this is at the spirit's discretion (and uncommon). Furthermore, it is the spirit who usually comes to the Shaman at a truly desperate time of need, rather than the Shaman coming to the spirit — so most Shamans do not overstep their bounds by asking for more than the usual number. Most Shamans never see more than two or three Legendary Fetishes in their lifetime, and rarely before attaining 7th level or higher, unless given to them as a special gift, reward, or to be delivered to a hero by the Shaman.

Note: A Shaman *never* uses more than four Minor and four Great Fetishes for himself, all others are made and given away to other Native Americans and champions of life.

Plant Shaman O.C.C.

Plants have spirits, just like animals and humans, and those that are edible are the most powerful because they sustain all life. Ingesting plants (and animals) makes man a part of the plant world and allows a Shaman to extend his spirit potential into the plant realm. In this manner, he can learn their secrets, not the least of which are the arts of healing. Just as animal totem followers must care for and nurture their totem species, so too must Plant Shamans care for and nurture plants by replacing destroyed ones and providing water and pruning, when possible.

The actual spirits (energy beings) are fundamentally the same as animal and other spirits, only the physical manifestations of their **toma-ta**. or physical bodies, differ. The nature of plants is much less active and not as physically mobile as animals, but their strengths should not be underestimated. Trees can live for centuries, some leaves can withstand bitter cold, no animal can regenerate the way a plant can, and the poisons of some plants are as deadly as any snake. Thus, that which a Plant Shaman may lose in obvious physical capabilities is made up for in survivability and subtle strength.

The Plant Shaman has chosen this lush life form as his totem and devotes himself to the friendship and protection of plants. By sharing a portion of his spirit potential with the spirits of the trees, flowers, shrubs, grasses, vines and all other types of flora, he gains unparalleled kinship with them. The bonding gives him the ability to talk with plants, heal them, and share their secrets (including the use of herbs and natural drugs). The knowledge of a Plant Shaman can be invaluable, especially in the expansive wilderness of North America, because he can find out anything about a specific plant, or an entire forest, including alien plant-life from other worlds, simply by talking to the local flora.

The spells available to a Plant Shaman are generally limited to those that affect or draw upon plants, earth and animals as

well as a handful of conventional spells. It is important to understand that all spell casting abilities are really spell *equivalents*, innate and intuitive abilities provided through the sharing with spirits — Shamans have no genuine knowledge regarding spell incantations and cannot "learn" spells or rituals from any outside source. In addition to the flashier abilities and spells listed below, Plant Shamans also know virtually everything there is to know about farming, including planting times, ideal growth conditions, phases of the moon and other celestial events, harvest time, plant diseases, insect predators, irrigation techniques, and many other such things. **Note:** Useful data about farming and agriculture that can be found in a **Farmer's Almanac**; all data is instinctual knowledge to the Plant Shaman.

Perhaps, needless to say, a Plant Shaman is a boon to any village he may live in, however, a good number of them roam far and wide, seeing to the health and welfare of people, woodlands and grasslands across the continent. Plant and Animal Shamans often join together to bolster or sustain the populations of game animals in a given area, or they may travel together seeking out areas with low populations and work to restore the balance of animals and plants there.

Plant Shaman O.C.C. Abilities

1. Immune to disease and allergies: The character never gets sick or suffers from allergies unless he's earned the disfavor of one or more spirits and becomes a victim of "Bad Medicine." This immunity is automatic and constant; no P.P.E. cost.

2. Sense danger to plants: This includes detection of nearby clear cutting, a spreading disease, insect infestation, swarms of locusts and other damaging insects, a large fire (unless it is needed for cleansing), and other natural and unnatural elements, including drought or a low water level.

Range varies, but is roughly equal to 20 miles (32 km) +10 miles (16 km) per each additional level of experience. The farther away the danger is, in both time and distance, the more vague and undefined the impressions of danger. There is a 25%+5% per level chance of accurately interpreting the impressions and precisely identifying the exact cause of the trouble. Otherwise, there is only a general feeling of danger that the character can't quite put his finger on. This ability can be used once on the same area every 12 hours. P.P.E. cost: 12

3. Communicate with plants: The Shaman can actually speak to plants by using a kind of innate **psychometry/telepathy**; those around the character will not hear him verbally speak and he will look as if he's in a trance or idly lost in thought. The plants' essences will not hold conversations, nor offer advice, or make comments, they simply answer questions and/or give the Shaman general impressions. Furthermore, other than trees, their memories and perceptions are limited to the last 1D4 days so they can only report on recent events; trees have memories that last decades, although recent events (1D6 months) will be recalled the most clearly. The plants will answer truthfully, but in short answers of two or three words (mostly yes and no, big or small, east or west, etc.). A question like, "what did he look like?" will illicit a response like, "human, tall, black hair, mean eyes, much equipment, in a hurry," and so on. Being stationary, the plant's answers are limited by geography and visibility. It can only tell what has happened in its immediate vicinity, or what might be a human's line of sight in all directions. If other plants and trees block or obscure its view, it cannot answer.



The Plant Shaman can also recognize and speak to any *plant spirit* he may encounter (in plant form, possession of a plant or in spirit/energy form). These supernatural energy beings are much more perceptive and conversant than plants and can speak in complete sentences, offer advice or cautions, and ask questions themselves. As long as the Shaman is courteous and respectful, the spirits should reply in kind, although they may elect to keep certain information and thoughts to themselves — man must, after all, learn to do for himself. Of course, spirits, having a free will and an alignment, may cooperate, refuse or deceive.

Note: In both cases, the communication is mental and only the Plant Shaman hears the plant or spirit's conversation. Eavesdropping psychics can only tap into the Shaman's surface thoughts, not the plant's or the invisible spirit's.

P.P.E. Cost: 6

4. Identify all Plants: The character automatically recognizes all species of plant-life, including alien plants, as well as instantly knowing whether the plant is edible, toxic or dangerous to humans or animals (and dangerous in what way), has pharmaceutical or healing properties, and similar. More specifics may be learned by speaking to it or other plants nearby. Intelligent plants or vegetation races can choose whether they wish to answer or not. No P.P.E. cost.

5. Borrow P.P.E. from Plants: The sharing of spirit potential between the human and the spirits of plants allows him to draw upon their spirit energies to help cast powerful spells or use

spell-like abilities. This ability to borrow P.P.E. can only be used when the Plant Shaman is doing something to protect the plants or ecology, like healing, stimulating plant growth, protecting them from destruction, or helping them in some way, like calling rain. The Shaman is able to draw upon 2D6 P.P.E. per level of experience, once a week when vegetation is plentiful, but only 1D4 P.P.E. when vegetation is sparse like those in scrublands and stony deserts (some vegetation must be present).

6. Slowed Aging: Plant Shamans age like the great trees, living for hundreds of years if the magic around them can sustain it; typically 1000 years. In a *magic-poor* environment, they only live to 1D4x100+100 years.

7. Strength of the Trees: Plant Shamans not only age as the trees, but they are also gifted with their strength and stamina. Initial hit points are P.E. x5, +3D6 per level of experience. S.D.C. is P.E. x2 plus any additional points from applicable skills and bonuses. Also add +2 to P.E. and +4 to P.S.

Once per level of experience, every 24 hours, the character can draw upon the "strength of the Trees" which increases the character's P.S. by 15 points, and multiplies current hit points and S.D.C. by 20 times, effectively making the character a mega-damage being (every 100 H.P. and S.D.C. points count as one M.D.C., so a character with a combined H.P./S.D.C. of 150 would have 3000 total or 30 M.D.C.). Duration is two minutes per level of experience. P.P.E. Cost: 10

8. Millennium Trees are sacred. Plant Shamans will regard the Millennium Tree as a Great Spirit/Godling. The Millennium Tree can sense the devotion and sacrifices the Shaman has made to the world around them and will treat them like the druids, as a friend and ally. It should be noted that some Native American beliefs say that a giant Tree of Life (a Millennium Tree?) exists at the North and South Poles, but no one has yet verified whether they are there or not. No Millennium Trees are known to exist anywhere in North America.

9. P.P.E.: 2D4x10 plus P.E. attribute rating. Add 2D6 P.P.E. for each additional level of experience.

10. Bonuses: +2 to save vs poisons/toxins, +2 to save vs horror factor, and immune to possession (unless the Shaman allows it).

11. Optional: Mystic Herbology. The Shaman can possess the skill *Mystic Herbology*, the knowledge and ability of making herb based tonics, teas and magic potions. See **Rifts: England**, page 22. This world book also contains data about Millennium Trees and herbs of all kinds. G.M. must approve the inclusion of this expansive skill.

Innate Magical O.C.C. Abilities

These special abilities require P.P.E. to activate, and are considered spell magic. There is no saving throw against these effects, unless the Shaman is enacting them for selfish or evil reasons, or using them to hurt others.

1. Locate specific plants. The Plant Shaman is able to subconsciously commune with the spirit essence of a specific kind of plant and gain insight into the location of a plant of that species. He will instinctively know the location of all plants of that type within a three mile (4.8 km) radius per each level of experience. The knowledge and insight lasts until sunrise the next morning. P.P.E. Cost: 5 per use. Only one plant species can be located for each use of this ability, thus, for example, a Shaman can activate it three times (for a total of 15 P.P.E.) in order to know the location of the three different ingredients for a healing salve.

2. Heal Plants. Plants are the totem of the character, and by accepting their gifts he is bound to care for them. This ability is part of the Plant Shaman's pact with the spirits. He is able to heal plants (and trees) of damage, disease, viruses, and poisons. This ability only works on plants, and normally only on one, entire plant at a time. P.P.E. Cost: 1 for a blade of grass, 2 for a small plant or flower, 5 for shrubs and bushes, 10 for a sapling or large, sprawling plant/bush, 20 for a mature tree, 40 to heal an old tree (100+ years), and 70 to heal an ancient tree (500+ years) or an alien plant form (including alien humanoids).

3. Spell Casting: At first level the Plant Shaman knows five Shamantic Plant spells. At second level he knows all remaining plant spells. For each subsequent level of experience, he can select one additional spell from those available below. The only restriction is the character cannot make selections higher than his own current level of experience.

Level One

Globe of Daylight (2) Sense Evil (2)
See Aura (6) Sense Magic (4)
Tongues (12) Globe of Silence (20)

Level Two

Chameleon (6)
Climb (3)
Extinguish Fire (4)
Mystic Alarm (5)

Level Three

Impervious to Fire (5)
Negate Poisons/Toxins (5)
Resist Fire (6)

Level Four

Astral Projection (10)
Cure Minor Disorders (10)
Ley Line Transmission (30)
Repel Animals (7)
Shadow Meld (10)
Summon Fog (140)

Level Five

Calling (8)
Energy Disruption (12)
Heal Wounds (10)
Superhuman Strength (10)

Level Six

Cure Illness (15)
Impervious to Energy (20)
Memory Bank (12)
Reduce Self (20)
Tongues (12)

Level Seven

Life Drain (25)
Purification (food & water; 20)

Level Eight

Commune with Spirits (25)
Oracle (30)
Spoil (30)
Wisps of Confusion (40)

Level Nine

Metamorphosis: Insect (60)
Protection Circle: Simple (45)
Water to Wine (40)

Level Ten

Wards (90)

Level Eleven

Remove Curse (140)

Level Twelve

Calm Storms (200)
Summon Rain (200)

Level Thirteen

Sanctum (390)

Level Fourteen
Restoration (750)

Level Fifteen
None



Plant Shaman O.C.C.

Alignment: Any, but tends to be good, unprincipled or aberrant.

Attribute Requirements: None. No one knows why the spirits choose the humans that will be Shamans.

Racial Restrictions: The character must be of Native American descent and a Traditionalist or Pure One.

O.C.C. Skills:

Speak Native Language and English at 98%

One additional Languages of choice (+10%)

Literate in one Language of choice (+20%)

Basic Math (+10%)

Botany (+20%)

Holistic Medicine (+15%)

Brewing (+15%)

Carpentry (+15%)

Camouflage (+10%)

Land Navigation (+10%)

Wilderness Survival (+15%)

Identify Plants and Fruits (+20%)

Horsemanship: General

Sew (+10%)

Sing (+15%)

W.P. Blunt or Knife

Hand to hand combat must be selected as an O.C.C. related skill. Basic counts as one skill selection, expert two, and martial arts three. Those with no hand to hand skill have two melee attacks/actions per round.

O.C.C. Related Skills: Select six other skills, plus two additional skills at levels three, seven, eleven, and fifteen.

Communications: None

Cowboy: None

Domestic: Any (+10%)

Electrical: None

Espionage: Any, except sniper, pick pockets and pick locks.

Mechanical: None

Medical: Any (+10%), except cybernetics.

Military: Trap construction and detection skills only (+5%; see *Rifts*® *New West*™ or *Coalition War Campaign*™ for the expanded range of skills under this category).

Physical: Any, except boxing and acrobatics.

Pilot: Horsemanship skills, sail and row boats only.

Pilot Related: None

Rogue: Streetwise, ventriloquism and palming only.

Science: Any (+5).

Technical: Arts, language and lores only (+10%)

W.P.: Any ancient; revolver and bolt-action rifle may be acceptable to some Traditionalists but not Pure Ones, check with G.M.

Wilderness: Any (+10%)

Secondary Skills: The character gets to select two secondary skills from the above list at levels 1, 4, 8, and 12. These are additional areas of knowledge that do not get the advantage of the bonuses listed in the parentheses. All secondary skills start at the base level.

Standard Equipment: Travelling clothes, ceremonial garments, ceremonial headdress or mask, hat or hooded cloak or robe, soft moccasins, fishing hooks and twine, leather belt with six pouches, four small sacks (for carrying seeds), two medium-sized sacks, one large sack, backpack, saddlebag, bedroll,

canteen or waterskin, shovel, hand axe, knife, blanket, rope (50 ft/15 m), ball of string, one week's food rations (dried meat, fruits and nuts), small mixing bowl, grinding stone, sewing needles, thread, and 1D4 sticks of charcoal.

Weapons include two S.D.C. weapons of choice (usually a staff, walking stick, spear or war club). A rifle or a revolver (might be a TW weapon) may be suitable for some Traditionalists, but not Pure Ones. Other weaponry can be purchased as the player desires. Also see fetishes, listed previously. Remember, some fetishes can turn S.D.C. weaponry into M.D. equivalents.

All Plant Shamans get a fair quality riding horse.

Money: Most Traditionalists and Pure Ones have little regard for "money" per se, and live off the land. They typically trade goods and services for most things that aren't available from the communal clan. They also seize valuables for personal use or trade or treasure troves (including high-tech stuff they'd never use themselves) from vanquished and slain opponents, or are given food and items as gifts or payment for their help. Starts with the equivalent of 2D6x100 credits worth of tradeable goods (which can include jewelry, gems, gold, silver, food, rare herbs, and so on).

Cybernetics: None, and will never consider any with the possible exception of bio-systems to repair grievous injury.

Animal Shamans

Each Native American Shaman draws his name and powers from the spirits who represent his totem. As the name suggests, the Animal Shaman draws his powers from "animals." Although the character will select a specific animal totem species (from which he gets totem skills and bonuses), the Shaman is devoted to *all* animals in general. He works at helping and protecting the Native American people, the spirits, and the animals around him. They can heal illness and sometimes even bring dead animals back to life!

Some Animal Shamans elect to live in villages and stay in one or a few places most of their lives, however, most of these wise men are victims of wanderlust, for they see the entire North American continent as their domain. Most will pick a large region and wander it in a regular circuit, others will travel to every corner. Despite their nomadic travels, Animal Shamans are very social and will stay at places or with people whom they feel comfortable for long periods (months to years). When in the wild, away from people, the Animal Shaman is likely to adopt one to several packs and/or herds of animals with whom he'll live, protect and nurture. These groups are fervently guarded from outsiders, predators and sickness. If any accident should befall any of these animals, the Shaman will do what he can to help. Understanding the Circle of Life better than most, the Animal Shaman will allow his kindred animals to fall prey to hunters, both animal and humanoid, but if the animals are slaughtered for sport, trophy, or for a horn or other small piece of it, he will seek retribution. Depending on the circumstances and people involved, the Shaman may be satisfied with chasing them away (and usually retrieving whatever it was they took as a trophy or valuable), scaring respect or a conscience into the offending party (often accompanied by a lecture about the sanctity of life and man's responsibility to the Great Circle of Life) or



blood for blood, slaying those responsible for the foul act. The Animal Shaman may play cat and mouse games with foes, but most *never* engage in acts of torture, or killing for pleasure.

Some Animal Shamans are lone-wolves who prefer the company of animals. Such characters usually keep to the wilderness and migrate with antelope, elk, and buffalo herds, while others meander about with little or no direction. Such lone-wolves are often self-proclaimed avengers and dispensers of justice.

Note: Animal Shamans regard all types of *Man-Monsters* to be the foulest of villains and their mortal enemies. The Shaman will often team-up with Totem Warriors and/or other heroes and adventurers to destroy these and other abominations of nature.

Animal Shaman O.C.C. Abilities

1. Animal Diagnosis: The Animal Shaman can determine the cause of sickness or injury at a glance. A chance of successful diagnosis is equal to 67%+3% per level of experience.

2. Immune to Disease: The Shaman is immune to all non-magical diseases.

3. Animal Spirit: The shared spirit between the Shaman and the Totem Animal Greater Spirits allows him to be regarded by normal animals as one of their own kind. Thus, the Shaman can walk among deer or run with wolves, and he will be accepted fully as one of them. This ability is not limited to any one species, but *all* animals, including mammals, birds, fish, reptiles and even dinosaurs who are the same or very similar to dinosaurs from Earth's past. This acceptance by animals *excludes* creatures of magic, like unicorns and dragons, and supernatural predators.

4. Animal Communication: The shaman can communicate with animals by simply talking to them. He can use any language that he knows, and the animal will understand him as if he were barking, growling, honking, chirping, or whistling its language, and when the animal answers, the shaman will understand it in much the same manner. The effect is identical to a two-way Tongues spell, but requires no P.P.E. expenditure.

5. P.P.E.: 2D4x10+10 plus the P.E. attribute. An additional 2D6 P.P.E. are added at each additional level.

6. Bonuses: +2 on initiative, +1 to strike, +1 to roll with impact, +4 to save vs animal venom or poison, and +3 to save vs horror factor.

Innate Magical Abilities

Because these special abilities require P.P.E. to activate, they are considered spell magic. There is no saving throw against these effects, unless the shaman is enacting them for selfish or evil ways.

1. Heal Animals: A healing touch that works only on normal animals. Heals 3D6 S.D.C. per touch. Cost: 2 P.P.E. per use.

2. Cure Disease: The shaman is able to cure an animal of disease by spending P.P.E. Each time this power is invoked, the animal gets a save vs disease roll of 15 or higher. If the roll is successful, the animal immediately begins to recover and is completely well and back on its feet within 24 hours. A cure disease can be attempted repeatedly, as long as the character has P.P.E. left. Cost to use this ability is 20 P.P.E. **Note:** This healing power can only work on animals, not humans or D-bees.

3. Chant to rekindle life in slain animals: If an animal is killed for no good cause, i.e. not for food or in self-defense but out of cruelty, in anger, for pleasure, for its horn or tusks, or similar foul or selfish reason, the Animal Shaman can try to bring it back to life by asking the Great Spirits to return its spirit potential to its toma-ta (body). Any wounds on the body must be mended/repared so that the rekindled life essence can heal the body from the injury as normal, otherwise the animal will simply suffer and die again. A successful medical skill roll or magical healings will help to mend and stabilize the animal if the life force is rekindled. The success of this small ritual is 10% +5% per level of experience and takes 20+4D6 minutes to complete.

4. Available spells: At first level the Animal Shaman knows five Shamantic Animal spells. At second level he knows all remaining animal spells. For each subsequent level of experience, he can select one additional spell from those available below. The only restriction is the character cannot make selections higher than his own current level of experience.

Level One

Death Trance (1)
Globe of Daylight (6)
See Aura (6)
Sense Evil (2)
Sense Magic (4)

Level Two

Chameleon (6)
Climb (3)

Level Three

Breathe without air (5)
Invisibility: Simple (6)
Negate Poison (5)
Paralysis: Lesser (5)

Level Four

Blind (6)
Charismatic Aura (10)
Magic Net (7)
Repel Animals (7)
Swim as a Fish (6)

Level Five

Calling (8)
Domination (10)
Escape (8)
Heal Wounds (10)
Superhuman Strength (10)
Superhuman Speed (10)

Level Six

Cure Illness (15)
Magic Pigeon (20)
Reduce Self (20)
Tongues (12)

Level Seven

Agony
Fly as the Eagle (25)
Globe of Silence (20)
Invulnerability (25)
Metamorphosis: Animal (25)
Purification (20)

Level Eight

Commune with Spirits (25)
Exorcism (30)
Eyes of the Wolf (25)
Stone to Flesh (30)

Level Nine

Familiar Link (55)
Mute (50)
Summon & Control Canine (50)
Speed of the Snail (50)

Level Ten

Summon & Control Rodents (70)

Level Eleven

Summon & Control Animals (125)

Level Twelve

Time Hole (210)

Level Thirteen

Sanctum (390)

Level Fourteen

Restoration (750)

Level Fifteen

None

Animal Shaman O.C.C.

Alignment: Any, but the spirits tend to avoid selfish people.

Attribute Requirements: None. No one knows why the spirits choose the humans that will be Shamans.

Racial Restrictions: The character must be of Native American descent and a Traditionalist or Pure One.

O.C.C. Skills:

Speak Native Language and English at 98%
Two additional Languages of choice (+10%)
Basic Math (+10%)
Breed Dogs (+15%)
Horsemanship: Cowboy
Dance (+15%)
Sing (+10%)
Cook (+15%)
Preserve Food (+15%)
Skin and Prepare Animal Hides (+20%)
Track Animals (+20%)
Track Humanoids (+10%)
Land Navigation (+15%)
Wilderness Survival (+15%)
Prowl (+10%)

Hunting

Hand to Hand: Basic

Hand to Hand: Basic can be upgraded to Expert at the cost of one O.C.C. Related skill and to Martial Arts at the cost of two.

O.C.C. Related Skills: Select five other skills, plus two additional skills at levels three, seven, eleven, and fifteen.

Communications: None

Cowboy: Any (+5%)

Domestic: Any (+10%)

Electrical: None

Espionage: Any, except sniper, pick pockets and pick locks.

Mechanical: None

Medical: Animal Husbandry and brewing only (+10%)

Military: Any (+5%), except demolition skills, parachuting, and nuclear (see *Rifts® New West™* or *Coalition War Campaign™* for the expanded range of skills under this category).

Physical: Any, except acrobatics.

Pilot: Horsemanship skills, sail and row boats only.

Pilot Related: None

Rogue: Streetwise (+6%) only.

Science: Anthropology, biology and any mathematics (+10%).

Technical: Arts, language and lores only (+10%)

W.P.: Any ancient; revolver and bolt-action rifle may be acceptable to some Traditionalists but not Pure Ones, check with G.M.

Wilderness: Any (+10%)

Secondary Skills: The character gets to select two secondary skills from the above list at levels 1, 4, 8, and 12. These are additional areas of knowledge that do not get the advantage of the bonuses listed in the parentheses. All secondary skills start at the base level.

Standard Equipment: Travelling clothes, ceremonial garments, ceremonial headdress or animal skin, hooded cloak or robe, soft moccasins, fishing hooks and twine, leather belt with six pouches, four small sacks (for carrying seeds), to medium-

sized sacks, one large sack, backpack, saddlebag, bedroll, canteen or waterskin, shovel, hand axe, knife, blanket, rope (50 ft/15 m), skinning knife, tanning frame, one week's food rations (dried meat, fruits and nuts), small mixing bowl, grinding stone, sewing needles, thread, and 1D4 sticks of charcoal.

Weapons include a bow and arrows, and two S.D.C. weapons of choice (typically a spear and tomahawk). A rifle or a revolver (might be a TW weapon) may be suitable for some Traditionalists, but not Pure Ones. Other weaponry can be purchased as the player desires. Also see fetishes, listed previously. Remember, some fetishes can turn S.D.C. weaponry into M.D. equivalents.

All Animal Shamans get an excellent quality riding horse.

Money: Most Traditionalists and Pure Ones have little regard for "money" per se, and live off the land. They typically trade goods and services for most things that aren't available from the communal clan. They also seize valuables for personal use or trade or treasure troves (including high-tech stuff they'd never use themselves) from vanquished and slain opponents, or be given food and items as gifts or payment for their help. Starts with the equivalent of 2D6x100 credits worth of tradeable goods (which can include jewelry, gems, gold, silver, food, rare herbs, and so on).

Cybernetics: None, and will never consider any with the possible exception of bio-systems to repair grievous injury.

Mask Shamans

The Mask Shamans are renowned for the unique fetishes they employ in the channeling of their magics. They cannot cast spells, but their Living Masks are Great Fetishes that give the wearer magical powers, including the casting of select spells. There is an ancient ritual taught to the Mask Shaman by the spirits, in which a magical Fetish Mask is actually grown from the wood of a living tree! The Mask Shaman uses the tree as a medium to the spirits, and with permission from the tree, he is able to channel strong magics from the spirits into the mask as it is formed from the living tree! When the mask is complete, it drops from the tree like a ripe piece of fruit.

Each of these Living Masks are imbued with different spell-like abilities. Each mask has a specific purpose, like war masks and animal masks, and each is shaped from a different kind of tree. A Mask Shaman can only use one mask and its magical abilities, at a time, as it must be worn to invoke its power. When the Living Mask is removed, any enchantments it had been sustaining are broken, and any active spells come to an end.

Switching masks requires two melee actions/attacks. Most of these shamans create and wear elaborate and/or exquisite costumes of hides, feathers, and/or bones to complement their masks. A Mask Shaman will have numerous masks, each with a different set of spell abilities. Unlike other fetishes, these masks are usually created specifically for the personal use of the Shaman who made them. Thus to anybody else, a Great Living Fetish Mask is nothing more than a decorative face covering. Even other Mask Shamans cannot use each other's Great Living Masks. The only exceptions are Living Masks created by the gods and minor Fetish Masks with one or two spells; only in



these instances can the mask be used by any Mask Shaman (considered a Major/Great Fetish) or other person. Note that gods capable of making Legendary Fetishes can make a Living Mask for a specific person (hero, shaman, etc.), and only that person can draw upon its powers.

The largest and most famous organization of Mask Shamans is the **False Face Society**. Its members are located in the Northeast, near what was once known as New York State. Their central membership is within the Iroquois Nation, but it stretches as far south as North Carolina. The head of the society is always a woman, known as the *Keeper of Masks*. She makes sure none of the members abuse the spirits of the trees that provide their magic, and directs members to those in need of their help.

Mask Shamans are also gifted with some supernatural healing powers. They are minor psionic healers and often employ symbols of fire in their rituals and healings. The warmth of flames and smearing of ashes (often combined with herbs) commonly identify the workings of these Healers. A Mask Shaman can also coax gifts from a Millennium Tree if he is deemed worthy by that tree. The ultimate expression of a Mask Shaman's power would be a mask shaped from one of the great Millennium Trees, but no such item has ever been known to have been created by a mortal.

Creating Living Mask Fetishes (special)

1. Mask Magic — Making Living Fetish Masks: As stated above, the Mask Shaman is able to magically shape Living Masks from the bark and wood of living trees. The forming of the fetish takes one day for each spell contained within the mask. During the slow process, the tree seems like thick putty as the Shaman sculpts it with his fingers. During this creation period, the Shaman also chants, fasts (no food), and sleeps no more than two hours a day. When the ritual is finished, the mask is separated from the tree, leaving no visible trace of its creation on the tree itself.

All masks can perform a number of spell-like abilities based on their type. There are literally hundreds of different types of Fetish Masks (particularly when one includes the Animal Totem Masks). The most notable are described in the coming pages, but Game Masters should feel free to create others, or even allow players to come up with some (subject to G.M. approval, of course). Each of the spell-like abilities of a mask requires the same P.P.E. to activate as the spell of the same name. If the Mask Shaman does not have the P.P.E. required for a particular spell, he cannot activate that part of the Living Mask's magic. A list of known types of Living Masks are given below. Each with the range of spells that is available to it. Spells are drawn from the Mask when activated by the Shaman's input of P.P.E. In this regard it is similar to a Talisman, except that the Mask is *alive* and linked both to the Shaman and the Spirit Realm. When its creator dies, so does the mask, becoming nothing more than a wood carving.

A Mask Shaman begins with two Major or Great Fetish Masks: A Spirit Mask and a Healing Mask, each with five or more powers.

He can shape one additional Major/Great Fetish Mask (with four or more spells) or two Minor Fetish Masks (with only one or two spells) at every subsequent level of experience. Because the mask making powers are so finite, they are typically power-

ful Major Fetishes with four or more magical spells. This means the Shaman must prepare himself for the strenuous days of fasting and little sleep and always goes to a place where he will not be interrupted (there can be no more than three hours a day when the Shaman is not concentrating on the work of molding the mask). To this end, he may enlist the aid of friends to keep others away, while they come no closer than 1000 feet (305 m).

Limitations: Only the Mask Shaman who created the Major Fetish Mask can use it. However, Minor Fetish Masks with one or two spells can be given to others, provided they have sufficient P.P.E. to use the magic contained within.

M.D.C. of Living Mask: A mask fetish can take 100 M.D. of damage before being totally destroyed. Damaged masks regenerate completely within 1D4 days (24 M.D.C. per day). The finite availability of Living Fetish Masks makes them extremely valuable and prized possessions above all others.

P.P.E. cost: 10 points per day, regardless of the spell it contains. The mask contains no P.P.E. that the Shaman can tap into and use.

Maximum number of spells per mask: 10, but typically 5-7; the mask maker must have a P.E. of 23 or higher to last more than seven days without passing out from fatigue (+1 day beyond seven for every P.E. point beyond 22). Only Great and Legendary Fetish Masks (super-rare) created by the gods or the greatest spirits can make a mask with more than 10 spells and/or with other special properties.

Living Fetish Masks by Type & Powers

Any of the spells listed can be placed in the mask; one per day spent in its creation, regardless of the P.P.E. necessary to cast the spell.

Spells with an asterisk (*) are Shamantic spells described elsewhere in this book.

Animal Mask

The appearance of this mask can be any kind of animal, typically a mammal.

Animal Companion (20) *
Animal Speech (5) *
Call Totem Animal (25) *
Climb (3)
Nose of the Wolf (6) *
Ears of the Wolf (10) *
Eyes of the Wolf (25)
Fly as the Eagle (25)
Repel Animals (7)
Metamorphosis: Animal (25)
Speed of the Snail (50)
Familiar Link (55)
Summon and Control Canines (50)
Summon and Control Rodents (70)
Summon and Control Animals (125)

Animal Totem Mask

This Great Living Mask is carved to clearly resemble a particular animal.

It takes 1D4+3 days to make, and rather than cast spells, when it is worn and 30 P.P.E. are expended, it gives the wearer all the special Totem skills, bonuses and powers (the latter nor-

mally reserved for the Totem Warrior) of the animal that is represented by the mask. The Totem Powers do not enable the mask wearer to physically transform into an animal or a giant, but he still gets all of the powers associated with the Totem Animal represented by the mask. In addition, he takes on the personality traits of that animal while the mask is worn. The Totem Animal represented by the mask can be something other than the character's own, personal totem. Considered a Major/Great Fetish useable only by the Mask Shaman who made it. P.P.E. activation cost: 30; Duration: 20 minutes per level of experience. Note: A bird Totem Mask will give the character the power of flight equal to the spell Fly as the Eagle; a fish mask provides swim like a fish: superior; a feline mask provides the spell climb.

Death Mask

The appearance of this mask is typically skeletal, human or animal, and may be crowned with horns, spines, or thorns. This mask actually represents protection and change; death is change.

Absolute Darkness (120) *
 Animate and Control Dead (20)
 Death Trance (1)
 Exorcism (30)
 Globe of Daylight (2)
 Life Drain (24)
 Negate Magic (30)
 Protection Circle: Simple (45)
 Protection Circle: Superior (300)
 Purification (Food/Water) (20)
 Sense Evil (4)
 Spoil (Food/Water) (30)
 Repel Animals (7)
 Turn Dead (6)

Healing Mask

The appearance of this mask is typically that of a beautiful human or elfish face (male or female, but usually androgynous) with long black hair and/or crowned with feathers.

Charismatic Aura (10)
 Cure Illness (15)
 Cure Minor Disorders (10)
 Exorcism (30)
 Heal Wounds (10)
 Negate Magic (30)
 Negate Poisons and Toxins (5)
 Nourish Plants (15) *
 Purification (Food/Water) (20)
 Sleep (10)
 Stone to Flesh (30)
 Time Hole (210)
 Remove Curse (140)
 Restoration (750)

Protection Mask

The appearance of this mask is a highly stylized face with stern expression, slits for eyes and the appearance of bark or stone. Rawhide strips are used for hair.

Animal Companion (20) *
 Breathe Without Air (5)
 Escape (8)

Impervious to Fire (5)
 Impervious to Energy (20)
 Impervious to Poison (5)
 Invisibility: Superior (20)
 Invulnerability (25)
 Multiple Image (7)
 Negate Magic (30)
 Protection Circle: Simple (45)
 Protection Circle: Superior (300)
 Purification (Food/Water) (20)
 Turn Dead (6)
 Repel Animals (7)
 Time Slip (20)

Mask of Stealth

The appearance of this mask is that of a cat with feathers for whiskers and hair.

Chameleon (6)
 Cloud of Smoke (2)
 Concealment (6)
 Fingers of Wind (5)
 Float in Air (5)
 Fly (15)
 Globe of Silence (20)
 Invisibility: Simple (6)
 Levitation (5)
 Reduce Self (20)
 Shadow Meld (10)
 Metamorphosis: Insect (60)
 Metamorphosis: Mist (250)

Trickster Mask

The appearance of this mask is that of a stylized coyote, fox or raven.

Apparition (20)
 Befuddle (3)
 Blinding Flash (1)
 Charismatic Aura (10)
 Escape (8)
 Fool's Gold (10)
 Horrific Illusion (10)
 Mask of Deceit (15)
 Multiple Image (7)
 Reduce Self (20)
 Shadow Meld (10)
 Teleport: Lesser (15)
 Time Slip (20)
 Thunderclap (4)
 Tongues (12)

Spirit Mask

The appearance of this mask is typically a large, oval or elongated, white, grey or pale colored face with large eyes, a small slit for a mouth and no other features. It can be adorned with feathers or horse hair.

Astral Projection (10)
 Banishment (65)
 Commune with Spirits (25)
 Constrain Being (20)

Contact Spirits (6) *
Control/Enslave Entity (80)
 Exorcism (30)
 Invisibility: Simple (6)
 Invisibility: Superior (20)
 Oracle (30)
 Second Sight (20)
 See the Invisible (4)
 Spirit Quest (5) *
 Spirit Walk (65) *
 Universal Balance (100) *

War Mask

Appearance is typically an angry, snarling or **demonic-looking** face; human, animal or monstrous.

Armor of **Ithan** (10)
 Call Lightning (15)
 Chameleon (6)
 Climb (3)
 Create Arrows (10/25)
 Detect Concealment (6)
 Energy Bolt (5)
 Fire Bolt (7)
 Impervious to Energy (20)
 Magic Stick (20) *
 Sense Evil (2)
 Superhuman Speed (10)
 Superhuman Strength (10)
 Universal Balance (100) *

Mask Shaman O.C.C. Abilities

1. Psionic abilities: Mask Shamans start with three abilities from the psionic healing category. At every other additional level of experience (i.e. levels 3, 5, 7, etc.) they gain one additional healing psionic ability.

2. Impervious to Normal Fire: Mask Shamans take no damage from normal fires. Magical or supernatural flames do full damage.

3. Immune to Disease and Sickness: Mask shamans are immune to all non-magical disease or sickness.

4. I.S.P.: Add 1D6x10 to the M.E. attribute number to determine base I.S.P. Each additional level of experience adds eight I.S.P.

5. P.P.E.: Add 2D4x10 to the P.E. attribute number, plus 2D6 points are gained with each new level of experience.

6. O.C.C. Bonuses: +2 to save against magical **fire**, +2 to P.E. attribute, +10 to S.D.C. and +2 to save vs horror factor.

7. Animal Totem: The Mask Shaman must pick one animal totem and apply all bonuses. These bonuses remain with the character for his entire life, unless he somehow greatly offends the great spirits or **gods**. Offenders lose all bonuses. The totem will also help shape the character's personality.

8. Personal Fetishes: Mask Shamans specialize in the Living Fetish Mask, and are the only Shamans who can make these items (other than the gods). However, they can also use any fetishes given or traded (for a minor Living Mask?) to them by another Shaman, greater spirit or god.

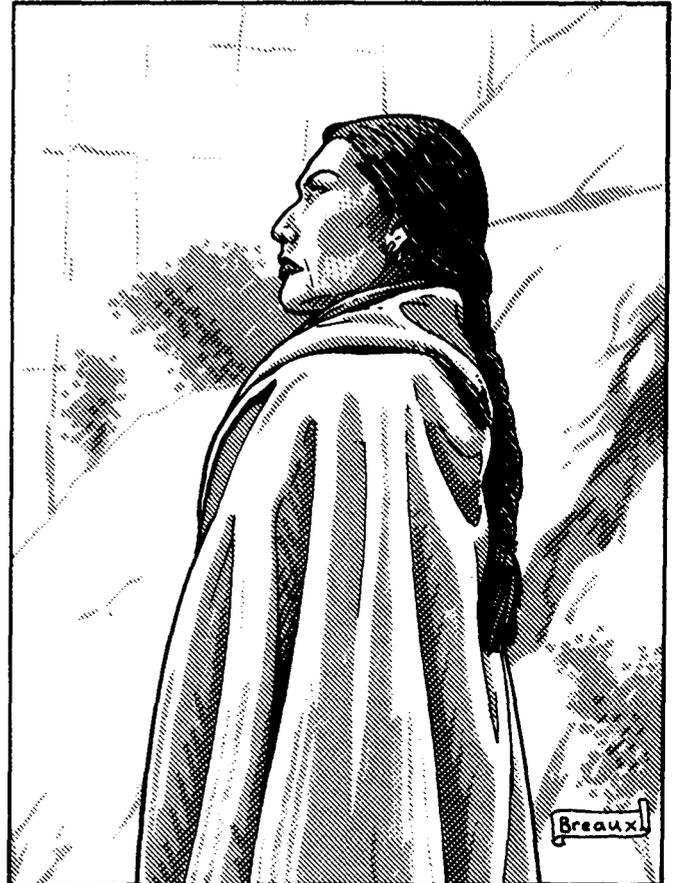
All Mask Shamans start with:

Living Masks (2): Described earlier.

Minor Fetishes (2): Two of choice. One additional lesser fetish is typically awarded at levels 5 and 10.

Major fetish (1): One major fetish of choice; tends to rely on the Living Masks as his main fetish.

9. Vulnerability: Stabbing weapons (arrows, spears, wooden stakes, etc.) made of wood inflict double damage to Mask Shamans.



Mask Shaman O.C.C.

Alignment: Any, but the spirits avoid selfish people.

Attribute Requirements: None. No one knows why the spirits choose the humans that will be Shamans.

Racial Restrictions: The character must be of Native American descent. Other races do not have strong enough spirit potentials to have totems, use fetishes or bond with the spirits.

O.C.C. Skills:

Speak Native Language and English at 98%
 Two additional Languages of choice (+15%)
 Literate in one Language of choice (+15%)
 Basic Math (+15%)
 Dance (+20%)
 Sewing (+15%)
 Disguise (+5%)
 Art (+10%)
 Whittle & Sculpt (wood; +15%)
 Carpentry (+10%)
 Land Navigation (+10%)
 Wilderness Survival (+10%)
 W.P. Knife
 W.P. of choice

Hand to hand combat must be selected as an O.C.C. related skill. Basic counts as one skill selection, expert two, and martial arts three. Those with no hand to hand skill have two melee attacks/actions per round.

O.C.C. Related Skills: Select nine other skills, plus two additional skills at levels three, seven, eleven, and fifteen.

Communications: None

Cowboy: None

Domestic: Any (+10%)

Electrical: None

Espionage: Intelligence and forgery only.

Mechanical: None

Medical: Any (+5%), except cybernetics.

Military: Trap construction and detection skills only (+5%; see *Rifts® New West™* or *Coalition War Campaign™* for the expanded range of skills under this category).

Physical: Any, except boxing and acrobatics.

Pilot: Horsemanship skills, sail and row boats only.

Pilot Related: None

Rogue: Streetwise, ventriloquism and palming only.

Science: Math only (+10).

Technical: Arts, language and lores only (+10%)

W.P.: Any ancient; revolver and bolt action rifle may be acceptable to some Traditionalists but not Pure Ones, check with G.M.

Wilderness: Any (+10%)

Secondary Skills: The character gets to select two secondary skills from the above list at levels 1, 4, 8, and 12. These are additional areas of knowledge that do not get the advantage of the bonuses listed in the parentheses. All secondary skills start at the base level.

Standard Equipment: Travelling clothes, ceremonial garments, ceremonial headdress or mask, hat or hooded cloak or robe, soft moccasins, leather belt with four pouches, two small sacks, two medium-sized sacks, one large sack, backpack, saddlebag, bedroll, canteen or waterskin, wood carving tools, hand axe, knife, blanket, rope (50 ft/15 m), ball of string, one week's food rations (dried meat, fruits and nuts), sewing needles, one pint of rabbit skin glue, thread, paint pigments (1D4+2 colors), five paint brushes, and five sticks of charcoal.

Weapons include two S.D.C. weapons of choice (usually a staff or war club). A rifle or a revolver (might be a TW weapon) may be suitable for some Traditionalists, but not Pure Ones. Other weaponry can be purchased as the player desires. Also see fetishes listed previously. Remember, some fetishes can turn S.D.C. weaponry into M.D. equivalents.

All Mask Shamans get a fair quality riding horse.

Money: Most Traditionalists and Pure Ones have little regard for "money" per se, and live off the land. They typically trade goods and services for most things that aren't available from the communal clan. They also seize valuables for personal use or trade or treasure troves (including high-tech stuff they'd never use themselves) from vanquished and slain opponents, or are given food and items as gifts or payment for their help. Starts with the equivalent of 2D6x100 credits worth of tradeable goods (which can include jewelry, gems, gold, silver, food, rare herbs, and so on).

Cybernetics: None, and will never consider any with the possible exception of bio-systems to repair grievous injury.

Healing Shamans

The Native American Healing Shamans are some of the most powerful healing psionics on Rifts Earth, rivaled only by the Gypsy Gifted of Germany. They have impressive psionic abilities and limited magical healing that are combined to ensure the health and longevity of the Native American peoples and all creatures necessary to the Circle of Life. Anyone in need of healing will be tended to by these Shamans, unless they have been marked by the spirits as evil or carrying "Bad Medicine."

Most Healing Shamans spend their time in the secure, but accessible, confines of a Preserve or tribal camp. They make their presence known through word of mouth and spend their time healing the sick and wounded who come to them. Others travel the wilds in search of the lost, wounded and infirm who have no one else to help them. Sometimes these wandering Healers are guided by the spirits, omens, signs, dreams and "feelings" to locate lost children or injured warriors or adventurers who have not been seen in days or weeks and are feared dead, but are lying somewhere, alive and in need of medical attention.

1. Spirit Healing: At first level the Shaman receives the following psionic healing abilities: Bio-regeneration, deaden pain, increased healing, induce sleep and psychic diagnosis.

At second level he gains all the remaining psionic powers under the healing category.

In addition to these abilities: The character can choose one ability from the physical psionic category (except for telekinesis) and one psionic sensitive ability per each level of experience starting at level one.

The Healing Shaman can also choose one super psionic ability at levels 3, 6, 9, and 12, but those choices are limited to bio-manipulation, bio-regeneration (super), empathic transmission, group mind block, hypnotic suggestion, mind bond, mind block auto-defense, and P.P.E. shield.

2. Spell Knowledge: Healing Shamans are primarily psionic healers, but they do have limited healing magics. At first level they can cast negate poisons/toxins and turn dead; cure minor disorders at 3rd, heal wounds at 5th, cure illness at 7th, purification of food and water at 9th, remove curse at 11th, stone to flesh at 13th, and restoration at 15th level. In addition, the Healer can select one Shamantic spell per level of experience, regardless of the spell's level; most tend to apply to the spirit and healing. Only Paradox Spells are NOT available.

3. Personal Fetishes: Healing Shamans also create and use fetishes (see Fetish abilities common to all Shamans, described earlier, for details).

All Healing Shamans *start* with:

Minor Fetishes (2): Healing Fetish and Porcupine Quill Fetish. At second level, the Shaman will create, for himself, two of choice. Note that the Healing Shaman uses the Porcupine Quill to give others the Tattoo fetishes (major).

Major fetish (1): The Medicine Bundle. At 2nd level, the Shaman will create for himself a Great Healing Fetish. At third and forth level the Healing Shaman can create for himself one additional Major Fetish of choice.

Legendary Fetishes: None to start. If a Shaman should ever get a Legendary Fetish, it will be a gift from the gods.



4. Medicine Lodge (Legendary Fetish): All Healing Shamans have *access* to a Sweat Lodge (a.k.a. Medicine Lodge) starting at level two. There are a handful (5-7 depending on who you talk to) of these Legendary Fetishes that are kept by greater spirits at secret locations — typically desolate and remote places hidden deep within thick woods, wilds, canyons, or mountains of North America (rumors suggest that a handful of others exist across the face of the Earth). The Healing Shaman can use the Sweat Lodge Fetish to augment his abilities. A group of Shamans can gather in the Sweat Lodge and pool their I.S.P or P.P.E. so that one of them can draw from it to perform amazing feats of healing, including the regeneration of limbs and the resurrection of the dead! Most Healing Shamans do not personally have a "Legendary" Medicine/Sweat Lodge fetish (only one in 10,000 will have a sweat lodge) but all of them know of a few. These sacred healing places are kept secret even under the pain of death.

The spirits reveal the location of a Sweat Lodge (starting with the closest one) to the Healing Shaman at levels 2, 4, 6, 8, 10, 12 and 14.

Resurrection: To attempt to perform a resurrection, one of the participants must be at least a 10th level Shaman (ideally a Healer, but any Shaman O.C.C. will suffice provided one of the participants is a *Healing Shaman*) and possess *healing psionic* powers to attempt it. 750 I.S.P. must be spent. This usually requires the cooperation of other Shamans or psychics (healers and others) to provide the accumulated amount of I.S.P. The resurrection success is 80% -5% penalty for each *day* the person has

been dead. The Sweat Lodge cannot be accessed by teleportation, although those with such power can 'port within 1D4 days travel away from the lodge.

Regeneration: To attempt to perform a regeneration, the character performing the healing ritual must be at least a 5th level Healing Shaman. Success ratio: 80% -1% penalty for each month the appendage has been severed/missing.

The I.S.P. cost varies slightly depending on what is being regenerated.

Ears, nose, fingers, toes, hand, foot or similarly small regeneration costs 300 I.S.P.

An arm and hand, or leg and foot: 500 I.S.P. per each limb.

Restoration: Same as the spell with the same name, but costs 650 I.S.P. The character performing the ritual must be at least a 5th level Healing Shaman. Success ratio: 80% +1% per level of the Healing Shaman.

Location Note: All characters brought to a Sweat Lodge, other than Healing Shamans, including those resurrected, as well as other psychics, even Mind Melters, dragons and supernatural beings, will be unable to remember and relocate the Sweat Lodge after they leave it. All they will recall is that it is located in an expansive **general** area, i.e. The Grand Canyon, or Northern Rockies. According to some myths, these magical Medicine Lodges are magically *moved* by the spirits after each use, and that it is the Healer Shaman's link to these spirits that unerringly takes him to the specific new location.

5. O.C.C. Training & Bonuses: +1 on initiative, +2 to pull punch, +1 to roll with impact, punch or fall, +1 to P.E. attribute, +20 to S.D.C., +1 to save vs psionics and magic, +4 to save vs poison/toxins, drugs and diseases, +2 to save vs horror factor, and +1 to save vs possession at levels 1, 2, 4, 5, 6, 8, 10, 12, and 14.

6. I.S.P.: Add 3D6x10 to the M.E. attribute number to determine base I.S.P. Each additional level of experience adds 10 I.S.P.

7. P.P.E.: 6D6 plus P.E. attribute, +2D6 points are gained with each new level of experience.

Healing Shaman O.C.C.

Alignment: Any, but tends to be good; the spirits avoid selfish people.

Attribute Requirements: None. No one knows why the spirits choose the humans that will be Shamans.

Racial Restrictions: The character must be of Native American descent and a Traditionalist or Pure One.

O.C.C. Skills:

Speak Native Language and English at 98%

One additional Languages of choice (+10%)

Literate in one Language of choice (+20%)

Basic Math (+20%)

Sew (+15%)

Dance (+20%)

Sing (+15%)

Play Musical Instrument (+15%); choose two Native American instruments.

Holistic Medicine (+20%)

Paramedic (natural equivalent; +10%)

Biology (+10%)

Animal Husbandry (+10%)

Identify Plants and Fruits (+10%)

Land Navigation (+10%)

Wilderness Survival (+5%)

Horsemanship: General

W.P. Knife

Hand to hand combat must be selected as an O.C.C. related skill. Basic counts as one skill selection, expert two, and martial arts three. Those with no hand to hand skill have two melee attacks/actions per round.

O.C.C. Related Skills: Select six other skills, plus two additional skills at levels three, seven, eleven, and fifteen.

Communications: None

Cowboy: None

Domestic: Any (+10%)

Electrical: None

Espionage: None

Mechanical: None

Medical: Any (+10%), except cybernetics.

Military: Trap construction and detection skills only (+5%; see *Rifts*® *New West*™ or *Coalition War Campaign*™ for the expanded range of skills under this category).

Physical: Any, except boxing, acrobatics and S.C.U.B.A.

Pilot: Horsemanship skills, sail and row boats only.

Pilot Related: None

Rogue: Streetwise and palming only.

Science: Any (+5)

Technical: Arts, language and lores only (+10%)

W.P.: Any ancient; revolver and bolt action rifle may be acceptable to some Traditionalists but not Pure Ones, check with G.M.

Wilderness: Any (+5%)

Secondary Skills: The character gets to select two secondary skills from the above list at levels 1, 4, 8, and 12. These are additional areas of knowledge that do not get the advantage of the bonuses listed in the parentheses. All secondary skills start at the base level.

Standard Equipment: Travelling clothes, ceremonial garments, ceremonial headdress, hat or hooded cloak or robe, soft moccasins, fishing hooks and twine, leather belt with six pouches, two small sacks, two medium-sized sacks, backpack, saddlebag, bedroll, canteen or waterskin, hand axe, two sharp knives, a scalpel, sewing needles, thread, three blankets, three rolls of gauze, bag of healing herbs, flint for making fire, rope (50 ft/15 m), ball of string, one week's food rations (dried meat, fruits and nuts), small mixing bowl, grinding stone, and a small pot with a lid for cooking and brewing. Some Traditionalists, but not Pure Ones, will carry a medical bag with modern instruments, medicine and salves (won't use nano-robots).

Weapons includes two S.D.C. weapons of choice (usually a large knife, tomahawk or war club), and a mallet, 2D4 wooden stakes, and a silver cross. A rifle or a revolver (might be a TW weapon) may be suitable for some Traditionalists, but not Pure Ones. Other weaponry can be purchased as the player desires. Also see fetishes, listed previously.

All Healing Shamans get a fair quality riding horse.

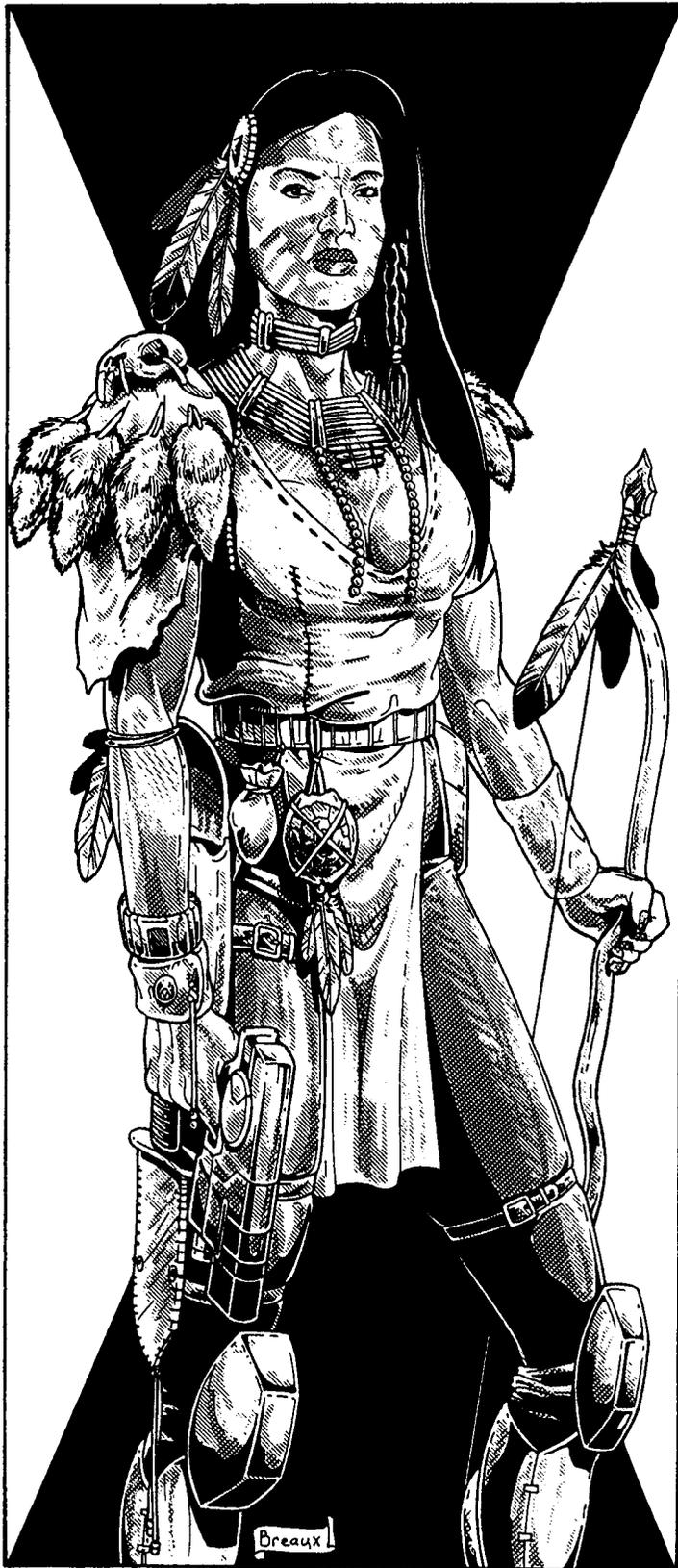
Money: Most Traditionalists and Pure Ones have little regard for "money" per se, and live off the land. They typically trade goods and services for most things that aren't available from the communal clan. They also seize valuables for personal use or trade, or treasure troves (including high-tech stuff they'd never use themselves) from vanquished and slain opponents, or are given food and items as gifts or payment for their help. Starts with the equivalent of 3D6x100 credits worth of tradeable goods (which can include jewelry, gems, gold, silver, food, rare herbs, and so on).

Cybernetics: None, and will never consider any with the possible exception of bio-systems to repair grievous injury.

Paradox Shamans

Paradox Shamans were originally called androgyne shamans. They are thought to represent the primal forces of the universe before creation, including **matter** and **energy** in their original, unformed state before they were divided during creation into light and dark, man and woman, Earth and Sky, etc. Paradox Shamans are asexual to represent the combination of male and female within themselves, but many of them are only *symbolically* asexual: wear unisex clothing, have long hair, males are clean shaven, and they abstain from all sexual contact.

Paradox Shamans are considered the most powerful of Shamans and act as mediums to the spirits, linking Earth and Sky to the Middle World. All carry a Legendary Spirit Bow, which represents one of their greatest responsibilities, the protection of the Native American people and defending all people from evil dimensional beings/demons/supernatural terrors. The unique na-



ture of the Paradox Shaman's powers comes from the primal forces that they tap into. They are incredibly powerful and, at higher levels, can even affect time! In this respect, they are nearly identical to the Temporal Raiders presented in **Rifts® World Book Three: England**. Unlike the greedy, self-serving, power-mongering Raiders, Paradox Shamans are caring and protective. They recognize the responsibilities inherent in the powers they are granted and take great care to prevent their abuse.

This code of responsibility puts them at direct odds with the abusive and mercenary doctrines of the Temporal Raiders and many of their pupils, Temporal Wizards and Temporal Warriors — which makes these two opposing groups of people rivals and enemies. Enemies largely because the Paradox Shamans frequently take it upon themselves to put a stop to any disruptive or abusive temporal activities that they are aware of, and frequently clash with Temporal Raiders (not to mention minions of alien intelligences).

Paradox Shamans act as counselors and wise men to members of a tribe lucky enough to have one. However, most of their time is spent wandering the wilds of the continent in search of threats to the Native American peoples and the space-time continuum. They are constantly closing Rifts and battling creatures from other dimensions, particularly supernatural evil and mercenary dimensional travelers like the Temporal Raiders, Splugorth, Naruni, Dark Gods and others. A Paradox Shaman is more concerned with keeping different dimensions, times and realities separate and in cosmic balance, than any racial or traditional beliefs or restrictions. Consequently, they will help any sentient being, white, human, D-bee and alien afflicted by dimensional anomalies, distortions or invaders.

Paradox Shaman O.C.C. Abilities

1. Memories of Earth: It is said Paradox Shamans know all of the memories of the Earth's past (an accurate history), but they rarely share these with others, except to teach a lesson or illustrate a point. These memories or snippets of history can be called up on the roll of a 16 or higher on a twenty-sided die (D20) and serve to remind the Shaman of past mistakes, glories, and lessons learned. This knowledge is *never* used for personal gain and advancement, or for the greed of others, i.e. the character will not tell a town leader where the old USA kept its nuclear warheads or Glitter Boy factories. Nor will he recall history for publication in a book, or confirm or deny the truth or existence of people, places and events locked in mystery — man is to help himself. Likewise, the Shaman will not reveal information gained from lost memories/histories that will hurt others (i.e. Great Grandad Isaiah was a traitor), although he may supply cryptic comments like, "do not torment yourself with worries and questions about your past ancestors, they are gone and you are the present." And/or, "you have chosen a good path, remain strong to yourself (what good would it do to reveal Great Grandad was a schmoe).

It is important to note that the Paradox Shaman sees events and history in a broad way. While he may see some specific *key* characters and events, he does not see minute details like the secret code or password, bank accounts, Bob the shoeshine boy (unless Bob was really a spy or assassin) and so on. Furthermore, these Memories of the Earth are *never* written down or recorded in any way. They are personal gifts from the universe to help the Shaman, as much as anybody else, learn from the mistakes of the past and preserve the universal balance by preventing the mistakes of the past. The Paradox Shaman reviews these past events without prejudice or hatred, and never uses them to belittle others or to fuel the hatred of others. If anything, the Paradox Shaman is incredibly tolerant of all things, especially people and their emotions and beliefs.

2. Magic Spell Casting: The Paradox Shaman is a fully capable spell caster, specializing in spirit, temporal and dimensional magic. He begins with *all* Shamanic Paradox Spells (described in this book) plus five spells selected from *Temporal Magic* (any, regardless of level; see **Rifts® England**, page 74), and/or any of the following:

Anti-Magic Cloud (140)
Armor of Ithan (10)
Astral Projection (10)
Banishment (65)
Close Rift (200+)
Commune with Spirits (25)
Constrain Being (20)
Control/Enslave Entity (80)
Dimensional Portal (1000)
Dispel Magic Barrier (20)
Energy Bolt (5)
Energy Disruption (12)
Energy Field (10)
Escape (8)
Exorcism (30)
Fly (15)
Ley Line Transmission (30)
Life Drain (25)
Locate (30)
Magic Pigeon (20)
Mystic Portal (60)
Negate Magic (30)
Protection Circle: Simple (50)
Protection Circle: Superior (300)
Sanctum (390)
See Aura (6)
See the Invisible (4)
Sense Magic (2)
Shadow Meld (10)
Teleport: Lesser (15)
Teleport: Superior (600)
Time Hole (210)
Time Slip (20)
Tongues (12)
Trance (10)

Three additional spells are provided by the spirits per each subsequent level of experience from *Temporal Magic* or the list above.

3. Automatically Sense Rifts: The character can sense the opening, closing, and location of dimensional Rifts within 50 miles (80 km).

4. Automatically Sense Dimensional Disturbances like the opening and closing of Rifts, dimensional envelopes, mystic portals, dimensional teleportation, and time holes within one mile (1.6 km).

5. See Dimensional Effects, like envelopes and pockets, as well as fourth dimensional beings, two dimensional beings, astral travelers, and the invisible energy essence of alien intelligences and entities.

6. Ley Line Phasing: Identical to the Ley Line Walker's ability of the same name.

7. P.P.E.: 2D4x10+40 plus P.E. attribute number. An additional 2D6 points are gained with each new level.

8. Bonuses: +2 on initiative, +2 to save vs illusionary magic. +2 to save against psionics and drugs, impervious to possession. and +1 to save vs horror factor at levels 1, 3, 4, 5, 7, 8, 9, 11, 13, and 15.

9. O.C.C. Fetish Limitations: The Paradox Shamans' powers and purposes are such that they *cannot* make fetishes like other Shamans. Instead, they are given the following items.

Level One: Heritage & Self (minor) and Great Body Fetish (major).

Level Two: Legendary Spirit Bow!

Level Five: Great Fetish of choice.

Level Ten: Great Fetish of choice *or* a second Legendary Spirit Weapon of choice (typically tomahawk or large battle axe).

Level Fifteen: Legendary Fetish of Cosmic Awareness.

Paradox Shaman O.C.C.

Alignment: Any, but the spirits tend to avoid selfish people.

Attribute Requirements: None. No one knows why the spirits choose the humans that will be Shamans.

Racial Restrictions: The character must be of Native American descent and a Traditionalist or Pure One.

O.C.C. Skills:

Speak Native Language and English at 98%

Four additional Languages of choice (+20%)

Literate in four Languages of choice (+10%)

Lore: Demons & Monsters (+20%)

Lore: Indians (+30%)

Basic Math (+20%)

Sing (+20%)

Play Musical Instrument (Choose one, +15%)

Disguise (+10%)

Escape Artist (+15%)

Prowl (+10%)

Horsemanship: General

Track Humanoids (+10%)

Land Navigation (+10%)

Wilderness Survival (+10%)

W.P. Archery and Targeting

W.P. of choice

Hand to Hand: Basic

Hand to Hand: Basic can be upgraded to Expert at the cost of one Related O.C.C. skill and to Martial Arts at the cost of two.

O.C.C. Related Skills: Select five other skills, plus two additional skills at levels three, seven, ten, thirteen and fifteen.

Communications: None

Cowboy: None

Domestic: Any (+10%)

Electrical: None

Espionage: Any (sniper is with bow and arrow or spear).

Mechanical: None

Medical: None

Military: Any (+5%), except demolition skills, parachuting, and nuclear (see *Rifts® New West™* or *Coalition War Campaign™* for the expanded range of skills under this category).

Physical: Any, except and acrobatics.

Pilot: Horsemanship skills, sail and row boats only.

Pilot Related: None

Rogue: Streetwise, palming, and seduction (+6%) only.

Science: Astronomy, anthropology and math only (+15%)

Technical: Arts, language and lores only (+15%)

W.P.: Any ancient; revolver and bolt-action rifle may be acceptable to some Traditionalists but not Pure Ones, check with G.M.

Wilderness: Any

Secondary Skills: The character gets to select one secondary skill from the above list at levels 1, 3, 6, 9, and 12. These are additional areas of knowledge that do not get the advantage of the bonuses listed in the parentheses. All secondary skills start at the base level.

Standard Equipment: Travelling clothes, ceremonial garments, ceremonial headdress or animal skin, hooded cloak or robe, soft moccasins, leather belt with three pouches, two small sacks, one large sack, backpack, saddlebag, bedroll, canteen or waterskin, musical instrument of choice, hand axe, knife, blanket, rope (50 ft/15 m), one week's food rations (dried meat, fruits and nuts) and flint.

Weapons include a Spirit Bow, two S.D.C. weapons of choice, a silver plated tomahawk, a mallet, 3D4 wooden stakes, and a silver cross.

All Paradox Shamans get an excellent quality riding horse.

Money: Most Traditionalists and Pure Ones have little regard for "money" per se, and live off the land. They typically trade goods and services for most things that aren't available from the communal clan. They also seize valuables for personal use or trade or treasure troves (including high-tech stuff they'd never use themselves) from vanquished and slain opponents, or are given food and items as gifts or payment for their help. Starts with the equivalent of 2D6x100 credits worth of tradeable goods (which can include jewelry, gems, gold, silver, food, rare herbs, and so on).

Cybernetics: None, and will never consider any with the possible exception of bio-systems to repair grievous injury.

Elemental Shamans

Elemental Shamans are similar to Warlocks in their special abilities and their relationship with a particular element: earth, water, fire or air. The big difference is these Shamans are linked to *Elemental Spirits*, not True Elementals. These Shamans are able to tap into the powerful elemental forces of one element and even summon forth a lesser spirit servant of that element. Elemental Shamans are attuned to nature and the world around them. Where warlocks see a world of freedom and unrestrained forces, the Shaman sees the world around him as a great circle of interlocking systems. The Elemental Shaman knows that the elements depend on each other and, to some extent, the animals and plants and man, all are part of the Great Circle of Life. Elemental Shamans are aware of their surroundings and what their element can do to help or harm it. The Elemental spirits are friendly and helpful, and as long as the Shaman is honest and in genuine need, they will help to the full extent of their abilities (See the Spirits sections for details on Elemental Spirits).

As a Shaman, the character receives his spells and aid from the gods and great elemental spirits. This means that unlike the Warlock, Elemental Shamans *do* serve a deity and follow certain doctrines. Those doctrines are the beliefs of all Native Americans, and the only restrictions they impose are that the Shaman must live up to them and serve as an example to all other people, especially Native Americans.

Elemental Shaman O.C.C. Abilities

1. Elemental Resistance and Special Totem Abilities: The Shaman must select *one* of the four elements as his totem.

Each of the great elemental spirits bestows specific immunities and controls over its element as follows:

Air Shaman Abilities: Automatically knows astronomy at 98%, can hold his breath for 10 minutes, knows the time and direction of winds by scanning the heavens (64% +4% per level),



can sense storms and atmospheric disturbances at 30% +5% per level, and can sense air impurities and other hazards at 35% +5% per level. Air shamans are also immune to the effects of natural and unnatural (i.e. magical or supernatural) winds up to hurricane force. They are not knocked down and can even light a match or candle in such a gale. This protection is extended to all individuals who can hold onto or press against the Shaman (a maximum of five).

Earth Shaman Abilities: Automatically gains holistic medicine at 98%, can sense any natural mineral that he concentrates on within 200 feet (61 m) at 45% +5% per level (even minerals underground or in rock), can also immediately recognize/identify any mineral on sight, sense and identify seismic disturbances, including earthquakes, explosions, mining, or movement of heavy equipment (like troops or giant robots) to a range of 40 miles (64 km) at 40% +5% per level proficiency, sense dangers in the earth or rock (i.e. loose dirt/rocks, quicksand, land mines, and creatures in burrows) at 32% +5% per level, and is able to land navigate at 60% +4% per level. Earth Shamans only take half damage from falls (1/4 if it is rolled with) from heights of less than 100 feet (31 m). They are also able to maintain their balance in unstable footings, earthquakes or knock-down situations at 62% +2% per level. If the shaman makes a successful roll, he will remain on his feet, even if hit by a giant robot (unless he rolls with it) or amidst an earthquake.

Fire Shaman Abilities: Create a tongue of flame (equal to the ignite fire spell) by concentrating and spending 2 P.P.E. points, impervious to natural heat and fire (no damage), half damage from magic or M.D.C. fire, can sense the location, size, and distance of fires within a 40 mile (64 km) radius, and sense forest fires as far away as 150 miles (240 km) at 64% +4% per level of proficiency. Can also sense temperatures and temperature changes in the air and on objects, including detecting fevers and natural or unnatural temperature changes at 35%+5% per level; recognize/identify the nature of any fire, including how it started, chemical composition, temperature, speed, direction, and approximate time it will take to burn itself out at 35% +5% per level of experience, and sense and recognize fire hazards at 60% +3% per level.

Water Shaman Abilities: Automatically gains swimming at 98%, can hold his breath for 5 minutes, can sense the direction and location of large bodies of water within 100 miles (160km) at 61%+3% per level, sense smaller bodies of water (springs, pools, and even large puddles) within 1,000 feet +100 feet per level of experience (300 m +30 m) at 60%+3% per level, can sense the coming of rain, fog, snow, hail, and storms up to 1D6x10 minutes in advance, sense the depth of any water the Shaman is in or traveling over, and immediately sense toxins, impurities, or contamination in water. Water Shamans cannot drown and will not sink, even in the roughest seas, but they can swim and dive below the surface if they wish. Up to six people can remain afloat by holding onto the Shaman.

2. Elemental Spirits: As with warlocks, all four of the elemental forces are revered by each elemental shaman; however, unlike warlocks, elemental shamans can only choose one (1) elemental force to serve. Shamans are also considered priests of a sort (they are their people's holy men), serving the great elemental spirits who are **demi-gods** to them. Like all mystics, these shamans simply know their magic, their spells being bestowed

by the elemental spirits instead of being learned, but the casting of the spells is identical to that of other Rifts practitioners of magic. The necessary P.P.E. is temporarily expended and the spell cast.

3. Magic Spell Casting Abilities: Three elemental spells selected from the appropriate Warlock Elemental spells (see **Rifts® Conversion Book One or Federation of Magic™** for descriptions), plus they select two **Shamantic** spells per level of experience. The only restriction is the character cannot make selections higher than his own current level of experience.

4. Speak with Elementals: Elemental shamans are able to understand the secret language of True elementals at 30%+3% per level. The Shaman can speak freely and easily with Elemental "Spirits" who can communicate mentally or orally, and will make themselves understood either way. Elemental Spirits don't use the secret language of "True" elementals, but they understand it perfectly, and can serve as translators for Shamans who have trouble with the language themselves.

5. Sense Elemental Spirits: Elemental Shamans will instantly recognize other Elemental Shamans and which of the four elements they represent whenever they meet face to face. Likewise, they will recognize Warlocks and Elemental Spirits who may be in disguise, physical manifestation or in possession of a host body (these spirits will also recognize them). Elemental Shamans can also sense when a True Elemental or Spirit is within 120 feet (36.6 m), but cannot pinpoint the exact location. The character also has a 01-75% chance of sensing any invisible spirits, elementals, or creatures (including jinn and spirits of light) that are themselves linked to, empowered by or symbolize the four elements.

6. The Brotherhood: Unlike the mystical relationship between warlocks and elementals, *Elemental Spirits* act, react, and interact with their Shamans as highly intelligent and friendly creature, roughly the same as humans. They are trusted servants of the Great Elemental Spirits sent to the Middle Realm to help their human devotees. Elemental Spirits are inclined to help their brother Elemental Shamans, but they cannot be commanded or ordered like slaves and have free wills to help or not, and to come and go as they please. Offended spirits will not cooperate and may not accept an apology. An act of sincerity and restitution, or constructive punishment that should teach the Shaman a lesson, may be in order.

7. Summon Elemental Spirits: The Elemental Shamans cannot summon True Elementals, but they can summon *Lesser Elemental Spirits* (one per every third level of experience, starting at level one).

Summoning can be done once per day and requires a 2D6 minute long ritual of chanting, dancing, and singing. A circle of symbols, herbs, figurines, fetishes, or other items must also be laid out. The summoning process has a 15%+5% per level chance of success (add +10% at ley lines and +20% at nexus points). Once the spirit is summoned, the Shaman can ask it for help. Whether it will agree to be of service is up to the spirit, but most will be as helpful as possible. However, it will not out and out do things for the shaman, and won't even consider doing something the character could do for himself. They will typically provide information, scouting, healing, building, and help to defend the Shaman against supernatural and/or magical foes. The spirits help take care of humans who take care of them.

An Elemental Spirit will remain to help a Shaman as long as it feels there is a genuine need. The spirits always know more than humans, and summoned spirits often act on that information without the knowledge of man. Generally it is up to the Game Master as to whether a spirit will leave, and when (be fair, but not too helpful, the character should do for himself, including facing life and death challenges, alone).

8. P.P.E.: 2D4x10+20 in addition to the character's P.E. attribute number. Each additional level of experience adds 2D6 P.P.E. to the character's total.

9. **Bonuses:** +1 on initiative, +3 to save vs horror factor, +2 save vs magic, and +4 to save vs possession.

10. **Vulnerability:** Weapons made of stone (traditional arrowheads, and blades of spears and tomahawks, and even ordinary sling stones) inflict double damage to the Elemental Shaman.

Elemental Shaman O.C.C.

Alignment: Any, but the spirits tend to avoid selfish people.

Attribute Requirements: None. No one knows why the spirits choose the humans that will be Shamans.

Racial Restrictions: The character must be of Native American descent and a Traditionalist or Pure One.

O.C.C. Skills:

Speak Native Language and English at 98%

Two additional Languages of choice (+10%)

Basic Math (+10%)

Horsemanship: Exotic Animals (+10%)

Dance (+15%)

Sing (+10%)

Cook (+10%)

Preserve Food (+10%)

Wilderness Survival (+15%)

W.P. two ancient weapons of choice.

Hand to Hand: Basic

Hand to Hand: Basic can be upgraded to Expert at the cost of one Related O.C.C. skill and to Martial Arts at the cost of two.

O.C.C. Related Skills: Select nine other skills, plus two additional skills at levels three, seven, eleven, and fifteen.

Communications: None

Cowboy: Any

Domestic: Any (+10%)

Electrical: None

Espionage: Any (sniper would be with bow and arrow or spear).

Mechanical: None

Medical: Animal Husbandry and brewing only (+10%)

Military: Camouflage, recognize weapon quality, and trap skills only (see *Rifts*® *New West*™ or *Coalition War Campaign*™ for the expanded range of skills under this category).

Physical: Any, except wrestling and acrobatics.

Pilot: Horsemanship skills, sail and row boats only.

Pilot Related: None

Rogue: Streetwise (+6%) only.

Science: Mathematics only (+10%).

Technical: Arts, language and lores only (+10%)

W.P.: Any ancient; revolver and bolt action rifle may be acceptable to some Traditionalists but not Pure Ones, check with G.M. Wilderness: Any (+10%)

Secondary Skills: The character gets to select two secondary skills from the above list at levels 1, 3, 6, 10 and 14. These are additional areas of knowledge that do not get the advantage of the bonuses listed in the parentheses. All secondary skills start at the base level.

Standard Equipment: Travelling clothes, ceremonial garments, ceremonial headdress or animal skin, hooded cloak or robe, soft moccasins, leather belt with four pouches, three small sacks, one large sack, backpack, saddle bag, bed roll, canteen or waterskin, shovel, hand axe, knife, blanket, rope (50 ft/15 m), one week's food rations (dried meat, fruits and nuts), small mixing bowl, grinding stone, and flint.

Weapons include two S.D.C. weapons of choice (typically a staff or spear and tomahawk). A rifle or a revolver (might be a TW weapon) may be suitable for some Traditionalists, but not Pure Ones. Other weaponry can be purchased as the player desires. Also see fetishes listed previously. Remember, some fetishes can turn S.D.C. weaponry into M.D. equivalents.

All Elemental Shamans get a good quality riding horse.

Money: Most Traditionalists and Pure Ones have little regard for "money" per se, and live off the land. They typically trade goods and services for most things that aren't available from the communal clan. They also seize valuables for personal use or trade or treasure troves (including high-tech stuff they'd never use themselves) from vanquished and slain opponents, or are given food and items as gifts or payment for their help. Starts with the equivalent of 2D6x100 credits worth of tradeable goods (which can include jewelry, gems, gold, silver, food, rare herbs, and so on).

Cybernetics: None, and will never consider any with the possible exception of bio-systems to repair grievous injury.

Fetish Shamans

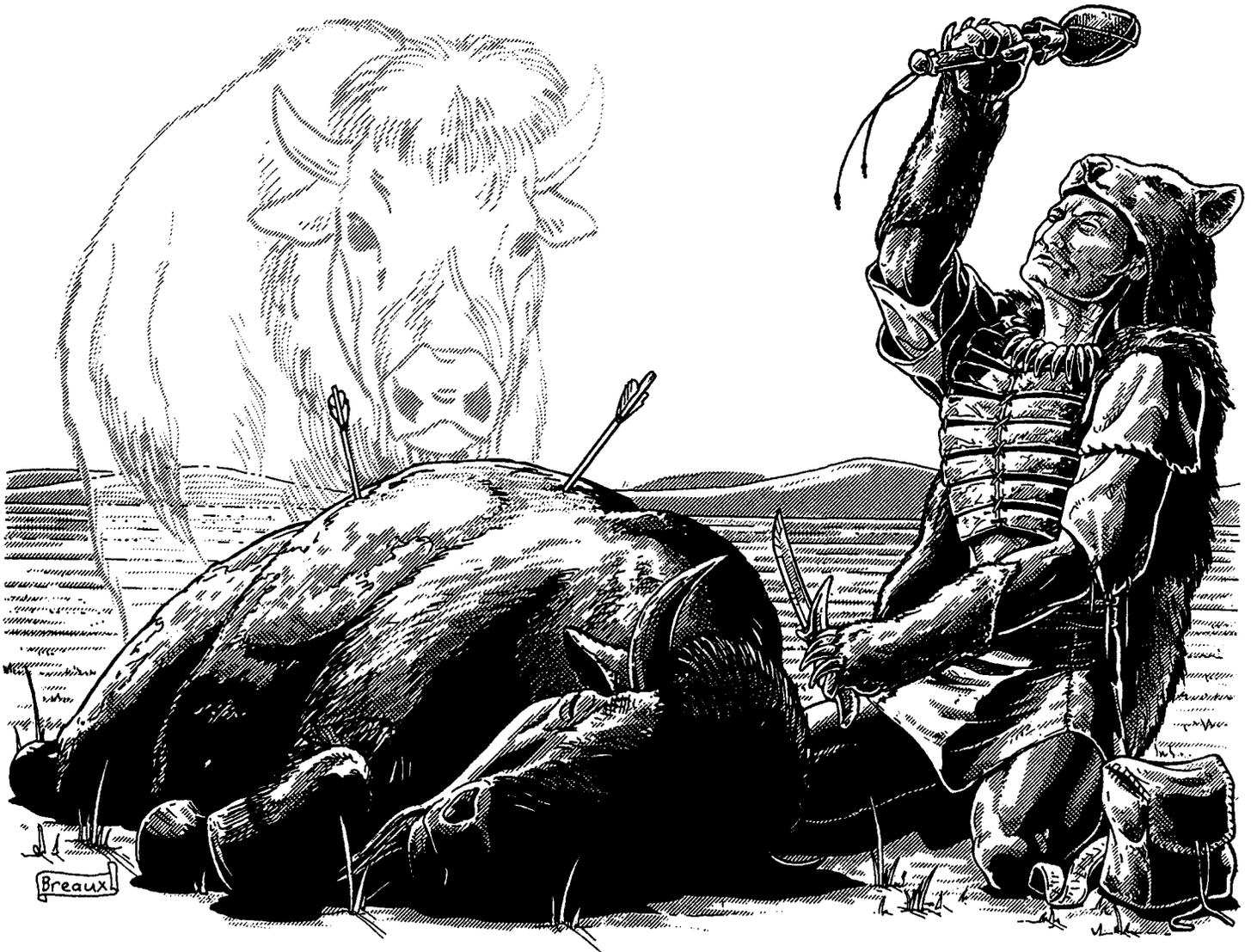
Like the **Techno-Wizard**, the Fetish Shaman, or War Shaman, does not rely on spells, but instead focuses his magical arts on the enchantment of his body and items with magical powers. However, the Fetish Shaman differs greatly from the Techno-Wizard in the fact that he has no spell casting abilities at all! Instead, he has powerful ties to the spirit world and is able to convince spirits to allow him the use of their **toma-ta** to create powerful fetishes. These fetishes are used by the Shaman for protection and aid, but he will also give them to others he feels are needy and worthy to have the help of the spirits.

Fetish Shamans are War Shamans because their fetishes are most often employed during periods of war, and they themselves are skilled warriors dedicated to the protection of others; many of these Shamans take up roles as War Chiefs. They also serve as the avengers of the people, spirits and gods!

Fetish (War) Shaman O.C.C. Abilities

1. **Fetish Creation:** As detailed earlier, the Shaman can create many fetishes per level of experience, however, as a master of fetish magic and War Shaman, this character's capabilities are greater than most. The Fetish Shaman is the only human known to be able to make some Legendary Fetishes!

The creation of a Legendary Fetish is possible at levels 5, 10, and 15. Each one permanently burns up 1D4x10+20 of the **Sha-**



man's personal P.P.E., and are restricted to the following types: Spirit Weapon (any), Serpent Fetish, and Dragon Bone Armor.

All these special Legendary Fetishes must be *given* away to other deserving heroes and champions! It is up to the Shaman to decide whether or not to make one of these incredible fetishes.

2. Personal Fetishes: The Shaman is awarded with special fetish gifts of body tattoos to better enable him to perform his duties, and to mark him as a Fetish Shaman. These are in *addition* to the character's normal allotment which he can make himself (but remember half are given away). This means he or she can have as many as four minor and seven greater fetishes, plus one or more Legendary Fetishes.

All Fetish Shamans start with:

Major Tattoo Fetishes (2): Steady-Hand and War.

Major Fetish (1): One of choice; typically Shapechange or Great Body fetish.

Legendary Fetish (1): One of choice; typically Spirit Weapons, Healing or Body Fetish.

3. Sense Fetishes: The character can sense whether or not a weapon or object is a genuine Native American fetish with active magical abilities and what the fetish is (the powers it offers its wielder). Range: Touch or line of sight up to 50 feet (15.2 m) away. This ability can also be used to sense whether an item is

magical, including rune weapons and Techno-Wizard items, but it does not reveal what those magical powers are.

4. Sense Spirits & Gods of War: The Shaman can sense if greater spirits, demon lords, and/or gods (any not just Native American gods), are somehow directly involved or instigating a current conflict! This power only indicates the being's involvement and not who or what it is.

5. P.P.E.: The character's base P.P.E. is equal to his P.E. attribute number plus 6D6. Each level of experience adds 2D6 to the character's total.

6. Psionics: At first level the War Shaman starts with astral projection, empathy, object read, sense evil, mind block and telepathy. At each additional level of experience, another psionic sensitive ability can be chosen. At third he gets psi-sword, and at 6th, psi-shield.

7. I.S.P.: 2D4x10 plus the character's M.E. attribute. At each subsequent level, 2D6 are added to the total.

8. Bonuses: +2 on initiative, +1 to strike, +2 to disarm, +1 to roll with impact, +2 to pull punch, +1 to P.E., +2 to P.S., +5D6 to S.D.C., +3 to vs possession and mind control, +1 to vs magic and psionics, and +6 to save vs horror factor.

9. Totem Animal: As usual, the character gets one totem animal which reflects his or her disposition (totem skills and bonuses apply, but not the powers).

10. Vulnerability: Magical weapons, including fetishes, rune weapons and Techno-Wizard weapons inflict double damage to the Fetish Shaman.

Fetish Shaman O.C.C.

Alignment: Any, but the spirits tend to avoid selfish people.

Attribute Requirements: None. No one knows why the spirits choose the humans that will be Shamans.

Racial Restrictions: The character must be of Native American descent and a Traditionalist or Pure One.

O.C.C. Skills:

Speak Native Language and English at 98%

Two additional Languages of choice (+20%)

Literate in four languages of choice (+10%)

Lore: Demons & Monsters (+20%)

Lore: Indians (+30%)

Basic Math (+20%)

Sing (+15%)

Dance (+15%)

Horsemanship: General

Intelligence (+15%)

Track Humanoids (+10%)

Land Navigation (+10%)

Wilderness Survival (+10%)

W.P. Archery

W.P. Three of choice; revolver and bolt action rifle may be acceptable to some Traditionalists, but not Pure Ones.

Hand to Hand: Expert

Hand to Hand: Expert can be upgraded to Martial Arts at the cost of one Related O.C.C. skill.

O.C.C. Related Skills: Select two Espionage and two Military skills as well as five other skills, plus two additional skills of choice at levels two, six, ten, and fourteen.

Communications: None

Cowboy: Any

Domestic: Any (+5%)

Electrical: None

Espionage: Any (+10%; sniper is with bow and arrow or spear).

Mechanical: None

Medical: None

Military: Any (+10%), except demolition skills, parachuting, and nuclear (see *Rifts® New West™* or *Coalition War Campaign™* for the expanded range of skills under this category).

Physical: Any, except acrobatics.

Pilot: Horsemanship skills, sail and row boats only.

Pilot Related: None

Rogue: Streetwise, palming, and seduction (+4%) only.

Science: Math only (+15%)

Technical: Arts, language and lores only (+10%)

W.P.: Any ancient; revolver and bolt action rifle may be acceptable to some Traditionalists but not Pure Ones, check with G.M.

Wilderness: Any (+5%)

Secondary Skills: The character gets to select one secondary skill from the above list at levels 1, 3, 5, 7, 9, and 13. These are additional areas of knowledge that do not get the advantage of the bonuses listed in the parentheses. All secondary skills start at the base level.

Standard Equipment: Travelling clothes, ceremonial garments, ceremonial headdress or animal skin, hooded cloak or robe, soft moccasins, leather belt with three pouches, two small sacks, one large sack, backpack, saddle bag, bed roll, canteen or waterskin, musical instrument of choice, hand axe, skinning knife, blanket, rope (50 ft/15 m), one week's food rations (dried meat, fruits and nuts) and flint.

Weapons include a Spirit Weapon, bow and arrows (24), three S.D.C. weapons of choice, a silver plated knife, a mallet, 3D4 wooden stakes, and a silver cross. A rifle or a revolver (one might be a TW weapon) may be suitable for some Traditionalists, but not Pure Ones. Other weaponry can be purchased as the player desires. Also see fetishes listed previously.

All Fetish Shamans get an excellent quality riding horse.

Money: Most Traditionalists and Pure Ones have little regard for "money" per se, and live off the land. They typically trade goods and services for most things that aren't available from the communal clan. They also seize valuables for personal use or trade or treasure troves (including high-tech stuff they'd never use themselves) from vanquished and slain opponents, or are given food and items as gifts or payment for their help. Starts with the equivalent of 2D6x100 credits worth of tradeable goods (which can include jewelry, gems, gold, silver, food, rare herbs, and so on).

Cybernetics: None, and will never consider any with the possible exception of bio-systems to repair grievous injury.



Shamanistic Magic

By Wayne Breaux Jr. & Kevin Siembieda

Shamans differ from other mages in Rifts® in the way they learn and acquire spell knowledge. The use of magic usually requires intensive study, learning to channel mystic energy, and a working knowledge of the principles and functions of magic. It can take a student of magic years or decades to acquire the skill and knowledge necessary to wield magic safely and effectively. Native American Shamans do not have to pursue their magic with such rigorous determination or years of study, but the price they pay is no less demanding. In some ways, Shamans are an expansion and modification of the *Mystic O.C.C.* presented in the Rifts® RPG. The original Mystic remains a viable O.C.C. in and of itself, while the Shaman O.C.C.s are similar but different. Generally, the Mystic has access only to the **Wizard/Ley** Line Walker spells presented in the RPG, uses technology without reservation, and can come from any social or cultural environment. Non-Indian Mystics *may* (at the G.M.'s discretion) **learn/know** a few Shaman spells, provided the Mystic is close to nature and/or has the same or similar beliefs as Native American Shamans (one can share beliefs and philosophies without being of the same racial heritage). Regardless, the Mystic and Shaman should remain distinct and separate, so the full range of shamanistic magic is only available to *Native American Shamans*. This means Mystics (and Shamans or Medicine Men of Africa and other places) should *not* be able to use shamanistic magic that involves spirits or things that are intrinsically tied to Native American culture or heritage (like Create Arrows, Totem magic, etc.).

Shamans receive their spell knowledge from greater elemental, animal, and plant spirits and gods. When an Indian Shaman seeks a new spell, he undergoes a *vision quest* in which he travels to the spirit caves or other sacred sites and enters the Realm of the Spirits. Once there, the Shaman quests through the Realm for the spell knowledge he seeks. The spirits will test his resolve, determination, and worth before awarding the desired spell. These quests can be simple, dangerous, or truly life threatening, depending on the spell knowledge the Shaman is seeking. Once the spell has been imparted to the character, the spirits expect him to use it responsibly. If the Shaman uses the spell in a selfish way (saving one's life is not selfish unless others in peril are ignored), "bad medicine" will result.

Normally, the vision quest is successful and uses up little time in the real world, even though the quest may have seemed to have taken hours or even a day or two. It is remembered like a fading dream, although the overall experience and any special (usually personal) insight are always remembered. This means the Game Master can choose to role-play a vision quest or simply tell the player that the quest was successful and he has a desired spell, or offer a description of a brief dream sequence, a quick decision or action and success (failure should happen only if the player does something foolish, out of character or contrary to his beliefs or alignment). For the sake of expediency, the

quick options are probably best in most cases. However, if the spell is extremely important or the situation desperate and/or mindset stressful, the Game Master may challenge the player, heighten the tension, and/or offer some foreshadowing, clues or insight for an upcoming adventure or conflict by playing through the vision quest.

Bad Medicine

The process of earning blessings from the spirits is difficult, because once they are given, they cannot be taken back without the permission of the person who has them! These rules work both ways, even for the gods, unless the person is in the Astral Kingdom of the Spirits where the gods have absolute power. These complications mean the spirits are quite upset when someone abuses their gifts, however, they are not immediately wrathful. The *consequences* of misusing spirit gifts is called "bad medicine," not the magic or act of using the magic itself. For example, a Shaman who uses spell magic to kill an animal for no reason or out of anger, or one who uses a ritual to steal more power from the spirits will suffer from Bad Medicine — the magic itself was not bad, but the *intentions* of the Shaman who used the magic were, and thus, the repercussions of the Shaman's foul actions will result in bad things and dire consequences. The first consequence is that the spirits are not happy and are not likely to come to this shaman's aid — and it is not good to have the spirits angry with you. Furthermore, they are likely to set into action events that will interfere with, punish, or plague the conscience of the offending party. Making amends is possible, and the spirits are often surprisingly understanding and forgiving, provided the Shaman is genuinely repentant and takes action to right his wrongs.

To punish those who abuse their laws or abuse the gifts of power they provide, the spirits may cause sickness, accidents, omens of misfortune (signs of warning: repent and change one's ways or else), and bad luck to plague the associates, friends and relatives of the offender. As these people suffer the wrath of the spirits, they in turn will chastise and/or plead with the Shaman to make amends. Many are likely to disassociate themselves from the character, leaving him with fewer friends and resources. Some may even get physical and try to force the Shaman to make peace with the spirits. If the offending Shaman is repentant, or the violation he committed was unintentional, or made in a moment of weakness, confusion or anger, the urging of friends and associates to make amends, accompanied by the bad luck and omens, should be enough to open the Shaman's eyes and get him to make peace with the offended spirits.

Truly evil Shamans will either ignore the suffering of those around them or flee from the pleas of their friends (some might even add to their plight by lashing out at them or using magic to hurt or subjugate them further). Some evil Shamans may have no family or friends in the first place, and may have little regard

for the lives and suffering of others. In these cases, the offending Shaman is likely to repeat his offense or continue to do things that offend the spirits. In such cases, the spirits will dispatch warriors (or direct enemies of the Shaman) to hunt down and destroy him. The hunters are often Native American heroes or elemental spirits, but can include Cyber-Knights, dragons and other heroes suitable for the task. The power level of the hero or heroes sent against the evil Shaman and his minions will depend on the power of the spirit or god that was wronged, the power level of the violator, and the nature of the wrongdoing. Destroying the errant Shaman is one way to return the lost power (i.e. the gift of magic) back to the spirits, for once slain, all the Shaman's gifts go back to the **spirit(s)** who provided them.

Player characters tend to be larger than life individuals that are known as heroes, so they may receive visions or dreams that tell them of evil presences in their area. When this happens, they are expected to help remove that evil from its disruptive place in the circle of life. Non-Indians may not understand or may misinterpret these visions, or may feel the problem is none of their affair, but most Indian characters and all Native American Shamans should have an excellent understanding of such visions and feel obligated to respond accordingly. Those who don't may lose the favor of their spirits and gods.

Giving One's Life to the Magic

The intense nature of the Shaman's spell acquisition, both in the suffering necessary to become a Shaman and the nature of their spell learning (the spells just become a part of their lives, instead of years of rigorous study) makes shamanic magic more physical, intuitive and deeply personal than most other forms of magic. The physical aspect does not change the rules of magic, except for one important point: these characters can use their *S.D.C. and hit points* to fuel their spells after their P.P.E. is exhausted! This gives them a reserve of magic in dire situations, but taking such action will cause physical suffering and damage, and may result in the death of the Shaman. While such sacrifice may be noble and even expected of heroic characters, they must be careful not to fritter away their lives carelessly, nor weaken themselves physically to the point that they are constantly vulnerable to their enemies or a burden on those they are trying to help. Game Masters should realize (and enforce) the fact that this ability should be used only as a *last resort* reserved for the most desperate of situations.

The process of drawing on one's life energies is quite painful, resulting in physical pain, shock and trauma to the body that can have negative short and long term consequences. Each time a Native American Shaman uses either S.D.C. or hit points to fuel magic, he loses them as if he had been wounded; feels pain and is weakened. Any lost points, regardless of number (1 or 100), *cannot* be healed magically and return at the normal healing rate.

Penalties: For each five points of S.D.C. and/or hit points lost in this manner, the Shaman is -2 on all rolls for bonuses, saving throws, and combat maneuvers (initiative, strike, parry, etc.), while skill rolls are -10%. Such penalties are cumulative and last for 1D6 hours! Round penalties *down* for increments under five. Examples: A shaman who has used up all of his P.P.E. casts two Befuddle spells (6 P.P.E. each). This results in the loss of 12 S.D.C. (or hit points; S.D.C. first, then hit points). This means he suffers physical damage (12 S.D.C.) and is -4 on all combat rolls and bonuses, and -20% on all skill rolls. A Shaman

who is out of P.P.E. and expends 30 hit points (or S.D.C.) on a Negate Magic spell to free a companion from an Agony spell, would be at -6 on all combat and bonus/saving throws and -60% on skill rolls for 1D6 hours. In addition, his heart skips a beat, his lungs burn, weakness sweeps over him, and clots form in his blood! Remember too, all effects from these penalties are cumulative.

If less than five points are spent, the Shaman suffers the damage (1-4 to S.D.C. or hit points), but does not suffer the penalties above. Instead, he must save vs nonlethal poison (16 or higher) or be weakened for 1D4 melee rounds: reduce speed, all combat bonuses and attacks per melee by half during this period.

If the Shaman loses all **S.D.C.**, and hit points are reduced to 10 or less, the penalties last for 1D4+2 days, as he is severely injured.

If the character dies by willingly burning up his entire life force to use his magic (hit points reduced to zero or below), the character is -25% to save vs **coma/death**, magic healing has no effect, and unless it comes from a god, resurrection magic has only a 01-45% chance of success.

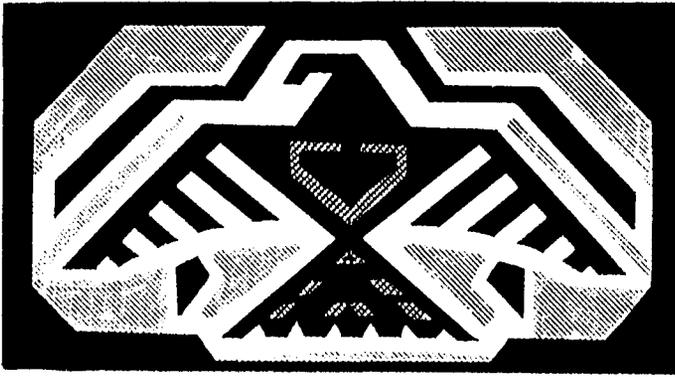
It is important to note that the Shaman cannot *accidentally* use up his life force. He is keenly aware of the energy being drained from his body and will know whether or not death is imminent if he continues. Most characters' sense of self-preservation is so strong that they will **find** it difficult to kill themselves even to save others (especially those of selfish and evil alignments). To sacrifice one's life requires a strong will, intense emotional commitment, and a conscious decision on the part of the character. Without this firm resolve and commitment, the Shaman will be unable to draw on his last reserves of life, and that last deadly spell will *not* be cast. Instead, the character will fall unconscious from the pain, loss of life energy, and stress, but live (regains consciousness in 1D4 minutes).

Note: The traditional Mystic *cannot* draw on his life energies (S.D.C. and/or hit points) to cast magic, nor can most other magical O.C.C.s, dragons, supernatural beings or gods! This ability is incredibly rare, it just happens that Native American Shamans are among this infinitesimal group of physical mages who can.

A general note about magic

Magic cannot augment M.D.C. items or creatures the way it does S.D.C. The raw magical power of an M.D.C. creature is such that normal magic is insufficient to further increase it in great amounts. This is true of all spell magic and fetishes. For example, the Superhuman Strength spell raises the recipient's strength *to* 30, not *by* 30. If a supernatural creature has less than a 30 P.S., it will benefit from this spell, otherwise, its innate magical power cannot be increased by a simple spell.

The same is true of fetishes, a prime example being the major Damage Fetish that changes an S.D.C. weapon to an M.D.C. weapon. It simply will not augment M.D.C. technology, even though it is not magic, because it is beyond the power of the magic being used. Likewise, the same fetish will not augment weapons that can inflict M.D. on their own, such as LAW rockets, grenade launchers, and 20 mm guns. The largest firearm it can shift up to the M.D.C. scale is a .50 caliber machinegun (See the USA **SAMAS** for an example of this weapon), and the power of that weapon cannot be fully carried over to M.D.C.



Shaman Spells

By Wayne Breaux Jr.

Note: Many Shamans can draw upon Ley Line Walker/Wizard spells in addition to the special Shamanistic Magic presented on the following pages. These spells, found in the **Rifts® RPG**, are not reprinted here. Likewise, *elemental spells* available to Shamans are not reprinted here due to space considerations. A full list of those spells and their descriptions can be found in the **Rifts Conversion Book** beginning on page 62. The description of Temporal Spells available to the Paradox Shaman can be found in **Rifts World Book Three: England**, pages 74-83.

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 Call Totem (750) — pg. 73
 Call Totem Animal (25) — pg. 73
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Alphabetical List of Invocations by Level

Level One

Dowsing (6)
 Nose of the Wolf (6)

Level Two

Animal Speech (5)
 Contact Spirits (8)
 Spirit Quest (5)

Level Three

Animal Companion (20)
 Call Totem Animal (25)
 Thornwall (10)

Level Four

Create Arrows (10/25)
 Ears of the Wolf (10)
 Shared Spirits (7)
 Spirit Paint (10/20)

Level Five

Animate the Forest Floor (15)
 Metamorphosis: Totem Animal (18)
 Spirit's Blessing: Plant (15)
 Totem Gift (12)

Level Six

Magic Stick (20)
 Nourish Plants (15)
 Plant Travel (25)

Level Seven

Animate Tree (25)
 Plant Growth (25)
 Spirit's Blessing (Animal) (20)

Level Eight

Summon Game Animals (30)
 Will of the Earth (80)

Level Nine

Spirit Walk (65)
 Universal Balance (100)

Level Ten

Absolute Darkness (120)
 Sphere of Negation (120)

Level Eleven

Call Forest Guardian (160)
 Call Totem Spirit (175)
 Little Force (135)

Level Twelve

Metamorphosis: Totem (250)
 Spirit Fence (200)

Level Thirteen

Call Totem (750)

Spell Descriptions



Spirit Magic

Call Totem

Range: 60 ft (18.3 m)

Duration: One minute per level or until a specific task is completed.

Saving Throw: None

P.P.E.: 750

Level: Considered a 13th level spell.

This spell actually summons the Shaman's Totem Spirit! The species specific protector will arrive at the ritual site within 1D6 minutes. Once summoned, the totem spirit can be asked to engage in combat for one minute per level of the summoner, or it can be asked to perform one task. The request must be truly needed and worth the attention of such a powerful being, plus it must further the circle of life and the ways of Native Americans. The spirit can refuse to accept the task if the request is not worth its attention, but it cannot leave until the duration of the spell elapses (In the case of a refused task, one minute per level of the Shaman). Statistics and descriptions for Totem species/protectors are given in the Great Spirits section.

Call Totem Animal

Range: Varies

Duration: 4 hours per level of the spell caster's experience.

Saving Throw: Standard

P.P.E.: 25

Level: Considered a 3rd level spell.

This spell simply summons a single, ordinary animal that is representative of the character's animal Totem. The animal will arrive within 4D6x10 minutes (double or half the time depending on the environment and the probability of the animal species living there — i.e. it will take a long time for a bear to find its way into a city, but only a short time when summoned in a forest). The animal will be friendly and helpful, but unless the summoning character has the *Animal Speech* spell, it will be little more than a highly trained animal; i.e. will understand such commands as attack, run, stop, guard, carry, come, stay, follow the trail (applicable only to predatory animals who can track by scent or sight), etc. The animal will react as a normal, although loyal, animal in respects to risking its life and/or fighting the supernatural or magic. If the duration of the spell exceeds 24 hours, and the animal is well treated during its stay, it *may* remain with the spell caster for some period (a few hours to several days, but not indefinitely) after the spell duration has elapsed (G.M.'s option).

Call Totem Spirit

Range: Not applicable.

Duration: 24 hours, no longer.

Saving Throw: None

P.P.E.: 175

Level: Considered an 11th level spell.

This spell summons a single, ordinary-looking animal that appears to be the normal animal that represents the character's totem, but is actually supernatural. The animal has a human intelligence, but speaks only in its animal tongue. Full communication with it requires the *Animal Speech* spell, psionic powers or other suitable magic. Otherwise, it responds the same as the animal summoned with the Call Totem Animal spell, except it can understand and follow complex requests and tasks (i.e. find so and so, and help him to escape, and so on). The Totem Spirit Animal will serve the shaman who called it forth completely and faithfully. It will do everything it *can* to carry out its given tasks, even fighting to the death to save the life of the Shaman or innocent or important people.

Summoned Totem Spirit Animals have the following base stats, modified by the spirit warrior bonuses listed in the Totems section under the specific animal type.

Attributes: All attributes are 12 or higher; modified by the animal species' natural bonuses.

M.D.C.: 20

Attacks: 3 per melee round.

Damage: One M.D. point plus any additional damage from super strength and/or claws.

Bonuses: +1 on initiative, +2 to strike, parry, and dodge, +4 vs magic and psionics, +5 vs horror factor, and immune to mind control.

Contact Spirits

Range: Self or others by touch.

Duration: One question or one minute of conversation per level.

Saving Throw: None, but contacted spirits can refuse to talk to the spell caster.

P.P.E.: 8

Level: Considered a 2nd level spell.

When this spell is cast, the Shaman enters into a partially detached, dream-like state in which he can hear voices around him. The voices are those of the spirits in the Astral Realm of the gods. The general type of spirit to be contacted is decided when the spell is cast, and includes *animal*, *plant*, or *ancestor spirits*, *Nunnehi* or other *specific spirit race*, *greater spirits*, or the *gods* themselves. Once the spell is successfully cast (see below), the Shaman can ask one question or converse with the spirit for one minute per level of experience. The spirit can tell only what it knows and may be unable to answer certain questions. Furthermore, the spirit will usually answer with a story, fable or parable and may speak in riddles, speak in generalities, be vague, or give a somewhat convoluted answer (i.e. a long-winded answer to a simple question). Likewise, it may warn a character that the answer may be unpleasant or that he may not understand or want to know the answer. In this case, the Shaman must prod the spirit to continue, and greater spirits and gods may refuse to answer if they wish.

Secrets, privileged information, and spell knowledge cannot be gained from the use of this spell; a spirit quest is necessary in such cases. The Contact Spirit spell is used to get general information or specific knowledge about common things such as farming, building a canoe, hunting or trapping a particular animal, and relatively common information (past and present) about places, people, and events, or to get a story or piece of Native American history, law, beliefs or culture from the spirits. The spirits cannot reveal the future, read minds, teach spells, or speak of things they do not know about. While they seem to prefer to tell stories and talk about the past, their stories often contain hints, clues, omens and advice about the present and imminent future.

When in contact with the spirit world, the character is oblivious to things occurring around him and cannot fight, cast magic, or defend himself without breaking contact with the spirits. Contact can be broken when the entranced Shaman is attacked (or he can ignore the attack and continue his talk with the spirits), or whenever he desires to do so. Only the character in contact with the spirits can hear them and ask them questions.

Success Ratio: The chance of successfully casting this spell depends on the caster's level and the type of spirit he desires to speak with. The following percentages are used just like skill ratings to determine the Shaman's knowledge and familiarity with the spell and the spirits.

Animal, plant, and ancestor spirits: 50% +5% per level.
Nunnehi and other lesser spirits: 35% +5% per level.

Greater Spirits: 30% +3% per level of experience.

Great Elemental Spirits: 20% +3% per level (Elemental shamans who acquire this spell are at +10% to contact the elemental spirits).

The gods (lesser and greater): 12% +3% per level of experience.

Note: There are specific fetishes made to augment this spell. They are considered level two fetishes for creation and other purposes, and they add +15% to the percentages for casting the spell.

Create Arrows

Range: Touch

Duration: Indefinite

Saving Throw: Not applicable.

P.P.E.: 10 or 25 for greater fetish arrows.

Level: Considered a 4th level spell.

The casting of this spell causes 1D4+1 arrows per level of the spell caster to magically appear! These are normal, S.D.C. arrows. The spell can alternately create *one* fetish arrow per level of the Shaman. Fetish arrows inflict one point of M.D. Shamans of eighth level or higher can elect to create one additional fetish arrow for each level beyond seventh (i.e. two arrows at 8th level, three at 9th, four at 10th, etc.); each doing one M.D. However, an 8th level (or higher) Shaman can elect to create one *superior fetish arrow* that inflicts 1D4 M.D., but each superior fetish arrow (1D4 M.D.) costs 25 P.P.E. to create (300 P.P.E. for a dozen).

Spirit Fence

Range: 100 square miles (160 sq. km) per level.

Duration: Two days per level of experience.

Saving Throw: Standard (see below)

P.P.E.: 200

Level: Considered a 12th level spell.

This powerful spell creates an invisible, magical wall of energy that encloses the area of effect as desired by the caster; i.e. it can meander along the bank of a river and wind back to form an irregular shape, or it can form a precise geometric shape. The wall is 40 feet (12 m) high and is invisible and undetectable unless a creature can detect magic or see the invisible. The wall is also insubstantial and allows all creatures to pass unhindered, but when they do so, the true effect of the wall is activated. Rather than contain, as the name implies, the Spirit Fence is a kind of security and warning device. Each creature that passes through it is subject to the following spells: See aura, see the invisible, sense evil, and sense magic. The spell caster instantly knows that the wall/fence has been breached, and receives the above information on every creature that passes through it. Only if a group or herd of a dozen or more creatures pass through at the same time or quickly, one after another, will the information be sketchy and incomplete, but the maker of the spirit fence will still know that numerous creatures passed through, and whether or not there was a presence(s) of magic and/or evil.

For example, an evil, invisible, 9th level dragon in human form passes through the fence. The Shaman that cast it will immediately know (unless the dragon had a mind block in effect) that an evil, invisible, high level, nonhuman creature possessing magic and psionic abilities with lots of P.P.E. has just entered or left his Spirit Fence. **Note:** The Shaman must be within the area enclosed by the spell to receive this information. Normal animals trigger the fence and send weak signals, but if the shaman concentrates (using all melee attacks), he can sense the movements of normal animals across the range of the magical fence — it is designed to detect intelligent, supernatural, evil and magical life forms.



Spirit Paint

Range: Touch

Duration: Two days per level of the spell caster's experience.

Saving Throw: None.

P.P.E.: 10 hunting, or 20 for war.

Level: Considered a 4th level spell.

There are two versions of this spell, a minor one normally applied for hunting, and a more powerful one for war. The spell is cast on normal pigments used to adorn the face and body, making them into a kind of minor fetish of limited duration. The paint's potency lasts for two days per level after the spell is cast to paint that has already been applied to the body.

Hunting paint costs 10 P.P.E. to cast and gives the wearer +1 to strike and dodge, plus a +5% bonus to the track animal and prowl skills.

War paint costs 20 P.P.E. and provides the bonuses of +2 to initiative, strike, pull punch, roll with impact, and save vs horror factor.

Spirit Quest

Range: Self or other within 20 ft (6 m)

Duration: Until canceled or the quest is fulfilled.

Saving Throw: None. Spell only works on willing targets.

P.P.E.: 5

Level: Considered a 2nd level spell.

The Spirit Quest spell is a kind of minor Astral Projection that enables the Shaman to journey to the doorstep of the Spirit Realm of the Native American gods and spirits in order to seek new spell knowledge or the answers to questions. If a Shaman does not have this spell, he will have to physically journey to a

sacred spirit cave to physically enter the Spirit Realm each new level to gain his new spells. It is a second level spell, and Game Masters may consider restricting its availability, requiring the Shaman to travel to the spirit caves for his first few levels, instead of having him start with the spell early on. It also provides the basis for small adventures involving the Shaman and perhaps his companions.

The spell can be cast on other people, even non-Shamans and non-Indians. This way, the entire group could participate in an Astral Quest for whatever reason. The spirits will welcome the group's eagerness to work together, and will use the opportunity to start molding them into heroes. The actual quests change from visit to visit, and commonly require the shaman to trek through the woods to a remote location where an elder awaits with the spell knowledge he requires. Higher level spells or quests for lost or important information may require numerous tests and obstacles to challenge the quester, or he may be required to visit several elders, each in a more remote location than the last. A separate quest is not required for each new spell to be learned by the mystic, but the quest will likely contain elements of the spells sought (i.e., searching for the knowledge of a Fear spell might place the shaman in a frightening situation or require him to do the frightening, and a quest for a healing spell will definitely require attending to an injured person or animal). Once the quest is complete, the spirits bestow the spell knowledge upon the shaman.

The GM can use this opportunity to run the wildest dream adventures he can think of, or they can seem as normal as any adventure the characters might have in the real world. One thing is always the same. Time flows differently in the realm of the gods. A character who spends three days on an astral quest will return to find that only three minutes or so have passed in his reality. It is rare, but the effect can also work in reverse. In that case, three minutes in the quest could be three hours or days in the real world (a useful game device for advancing a story-line or creating tension).

Animal Spells

Animal Shamans have access to all animal or animal-affecting spells.

Animal Companion

Range: Varies

Duration: Indefinite

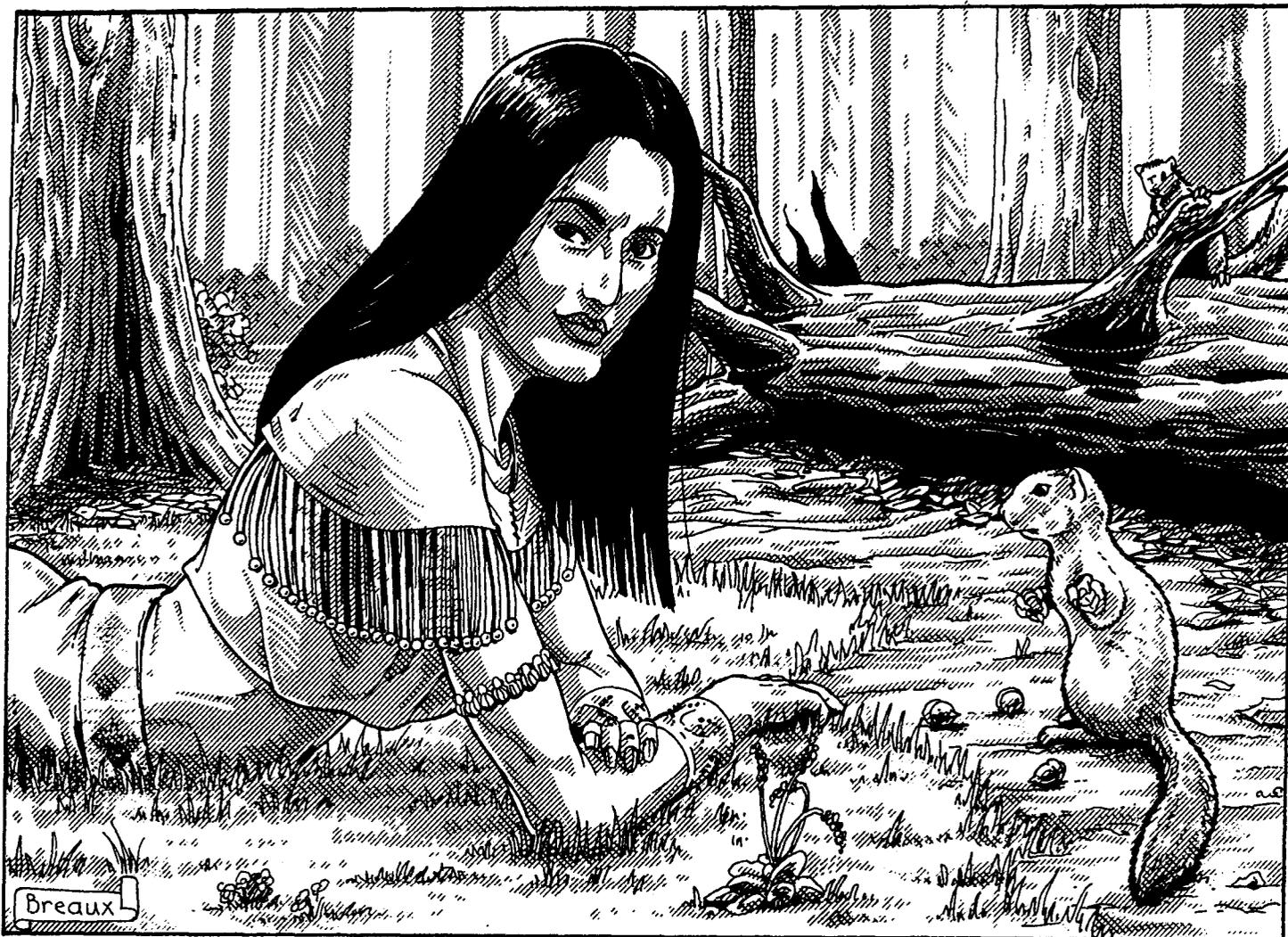
Saving Throw: Standard

P.P.E.: 20

Level: Considered a 3rd level spell.

The spell summons an animal of the desired species to the caster; typically canines, felines, horses and similar. When the animal arrives, it will act as if it were a devoted, life-long companion to the caster. Unlike the Familiar Link spell, there is no mental or magical bond other than the friendship. The animal summoned is normal in every way, and it will act accordingly (see page 114 of the **Rifts RPG** for some info about animals, or see **Monsters & Animals, 2nd Ed.** for over 200 different types of animals suitable for use in **Rifts®** and most RPG settings). Giant animals (buffalo, elephants, dinosaurs, etc.) and mega-damage creatures with more than 50 M.D.C. cannot be summoned.

If the animal is treated well, it will remain with the spell caster indefinitely (minimum of 1D4 weeks), and may even risk its life for him. The animal is considered intelligent for its breed and arrives with a sense of friendship and devotion toward him, but the spell caster must nurture that trust and devotion or it will fade. The spell can be cast repeatedly, but only once per month, or when the Shaman has two or less animals companions.



Animal Speech

Range: Self; extent of voice and hearing, about 250 feet (75 m).

Duration: 5 minutes (20 melees) per level of experience.

Saving Throw: None

P.P.E.: 5

Level: Considered a 2nd level spell.

This spell allows the spell caster to converse with ordinary animals. He simply speaks, and the animal understands as if he had barked, chirped, growled, etc., in the animal's own tongue. Likewise, the spell caster can understand the animal as if it had spoken his language. Conversations are limited to the knowledge and intelligence of the animal, and the spell does not confer any kind of control over or cooperation from the animal, unless other magics are used (such as Call Totem Animal and Animal Companion). The spell only works on normal animals, or supernatural beings in an animal form. Only one animal per level of experience can be spoken to with this magic, and only the spell caster can so communicate — this spell cannot be cast upon others.

Ears of the Wolf

Range: Self or others by touch.

Duration: One minute (4 melees) per level of experience.

Saving Throw: None

P.P.E.: 10

Level: Considered a 4th level spell.

This spell magically gives the recipient the sensitive hearing of a canine. Can hear into a higher range of sound and can register sounds of 35,000 vibrations per second compared to 20,000 in humans and 25,000 in cats (can hear dog whistles and other high-pitched sounds). They can also shut off their inner ear to filter the general din of noise to zero in on the sound they want to concentrate on. It also allows the recipient to recognize voices he has heard before, even if they are disguised (01-40% chance).
Bonuses: +2 to initiative and +1 to dodge and parry.

Metamorphosis: Totem

Range: Self

Duration: 20 minutes per level of experience.

Saving Throw: None

P.P.E.: 250

Level: Considered a 12th level spell.

Like the other metamorphosis spells, this one changes the human into something else, in this case, a supernatural animal of his totem type. The character becomes his totem animal, but 150% bigger and with supernatural P.S. and attributes, just as if he were a Totem Warrior. While the character is under the change, use the Totem Warrior bonuses and abilities listed in the Totems section under the Shaman's totem animal (the Shaman does not gain the Totem Warrior's O.C.C. abilities nor any of that class's skills or other bonuses, just the animal form bonuses and abilities). Like the other metamorphosis spells, the mage leaves behind all of his clothes and equipment and will be naked when he/she returns to human form.

Metamorphosis: Totem Animal

Range: Self

Duration: 30 minutes per level of experience.

Saving Throw: None

P.P.E.: 18

Level: Considered a 5th level spell.

This is a specialized metamorphosis spell, in that it allows the Shaman to turn into one specific animal as represented by his animal totem. So if the Shaman's animal totem is a crow, he can only turn into a crow, not a hawk, dog, horse or any other type of animal. Other than that restriction, it is identical to the level seven spell, Metamorphosis: Animal. Note that a Shaman in animal form will not be affected by a Spirit's Blessing spell, but can still benefit from the Totem Gift spell.

Nose of the Wolf

Range: Self or two others by touch.

Duration: 5 minutes (20 melees) per level of experience.

Saving Throw: None

P.P.E.: 4

Level: Considered a 1st level spell.

This spell gives the recipient the incredible sense of smell of a wolf. This gives him the ability to recognize and identify odors at 70%, track by smell alone at 60%, and recognize a specific person's scent at 50%, but that person must be very well known to the character. The spell can also be used to add +5% to the scent tracking abilities of a normal animal or Dog Boy.

Shared Spirits

Range: Self or two others by touch.

Duration: 5 minutes (20 melees) per level of experience.

Saving Throw: None

P.P.E.: 7

Level: Considered a 4th level spell.

When a mage casts this spell on himself or someone else, it causes animals to regard that person as if he was another animal of their species. This will go a long way toward protecting or concealing those affected from that animal, but it must be remembered that the subject of this spell is not invisible, nor is the animal charmed into being docile or friendly. Even though the

person is regarded as another of their kind, the animals may impose dominance and/or a pecking order on the "new" animal(s) and will flee or fight if this "new animal" is aggressive/threatening. Depending on the animal(s) involved and how the character(s) conducts himself, the person could be in just as much trouble as he would be without this magical disguise.

Spirit's Blessing (Animal)

Range: One by Touch.

Duration: 2 minutes (8 melees) per level of experience.

Saving Throw: None

P.P.E.: 20

Level: Considered a 7th level spell.

Spirit's Blessing can only be cast upon a normal (S.D.C.) animal, and when it is, it fills the animal with magical strengths. The animal, be it a dog, cat, horse, pet bird, etc., is given limited M.D.C., increased speed, supernatural P.S., and immunity to horror factor. It is best applied to loyal and controllable animals. Animals protected by this spell will willingly fight for the spell caster or its owner if they are so inclined, either by spell or friendship, but it does not impart an ignorance of injury or death, and the animal will not fight any more than it would normally. When the spell wears off, half of any M.D.C. damage taken is transferred to the animal's S.D.C. and hit points, but the rest is negated. This is a great spell to augment a horse or canine companion during M.D. combat, or when they have to face vehicles or supernatural menaces.

Bonuses from the spell:

M.D.C.: Equal to the animal's total S.D.C. and hit points plus 30%.

Supernatural Strength: The animal does 2D6 M.D. damage from bites and claw attacks.

Supernatural Speed: Double the animal's natural speed. That's up to 70 mph (112 km) for wolves and as much as 80 mph (128 km) for horses!

Immunities: Impervious to horror factor, fatigue and poison while magically enchanted.

Summon Game Animals

Range: Varies

Duration: Special

Saving Throw: Standard

P.P.E.: 30

Level: Considered an 8th level spell.

The casting of this spell magically leads/brings one large or 2D4 small game animals into the caster's immediate area. Its purpose is to provide a hungry spell caster and his companions with food. However, they must take advantage of the opportunity by catching/killing the animal(s) or it will run away. The magic only brings animals into hunting range and confers no control over them, so they react as they would to any human and flee at the first hint of danger. The advantage of the spell is that it allows the spell caster to be prepared for the animal(s) when it arrives. Small game animals include most fowl (ducks, quail, pheasants, etc.), rabbits, raccoons, squirrels, and similar small critters, while large game animals include all types of deer, elk, moose, wild pigs, and buffalo.

Totem Gift

Range: Self

Duration: 2 melees per level of experience.

Saving Throw: None

P.P.E.: 12

Level: Considered a 5th level spell.

When a Shaman casts this spell, he infuses himself with the power of his totem. The spell caster does not change into the totem animal, but does gain the Totem Warrior bonuses listed under his totem for the duration of the spell. The character does not become a supernatural, M.D.C. creature, and all bonuses are S.D.C. unless some other form of magical augmentation is in effect. For example, if a Shaman of the hummingbird totem casts this spell, he would add +2 attacks per melee, +2D6 to P.P., +1D6×10 to Spd., +3 to strike, +4 to dodge, and damage from physical attacks would be *reduced* by 1D6. All of the bonuses are applied, even though he does not turn into a bird and cannot fly! Special abilities like digging and tunneling can be performed if the totem has them, but the human hands are not well suited for such tasks so their speed is reduced by half.



Plants Spells

Plant Shamans have access to all plant spells in the **Rifts®** series, including the Biomancer spells from **Rifts® World Book Six: South America**, and any that appear in other supplements.

Animate the Forest Floor

Range: Affects a 35 foot (10.4 m) radius per level of the spell caster and can be cast up to a 50 foot (15.2 m) distance per level.

Duration: Two minutes (8 melees) per level of the spell caster.

Saving Throw: Special

P.P.E.: 15

Level: Considered a 5th level spell.

This spell has an effect almost identical to the Carpet of Adhesion spell, but instead of a magical adhesion, it causes vegetation to animate and grab hold of the targets. The spell is limited by the need for adequate vegetation to effectively immobilize the target, so it cannot be cast in a desert, indoors, and so on, but can be cast on the prairies and in forests. It works best in woodlands with tree roots, vines, and undergrowth. A 35 foot (10.4 m) radius is affected by the spell. Creatures caught in the spell are held until the duration elapses or the Shaman cancels the effect. It takes a P.S. of 25 or greater and 1D4+2 melee actions to pull free, but as long as the character remains in the radius of affect

and on the ground, he will be instantly ensnared again. Note that it is the feet that are entangled (hands only if the captive puts his hands below his knees or touches the ground), so the character can still use his arms and hands to fire weapons, and can cast spells and use psionics.

Saving Throw: If a saving throw is successfully made, the character must constantly keep moving (never stopping for more than a second or two) and it still takes 1D4 melee rounds per level of the spell caster who animated the plants to fight his way out of the zone of animated plants. Those failing saving throws are held fast for the duration of the spell, or may pull free for an instant, only to become stuck again. The effectiveness of this spell is based on the strength of the vegetation it uses. The potential victims suffer the following penalties when faced with the following types of vegetation:

Sage Brush and Scrub: -2 to save

Light Forest or dense, tall grassland: -1 to save

Deciduous, Coniferous or Mixed Forest: -2 to save

Rain Forest/Jungle: -4 to save

These saving throw penalties are *not* applicable to M.D.C. creatures or supernatural beings (including dragons).

Animate Tree

Range: 120 ft (36 m)

Duration: One minute (4 melees) per level of experience.

Saving Throw: None

P.P.E.: 25

Level: Considered a 7th level spell.

This spell animates the branches and gives life-like qualities to a normal tree. The tree cannot walk or talk, but it can move its branches and limbs like arms to lift, hold, attack, or entangle. The spell caster can affect approximately a 10 foot (3 m) section of tree per level of experience. The Game Master should apply this as an overall height restriction and not a general length. Thus, a fourth level caster could animate a 40 foot (12.2 m) tall tree, or two 20 foot (6 m) tall saplings, or the lower 40 foot (12.2 m) section of a taller tree.

The spell does not turn the tree(s) into a supernatural or M.D.C. structure, but old, large trees can inflict mega-damage. For each 10 ft (3 m) of height (or width), a tree will have the following statistics: The equivalent of 3 points of supernatural P.S. for damage determination and 4 points for lifting, 100 S.D.C. (1 M.D.), 2 attacks per melee round, and +1 to A.R. (begins with an A.R. 6, not applicable against M.D. attacks). This means trees of 40 feet (12.2 m) tall have a supernatural P.S. of 12, 8 attacks per melee, 400 S.D.C., and an A.R. of 10! Trees 50 feet tall (or wide) or larger *entangle* with the same capabilities and effect as the *animate the forest floor spell*. Characters under attack by an animated tree are -1 to all combat bonuses per each 10 feet of the tree's height beyond 50 feet (15.2 m). Attacks can be directed at one or two opponents or divided among several different ones (typically in pairs; i.e. two attacks against Bob the Cyber-Knight, two against Shining Eagle the Shaman, and so on). The maximum reach of the tree is typically half that of its overall height.

Call Forest Guardian

Range: Distance is not applicable, but this spell only works in forested or jungle areas.

Duration: 24 hours.

Saving Throw: None.

P.P.E.: 160

Level: Considered an 11th level spell.

This spell calls to the service of the Shaman a powerful spirit of the woods. The spirit arrives within 1D6 minutes and will aid the Shaman for 24 hours. It can answer questions, perform tasks, and/or engage in combat. The Forest Guardian has all of the Shaman's O.C.C. abilities and knows all plant spells (all its plant spells are cast at 6th level strength). It appears as a dark skinned, mysterious Native American covered with fetishes and green tattoos. Most of them carry staffs, but all have wooden weapons that are charged with Magic Stick spells.

The Forest Guardian has the following stats:

Attributes: All physical attributes are 22 and supernatural.

Other attributes are 12.

P.P.E.: 100+4D6×10

M.D.C.: 90

Attacks: Four per melee; damage: 2D6 M.D. normal punch or kick.

Bonuses (includes attribute bonuses): +4 to strike, parry, and dodge, +4 vs magic and psionics, +5 vs horror factor, and +6 vs mind control of any kind.

Dowsing

Range: 100 feet (30.5 m) +20 feet (6 m) per level of experience.

Duration: One minute (4 melees) per level of experience.

Saving Throw: Not applicable.

P.P.E.: 6

Level: Considered a 1st level spell.

This spell will guide the spell caster to water if it is in the range of the spell, even if the water is below the ground. The spell is cast upon a small, supple stick that gently tugs the caster in the direction of the nearest water supply and points to it when he reaches the exact location. If the water is out of sight, the spell caster will have an excellent idea where it is (underground, in a cave, covered/concealed, etc.). The spell does not bring the water to the shaman.

Magic Stick

Range: Single club-sized stick

Duration: Until all M.D. strikes are used up or 12 hours, whichever comes first.

Magic Effect & Limitation: One mega-damage strike per level of the spell caster. Thus, a 4th level mage or Shaman can charge a wood branch suitable for use as a club/cudgel, walking stick or staff with four strikes that inflict M.D. when a successful strike is made (no damage is inflicted when the weapon is successfully parried or dodged, nor is the magic M.D. energy discharged). This spell can only be cast twice on the same item. When all magical strikes are used up, the weapon becomes an ordinary S.D.C. item again. Cannot be cast upon branches from a Millennium Tree or finished, hand-carved wooden weapons.

Saving Throw: None

P.P.E.: 20

Damage: Generally such simple weapons do 1D6, 2D4, or 2D6 damage.

Level: Considered a 6th level spell.

The Magic Stick spell must be cast upon a branch, not a man-made club or pole, that is either cut from a tree or found on the ground. The branch can be the size of a club or as long as a staff, but cudgel-types are most common. The item will serve as an S.D.C. weapon of its type (club, staff, etc.) until the "magic stick" spell is cast upon it. When enchanted, each successful strike of the "magic stick" (wood weapon) does M.D.C. instead of S.D.C. damage! Thus, a cudgel or club-styled weapon that normally does 2D4 S.D.C. now inflicts 2D4 M.D. under the Magic Stick spell. Remember that Shamans rarely cast their spells for others. A plant Shaman would not hand out enchanted Magic Sticks to his super-strength Spirit Warrior buddies unless the group were truly in trouble, and will never enchant a weapon held by somebody he does not trust. An attack with a magic stick can be parried by an S.D.C. item.

Nourish Plants

Range: Area of Affect: 60 ft (9 m) diameter sphere.

Duration: Permanent.

Saving Throw: None.

P.P.E.: 15

Level: Considered a 6th level spell.

Provides plants (including trees) within the area of effect with all of the required nutrients and equivalent sunlight for an entire day. In addition, the spell will continue to provide the plants with the same nourishment for one day per level of the spell caster. It does not actually create the sunlight, but magically provides the nourishment it would normally get from the sun and water. Consequently, it can even be cast on plants indoors or in total darkness. Sickly or undernourished plants (from lack of sufficient sunlight, drought or poor soil) will return to full health within 24 hours. Physical breaks or cuts are not healed by this spell, but it will make the plant healthy enough to heal itself.

Plant Growth

Range: 60 ft (18.3 m)

Duration: Permanent

Saving Throw: Standard, but at -4.

P.P.E.: 25

Level: Considered a 7th level spell.

The casting of this spell instantly ages a plant by 3D6 months per level of the caster (the mage can stop the age/growth period at any point he desires). It can be used to grow a barrier of vegetation, to cover tracks, to produce fruit out of season, or to replace damaged woodlands. The spell caster can either age the plant to the extent of the spell or state a specific period of aging, such as one season. The spell caster has no control over the growth of the plant, so it will spread and/or branch upward or outward in its natural manner (i.e., vines will cling and climb, not grow straight up into a net or barrier, but if the mage had time, he could weave them into such upon the spell's completion). Casting this spell does not subject the plant to normal weather, pests, and/or disease, and it will grow fuller and healthier than normal. Plants will not die off in this manner, unless it is part of their life cycle (like plants which grow from a bulb, such as daylilies.).

Plant Travel

Range: Self or two others by touch.

Duration: One hour per level of experience.

Saving Throw: Standard, but only for unwilling targets.

P.P.E.: 25

Level: Considered a 6th level spell.

When this spell is used, it causes the plants around the spell caster to bear him aloft and move him along by passing him from plant to plant. Whether it is hundreds of blades of grass or a single tree, the spell caster is passed from one to the next, in the direction he desires at a constant speed of approximately 6 mph (9.6 km). The speed may not seem impressive, but when you consider that the mage can travel without stopping, nearly 150 miles (240 km) can be covered in 24 hours, provided the character has the necessary amount of P.P.E.! He can sleep while being transported, and the soft rippling of the hundreds of leaves provides enough massaging action to prevent sore muscles. Eating can also be done while moving by this method. The only real drawbacks are the slow speed, obvious means of travel, and the need for vegetation. It will not function in the desert, and travel across grasslands/prairies is halved (3 mph/4.8 km), while jungle travel speed is nearly doubled (10 mph/16 km).

The spell can also be used in an offensive manner. If it is cast upon a target who fails its saving throw, the target can be carried off in a direction determined by the spell caster. The victim of this effect is allowed an additional saving throw every 30 minutes. A successful save means the spell is broken.

Spirit's Blessing (Plant)

Range: 75 feet (22.5 m)

Duration: Varies with the different magical effects; some permanent, others temporary. The doubled S.D.C. lasts only five minutes (20 melees) per level of experience.

Saving Throw: None.

P.P.E.: 15

Level: Considered a 5th level spell.

This spell can only be used on one plant at a time, whether it is a small house plant or an ancient tree. This blessing will instantly rid the plant of any disease, blight or poison, restore it to its normal full **strength/health**, and temporarily double its S.D.C.

This spell cannot be cast on intelligent vegetation aliens, plant spirits or plants that are mega-damage creatures. Nor can it be used to animate the forest floor because multiple plants are involved. However, it can be cast upon a (single) animated tree and the **thornwall** because both are a single plant.

Spirit Walk

Range: Self or two others by touch.

Duration: Indefinite.

Saving Throw: None.

P.P.E.: 65

Level: Considered a 9th level spell.

The Spirit Walk spell is a form of specialized Mystic Portal that allows a Shaman to form a dimensional connection between the P.P.E. of a large tree and the Realm of the Gods. Once this is done, he seems to walk into the tree and is gone. In actuality, he has created an **invisible**, one-way portal on the tree that disappears behind him. The spell is cast as the Shaman walks into the tree, and does not have a set duration. The Gods section details

the Spirit Realm and gives information on its defenses. If the Shaman overcomes these defenses, usually by gaining permission to enter the Realm through the use of a Call Spirits spell, he can remain within the Realm until he wishes to leave or is asked to go. Unlike the second level Spirit Quest, this spell actually transports the spell caster's physical body to the Astral Plane (no silver cord).

Thornwall

Range: 60 feet (18.3 m) +10 feet (3 m) per level of experience.

Duration: One hour per level of experience.

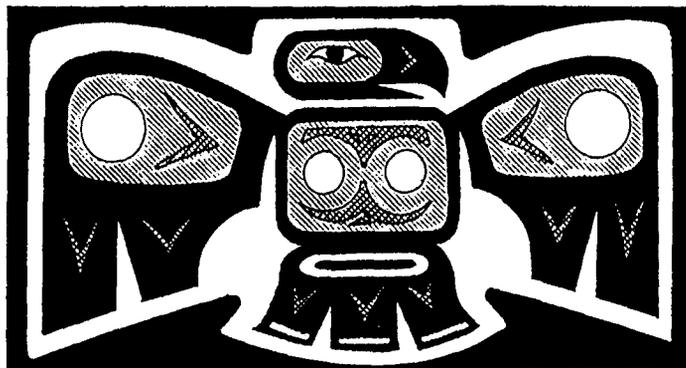
Saving Throw: None.

P.P.E.: 10

Level: Considered a 3rd level spell.

When this spell is cast, it causes a thick wall of sturdy thorn branches to rise up before the spell caster. The mass of thorns appears as a cube or square that is 10x10x10feet (3 m) per level of the spell caster's experience. Each cube can be strung together to create a long wall; straight, weaving or curved, but not a complete circle. In the alternative, a single cube can be increased in size (20 ft/6 m, 30 ft/9 m, 40 ft/12.2 m, etc.). In this case, the spell caster can either be on the other side of the cube, or located in a small area in the center.

The depth and mass of tightly woven thorn branches is thick enough to completely stop a normal vehicle going less than 60 mph (96.5 km). Vehicles going at faster speeds will have their momentum reduced by half as they plunge into the mass and suffer 3D6x5 damage. The chance of punching through 10feet (3 m) of the thorny mass is 10% per every 10 mph (16 km) above 50 mph (80.5 km) for small vehicles (cars, hovercycles, power armor, fast running cyborgs, etc.), while giant robots and large or armored vehicles (big trucks, tanks, APCs, bulldozers, etc.) are +40% at any speed. The branches are S.D.C. and can be cut, chopped or smashed through, but **unarmored** people take 3D6 S.D.C. damage per melee round as they force their way through. It requires four melee rounds to cut through each 10 feet (3 m) of thickness. Charging or fast moving opponents who suddenly find a wall of thorns in front of them can roll a dodge of 16 or higher to stop in time to avoid a collision. A failed roll results in 6D6 S.D.C. of damage. Characters in M.D.C. body armor cannot be injured by the S.D.C. thorns, but the mass of thickly woven, thorny branches still requires them to cut and chop their way through with the same speed impediment noted previously. Man-size to twice man-size power armor, cyborgs, robots and supernatural beings are likewise impervious to S.D.C. damage and their superhuman strength enables them to push or punch through the obstacle at a rate of 10 feet (3 m) per melee round. **Note:** The thorn cube can be augmented with the Spirit Blessing spell, making it twice as dense and requiring twice as much time.



Paradox/Temporal Spells

Magic typically known and available only to Temporal Raiders, Temporal Wizards, and Paradox Shamans.

Absolute Darkness

Range: 100 feet (30.5 m) +5 feet (1.5 m) per level of experience.

Area of Effect: 5-20 foot (1.5 to 6 m) spherical radius.

Duration: One minute (4 melees) per level of experience.

Saving Throw: None.

P.P.E.: 120

Level: Considered a 10th level spell.

This spell is the exact opposite of the Globe of Daylight spell. It creates a comparable globe of complete darkness. Only radar, keen olfactory and hearing abilities, feelers, and supernatural sight will work; nightvision, passive light amplification, infrared and thermal vision are useless. Those inside the globe of darkness cannot see at all (as if blind, -9 on all combat maneuvers, likely to stumble, trip, and fall, no sense of direction, etc.); even vampires are blinded by the unnatural darkness. Those outside the area of effect cannot see anything inside the magical blackness. Any shots into or out from the sphere are equal to shooting wild.

Little Force

Range: Self

Duration: One melee round (15 seconds) per level of experience.

Saving Throw: None.

P.P.E.: 135

Level: Considered an 11th level spell.

The name is actually misleading. This impressive spell creates an aura around the spell caster that redirects nonmagical force and energy directed at it, and returns it in the direction it came at double its original force! This includes punches, kicks and strikes with weapons (the force of the attacker's blow is instantly sent back at him; no chance to dodge or parry), as well as energy blasts from lasers to particle beams. Likewise, bullets and rail gun rounds are sent rocketing back from whence they came.

Magical spells (including magical lightning, fire balls, etc.) and magical weapons cut through the aura as if it wasn't there. Psionic attacks are also unaffected by this magic.

Meanwhile, the spell caster's own physical attacks do half their normal damage, unless magic or psionic in nature, which do full damage and effect.

Will of the Earth

Range: Varies

Duration: Two minutes (8 melees) per level of experience.

Area of Effect: Either a specific target (person or object) or an area that has a spherical radius of 10 feet (3 m). If the spell is cast on a person or item, only that person or item is affected. If cast on an area, all who enter the area are subject to its effects.

Saving Throw: None if cast on an inanimate object, area or self. Standard if targeting an unwilling victim.

P.P.E.: 80

Level: Considered an 8th level spell.

This spell allows the spell caster to manipulate the forces of gravity. The spell can reduce, increase, or cancel gravity in a given area of effect. The character must announce which aspect of the spell he will be employing before it is cast. When a character enters into an area of effect, he must save or suffer the magical effects. A successful save means the magic has no effect.

Reduced Gravity is used to lighten the weight of an object or person. It can be cast up to 140 feet (42.6 m) away and will affect one object per casting. If cast on an item, its weight is divided by 50. Most cars will weigh 40 to 100 pounds (18-45 kg) under this magic, motorcycles will weigh a mere 4 to 12 pounds (1.8 to 5.4 kg), and a 150 pound (67.5 kg) person a mere three pounds (1.4 kg)! If the spell is cast upon a living being, he is +2 to dodge and can leap three feet (0.9 m) for each P.S. point possessed by that character.

Increased Gravity is used to make items or people heavier (actually the weight is not increased, but gravitational pull is). The weight of a person or item can be increased by up to 30 times. If a person is not strong enough to support his increased weight, he is immobilized. Speed is reduced by five points for every 200 pounds of weight.

Canceling Gravity totally negates the effects of gravity within a 10 foot (3 m) radius. Anything not held down or secured, including people and wildlife, will suddenly find themselves floating around in the spherical area of effect. To get out, they must be tethered and pulled out. While weightless, all characters are -3 on all combat rolls and -1 melee action/attack as they float, bob, and spin 6-10 feet (1.8 to 3 m) above the ground.

Sphere of Negation

Range: Self

Duration: One minute (4 melees) per level of experience, or disappears the moment the spell caster steps out of the sphere, whichever comes first.

Saving Throw: None.

P.P.E.: 120

Level: Considered a 10th level spell.

The pinnacle of the Paradox Shaman's mastery over the forces of balance, this spell brings all of the forces acting on a given object or energy into complete balance, negating any effect it might have. This action/reaction nullification causes bullets to drop from the air, energy beams to disperse, and falling objects to float gently down to earth. The sphere is roughly eight feet (2.4 m) in diameter and protects the spell caster, although two people can huddle against his sides and also be protected. The sphere simply negates any object or attack, even punches and claw attacks that pass through it. It likewise prevents the effects of magical spells from affecting those inside the sphere.

The sphere works both ways, however, and the character(s) inside is unable to attack, use magic items, cast spells or sense magic while inside it. Even psionics are affected. Psionics directed into the sphere, and those who use psychic powers while in the sphere, use them at half their usual potency (half range, duration, damage, etc.). The spell is defensive and is often used in instances where hostile parties must be negotiated with.

Universal Balance

Range: 90 ft (27 m)

Duration: One melee action (roughly 3 seconds) per level of experience.

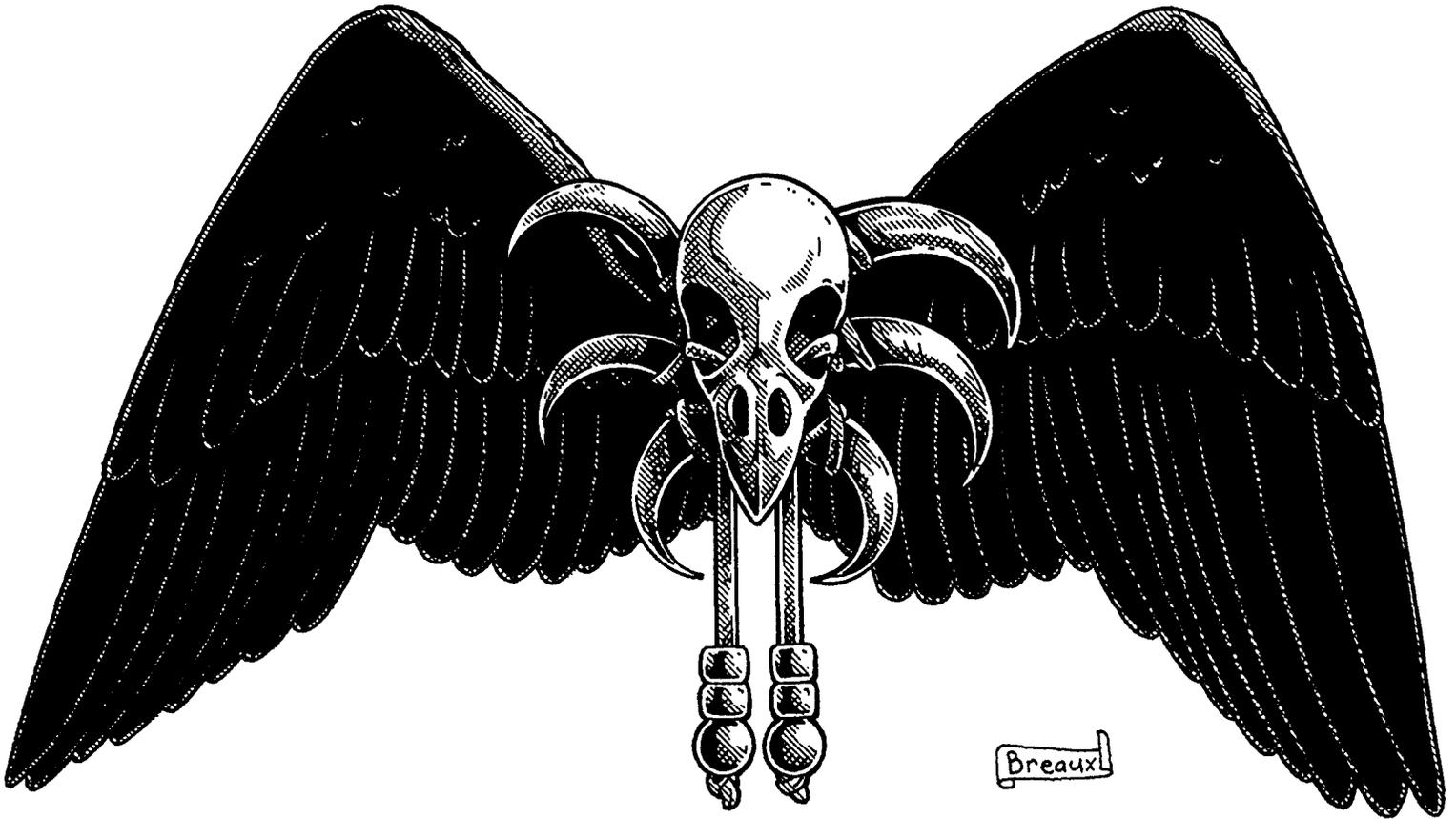
Saving Throw: Standard.

P.P.E.: 100

Level: Considered a 9th level spell.

This powerful spell causes the innate magical energies of supernatural creatures to warp and ebb, changing them into S.D.C. creatures! The target retains use of all natural abilities and spells, but the physical structure is momentarily shifted to S.D.C.! Any

creature affected by this spell will instantly know what has happened and is likely to flee (if not in fear, at least through wisdom). The duration is very short, but a creature that suddenly becomes S.D.C. in the middle of an M.D.C. battle is not going to last long if it stays to fight. The victim still has magical energies coursing through its veins, and its total M.D.C./S.D.C. is not reduced, i.e. a 200 M.D.C. dragon would still have the equivalent in S.D.C., a whopping 20,000 (one M.D.C. is equal to 100 S.D.C.)! But now it can be damaged by S.D.C. weaponry, like the 7D6x20 full melee burst damage of a .50 caliber machinegun.



Fetishes

By Wayne Breaux Jr. & Kevin Siembieda

The following perspectives and beliefs are from the point of view of Native Americans on Rifts Earth. This is what they have come to believe and how they see the spirits. This perspective is based on, but is not meant to accurately duplicate, the spiritual beliefs of actual Native American tribes. Additional details on Indian spirits, gods, and magic are found elsewhere in this book.

Animal Spirits

Traditionally, animals are regarded as mysterious and powerful to Native Americans. The legends of many tribes tell of a time when animals talked to humans. In those times, animals protected and taught man, imparting powers and knowledge such as the healing of wounds and wisdom for the hunt. Some animals are said to have even assumed human form to directly help mankind by participating in his society and ceremonies. With the return of magic through the Rifts, those times of old are here once again. The Traditional Native Americans again enjoy the advice and companionship of "spirit animals," however, they are closer to the animal spirit world in a much more profound and direct way. The great spirits have taken a direct hand in bringing the Native Americans back as powerful (though fledgling) nations. Thus, they have made their presence known once again, and beckon Native Americans to return to the old ways and acceptance of spirits and magic.

Spirits & Man

It is said, that whenever the gods and great spirits deem it necessary, an animal's spirit can be given a human "toma-ta" (body or form). This magical process gives the "toma-ta" a part of the human spirit potential, making it a new human to be sent to Earth. According to tradition and creation myths, *all* Native Americans began life as animals and went through this transformation process. As a result, they retain parts of their former animal spirits in their human "toma-tas." This is where the idea of animal **totems** come from, and is why the totem of a Native American reflects his personality and character traits — parts of that animal that still reside within the essence of the human. It is also the reason that animals are allowed to live free and are treated like brothers rather than slaves or cattle, for one day, they may truly be brothers to the Native Americans.

Additional respect for many animals comes from the belief (at least among the Pure Ones/Ancients, Traditionalists and those who aspire to **relearn** the old ways) that the animals allow themselves to be hunted and killed so that Native Americans can survive. For this **reason**, the proper rituals of thanks and for releasing the animal's spirit are performed during each successful hunt. These rituals are simplistic and brief, so even non-Shamans can use them (all who follow the old ways know this ritual). The only exception is when a hunter or a warrior wants to keep parts of the "toma-ta" (a piece of the animal's body: claw, teeth, bone, ear, tail, etc.) for use as a **fetish**. This requires a Shaman to perform the ritual needed to ask permission from the spirits.

The raising and slaughter of livestock has been one of the main points of *separation* between Ancients/Pure Ones and Traditionalists with Modern Native Americans. According to Traditionalists, animals are supposed to "give themselves willingly" to the hunt and allow man to capture, slay, and eat them (i.e. any animal slain through hunting has allowed itself to be slain so that "the People" can live). This is the way of the spirits and the circle of life.

Consequently, Ancients and Traditionalists believe that breeding animals as livestock or any corralling and butchering of animals without the benefit of a *hunt*, is a disservice to the animals and insult to the spirits. Many Modern Native Americans argued that they do "ask permission" of the animal before they butcher them, and point out that many of their people have totems and use fetishes, so the spirits must not be too upset with them. The Traditionalists and Pure Ones/Ancients counter with the fact that Modern Native Americans have lost or abandoned many of the old ways and reliance on technology has closed them (at least in part) to the spirits and a closeness with nature and their ancestors —**and** that they are closer to the white man and other races than "true" Native Americans. It's just that the spirits are not so cruel as to take away all their blessings from the lost Indian and hope someday that Modern Indians will open their eyes and see the truth. **Note:** Ultimately, this becomes a debate over theology and lifestyle (**magic**, spiritualism and nature versus technology, machines and modern conveniences), but it continues to be a point of contention and endless debate that will probably never be resolved.

Also see the sections on *Fetishes, Totems, Magic, Shamans,* and *Spirits* to get a complete picture of the role animals and spirits play in the traditional Native American's life and worldview.

According to tradition, Native Americans believe that all plants, animals, and humans have "spirit potential," which means they are made of spirit, but not powerful enough to exist as spirit energy alone. In order for these life forms to exist on Earth, they must have a flesh and blood (or fiber and resin, or other physical) *body* that is infused with an energy that links the "spirit potential" to the physical world and gives it life as a mortal creature. The term for this physical body is the "toma-ta."

The toma-ta is the physical counterpart to the spirit potential of specific species of animals, plants and humans. As such, it is infused with the power of the gods to hold and bring to life the spirit potential. The toma-ta has as much spiritual significance as the spirit potential because it retains residual spirit energies (even when the body dies and the spirit potential leaves). The physical form represents half of what a living being is, and acts as a connection between the spirit world and real world, even when unoccupied (as described in the Fetish section). The small fraction of cosmic power given to the toma-ta by the gods is often called the "spark" or "breath of life."

Most Native Americans who follow ancient tradition believe in a circular reincarnation of the spirit potential. The spirit of an animal which can be placed into the toma-ta of a human (typically a Native American). Likewise, a human spirit potential (a former animal spirit) can become a true spirit and join the ranks of totems and ancestor spirits. This cycle of the spirit in conjunction with the rules of the spirit caves and totems (see the Deep Earth section and the Gods of the Native Americans section for details) gives most Native Americans a high regard and great respect for the spirits and spirit potentials around them, for if they violate the circle of life, dire consequences will result. This respect is expressed through rituals, small gestures, and a lifestyle that relies on the blessings and mutual support of human, animal, and plant life/spirits around them.

One of the most common elements of **shamantic** magic is the **fetish**, and its power lies in the relationship between spirit potential and its toma-ta. After killing an animal, a hunter is obligated to free its spirit potential so that it may go to the spirit caves and later return to the *Middle World* when needed. However, a spiritual spark of life remains within the bones, teeth, feathers, and other slow decaying parts of the animal. If a shaman knows the proper ritual, he may ask the departing spirit potential of the animal for permission to retain and use small parts of the toma-ta. If the shaman is respectful of the spirit and follows the necessary rituals properly, the spirit will give its permission, and parts of the body may be taken for use in fetishes. Further rituals and respect must be accorded to the spirit in gathering the needed parts. Nothing received from the spirits can be taken for granted, rushed, or abused.

Common toma-ta items useful in fetishes include bones, teeth, claws, **skins/hides**, and feathers. When activated, the fetish will summon a spirit of the same animal (fox will bring a fox spirit, a sparrow will bring a sparrow spirit, etc.) to either aid the Native American that summoned it, or to provide some of that animal's abilities to him.

The toma-ta is not the only aspect of the animal that can be shared. Humans and animal *spirit potentials* can be exchanged in small amounts, however, only great spirits like totems and gods

are able to do this. The result is that the human becomes infused with a significant amount of supernatural energies and becomes a powerful, willing ally of the spirits. In exchange for these gifts, the magically augmented human is expected to protect his tribe, his people, and the world around him from any outside threats, including evil shamans, foreign invaders, demons and alien monsters. These men become superhuman, and some are even a match for the powerful technology of the Coalition States and other advanced technology, even when unarmed.

In the very old days of Native American history and myth, animals who could assume human form were plentiful, and the sharing of spirit potential is said to bring the human closer to those ancestral memories. This kind of connection to the spirit world results in powerful warriors like the Totem and Spirit Warriors. Because humans and normal animals are not pure spirits, but a combination of spirit potential and *toma-ta*, there are limits to their connections with the supernatural. No more than three-fourths of a person's spirit potential can ever be replaced by that of another spirit. The Totem and Spirit Warriors straddle that line, with nearly three-quarters of their spirit potential shared with the greater spirits. If these limits are exceeded, something no spirit would willingly allow, the person would become an *evil* combination of mindless human and the animal, plant, or ancestor spirit with whom he was sharing his physical essence. Only a powerful ritual can cancel this state, and the use of it would generate a great deal of "bad medicine." The Spirits and Monsters sections gives some examples of the results of exceeding the safe limits of spirit exchange.

Powerful spirits like totems and ancestors from the "World Above" can exist as beings of pure energy in the physical world. In fact, most of these spirits and gods are powerful enough to assume a physical human or animal form whenever necessary. A spirit assuming physical form will only do so for special or important reasons, such as to guide a hero or savior, at the request of a powerful Shaman, to lead a would-be Shaman through rites of passage and other ordeals, and other similar situations. In such circumstances, the spirit's appearance will typically be in a form that is familiar to or easily recognized or understood by the person it is appearing to. In many cases, such forms are inspirational or symbolic. There are numerous stories among the Native Americans of needy people guided or helped by beloved relatives, ancient (and deceased) ancestors, totem animals, family pets, legendary heroes, and, occasionally, legendary warriors, gods, and spirits. Since few men can even begin to understand the minds of such beings, few can explain why or when such mighty spirits choose to appear (or refuse to do so). Thus, they can be encountered in the most unlikely places and during unexpected times. Often those visited by a spirit or god don't realize the supernatural significance/identity of his or her benefactor until the being has departed (often revealing their identity to drive home a point or to indicate a wise, or bad, choice).

Note: The association of animal, plant, or ancestor spirit potential with that of a human is always the choice of the animal/plant/ancestor spirit, and not the human's. Native Americans have to ask (sometimes beg) the spirits for their help, knowledge, and/or sliver or spark of their essence. It is up to the spirit as to whether or not the request is granted. This aspect can not be stressed enough. Even the hunt is controlled by the animal being hunted, not the hunter, for without the animal and its spirit

protector's permission, it could not be caught — as traditional Native Americans believe. Thus, harmony with the world and its spirits is paramount to survival.

Magical Fetishes

Fe-tish *also fe-tich* \ˈfet-ish ...\ *n* ... 1: an object ... believed to have magical powers ...

2: An object of unreasoning devotion or concern ...

The Merriam-Webster Dictionary, 19th printing, 1974

Fetishes are Native American magic items fashioned from the physical remains of an animal and mystically charged with one or more of the traits of that animal. When an animal dies of natural causes or is killed in a hunt, a Shaman can perform a ritual in which he asks the spirit's permission to keep small parts of its body. If the spirit agrees, these body parts can be used in additional rituals to create minor or major fetishes. This is usually done at the end of a hunt, but the spirits will sometimes direct a Shaman to the dying body of an animal, as is often the case with predatory animals which are *never* hunted for food. Fetishes with components from predators are rare because those animals are not hunted unless they have been preying on humans or show signs of sickness.

Some General Rules & Notes about Fetishes

In the magic rich environment of Rifts Earth, the magic of a fetish is much more potent and impressive than it was in pre-Rifts ages.

Only characters of Native American heritage and those who understand and believe in Indian traditions and spirits can use a fetish.

Most fetishes are highly prized family heirlooms or special (sometimes sacred) gifts or rewards. They are more than a prized magic item, they usually have great personal and/or historical significance and value. A fetish often serves as a reminder of one's heritage and a means of inspiration and personal focus.

In most cases, the owner of the fetish must concentrate on the sacred object and/or have a genuine need for its abilities and the help of the spirit contained inside.

Unless stated otherwise, the **magic/effects/bonuses** provided by a fetish are active (in effect) constantly, 24 hours a day. Only certain ones, such as healing, will have limited effectiveness or short periods of use.

Some fetishes have a duration based on how long the spirit linked to it is willing to stay and help. The duration is based on level because the more prominent and experienced a Native American is, the longer a spirit is willing to help him. Those fetishes with durations are useable three times per day for the length of the duration each time its magic is activated (although its use can be canceled before the duration is up).

It should also be noted that certain shamantic spells closely mimic the workings of some fetishes. When a Shaman is able to cast the most powerful spells, he may feel it is no longer necessary to rely upon a fetish, and often passes it on to other needy or deserving individuals. Thus, as rare as they are, a fetish often finds its way into the hands of those who need it most.

Except for *healing fetishes*, which require one full melee round to activate, all fetishes can be activated using one melee

attack/action. The legendary healing fetish requires a full ritual that takes at least four hours to complete.

Unless a Shaman, a character can only own and use one fetish from each possible category. Theoretically, this means a Native American could have as many as three fetishes: one minor, one major/greater, and one Legendary fetish. However, for characters other than Shamans, this is incredibly rare! In fact, it is unusual for a character to have more than one (minor or major) fetish.

Fetish magic and technology. Advanced technology is the magic of the white man. It is neither good magic nor bad magic, and like all magic, can be considered a neutral force that is applied by the user. Consequently, fetish magic will work even if the character uses technology and is not a Traditionalist or Pure One. However, fetish magic will only work with complementary belief and technology. This means an animal-based *prowl fetish* will only silence noises made by movement from the prowling character, while the sounds of technological devices used by the character (the starting of a vehicle's engine, the hum of a computer or the firing of an energy weapon) will all make noise, and give away the character's position — conflicting technologies, both with their advantages and disadvantages.

Minor Fetishes

Minor fetishes are small magical talismans made of bits of bone, hide, tendon, stones, seeds, and so on. They fit in the palm of the hand and usually fit in a tiny pouch. They are often worn around the wrist or neck, or pinned or tied to a garment, but some are woven into clothes or bound to the extremities (wrist, arm, ankle, neck, etc.). They allow the user to tap into the Spirit Realm and *borrow* a single trait from the animal spirit that is linked to the magical fetish. On a spiritual level, these simple fetishes help the character to concentrate and focus both his thoughts and will. On a more magical level, they can be used to duplicate the abilities of an animal exactly, or provide minor spiritual help. Only major fetishes can combine or call upon abilities greater than those found in living animals.

Minor fetishes only directly affect the owner/wearer when it is activated. Nonbelievers and the uninitiated (to the spirits, ways, magic, and beliefs of the Native American) cannot draw upon the powers of a fetish no matter how desperately they may wish to do so. In that sense, there is a mental and emotional bond between the Native American who has the magical item that helps to make the necessary connection to use its magic. Of course, other people can benefit from the power of the fetish through the user, i.e. a fetish that imparts strength may enable the user to carry the weak or injured, or move an obstacle, and so on. Nearly all Native Americans will have one minor fetish, with noncombat fetishes being most common with nonadventurers. Minor fetishes are usually given at important ceremonies, like coming-of-age and naming ceremonies.

Note: None of the fetishes detailed below, either by function or description, are meant to resemble or portray actual, real life fetishes or talismans. They are fictional devices entirely made up for this game.

Armor Fetish: An armor fetish is made from pieces of turtle shell or armadillo hide, but the skin, hide, or tendons from a bear, ox, or buffalo can be substituted. It provides the wearer with the equivalent of light mega-damage body armor (45

M.D.C. for armadillo and turtle shell fetish; 25 M.D.C. from substitutes). This magical protection means no prowl or movement penalties and is a favorite among warriors. Any damage to this mystical protection regenerates at a rate of five points per day, unless the protection is totally depleted, in which case the fetish is destroyed.

Armor fetishes can be deactivated after they take heavy damage in order to protect them from destruction, but this leaves the user unprotected unless other measures are taken.

Body Fetish: This fetish is made from the tendons or hide of elk, buffalo, or bear. When active, this fetish provides the user with an additional 50 S.D.C. for mortals or 15 M.D.C. for supernatural beings and any other mega-damage creatures. This fetish will work on 'Borgs.

Climbing Fetish: Typically made from the teeth, horns, or hide of a mountain goat, squirrel, or wildcat. When active, it augments the character's climbing skills. If the character is a skilled climber, it adds +10% to his skill. An unskilled climber using this fetish will be able to climb at a base 45%.

Damage Fetish (S.D.C. weapons): This fetish is made from the deep root of a tall tree that is wrapped around a rock from a high point of a mountain. The high rock and the deep root link air to deep earth, which is a powerful combination, but the simplicity of the fetish does not tap all of that power. The fraction of power imbued in the fetish is still enough for it to *double the damage* of any S.D.C. weapon it is attached to, including conventional S.D.C. firearms. The fetish is constantly active, and can be moved from weapon to weapon, but it only works on one weapon at a time, even if two weapons are combined (i.e. a rifle with a bayonet, a rifle with a grenade launcher, etc. The fetish can only be dedicated to either the assault rifle or the grenade launcher, or the rifle or the bayonet, but not to both. It must also be tied to the part of the weapon it is to influence). It has no effect on magic spells, magic weapons or mega-damage weapons.



Ear Fetish: This fetish is normally made from the ear or ear tips of a rabbit, wolf, deer, or other animal with keen hearing. It gives the user sharper hearing than a normal human. It is not extraordinary or amplified hearing, but it does help make the character alert to sounds and provides the bonus of +1 on initiative, +1 to roll with impact, punch or fall, and attackers are -2 to succeed in attacking by surprise or from behind.

Healing Fetish: This fetish is made from the bones of a bear, snake, or buffalo. Its magical healing can be activated twice per day and will heal 2D6 hit points or S.D.C. per use. However, it constantly gives the wearer a +1 bonus to save vs disease.

Heritage & Self: A fetish made of beads, turquoise, a feather and bits of bone and other items (arrowhead, coin, fragment of a blanket or toy, etc.). In this case, the charm serves as a *reminder* to the wearer of his/her family, clan, Native American heritage and personal values (alignment, beliefs, morals, ethics, honor, goals, loyalty to his tribe, traditions, etc.). In times of moral dilemma, indecision, and temptation, the fetish (via the G.M.) will *remind* the character of things that he holds important (alignment, honor, etc.). This should help the character to maintain his moral fortitude. **G.M.'s note:** This fetish does not give the character an indomitable will, nor does it give the G.M. the power to control the character's decisions and actions. It only provides a means to remind the character of his past moral views, alignment and personal values. Ultimately it is the player who *chooses* what his character's actions will be; right or wrong, it is the player's choice for his character.

Luck Fetish: These fetishes are usually made from "trickster animals," including rabbits, ravens, and foxes.

The luck fetish provides bonuses of +1 to initiative, +1 to dodge, +1 to roll with impact, +2 to save vs poisons and disease, and +2% to most skill rolls (+5% to **cardsharp**, seduction, demolitions, trap/mine detection and prospecting skills) whenever the character needs them most; i.e. a life and death situation, desperately needs to **save/help** a friend, needs to escape, needs money badly, etc., but never more than twice a day (unless made of fox parts). Once activated, the duration of the **luck/bonuses** from most Luck fetishes is two minutes (8 melee rounds) per level of the user, but those from a fox are constant, because fetishes made with fox "**toma-ta**" are rare (the fox is a predator and cannot be hunted for food). Luck fetishes are sometimes used as "Medicine Bundles" by some tribes and Shamans.

Porcupine Quill Fetish: A single porcupine quill with the spirit energy of a porcupine. It is used mainly as a tool in rituals for making greater tattoo fetishes as well as nonmagical tattoos/decorations, piercings, and to sow/make other fetishes. See Tattoo fetishes described elsewhere in this section.

Prowl Fetish: This fetish is normally made from the feet, tail, or hide of rodents or felines. When drawn upon (through concentration and serious need), it augments the stealth skills of the user by adding +10% to his prowl skill and sense of balance. Unskilled users gain a base prowl skill of 40% while this fetish is active. Once activated, its duration is two minutes (8 melee rounds) per level of the user. It can be activated as often as three times per 24 hour period.

Song Fetish: This fetish is made from the voice box or vocal cords and hide or feathers of an animal with a beautiful voice or song (typically birds, but can include other animals). Like its namesake, the singing fetish allows the user to carry a beautiful

tune when singing, humming and whistling. It adds +20% to the singing skill and can be important for ceremonies, festivals and praising the spirits.

In addition, the character can perfectly imitate the voice, sounds and songs of the animal used to make the fetish (song-bird, canine, etc.). No words are sung with this animal voice, only chirps, whistles, howls, and other sounds made by the animal — a sort of magical bird call ability.

Speed Fetish: A speed fetish is normally made from the toenails, feet/foot pads of a wolf or coyote, or slivers from the hoof of a horse, or bird feathers. When activated, the fetish raises the user's Speed to 50 (35 mph/56 kph) or it adds 20 points to the Speed attribute, whichever is greater. Fatigue from running is minimal, about one-third normal. This magic is activated whenever the character runs on his own two feet; maximum duration two hours. It does not increase reaction time, punching speed or attacks per melee.

Strength Fetish: This fetish is normally made from the teeth, horns, hooves, or pieces of bone from an elk, moose, buffalo, or bear. When active, it raises the user's P.S. attribute by six points, or two points if a supernatural being. The duration of this magic is two minutes (8 melees) per level of the user. This enhanced P.S. can be drawn upon/activated as often as three times per 24 hour period. In addition, the character can carry 20% more than he should be able to normally; this aspect of magic is constantly in effect.

Sure-Footedness Fetish: Typically made from the horns, hooves/feet, or pieces of bone from a deer, mountain goat, mule, or squirrel. When activated, the fetish makes the character sure-footed: excellent balance (+20%) and seldom stumbles, missteps, trips or falls, plus the character can leap 10% farther than normal. This magic is activated whenever the character needs to be sure-footed or needs excellent balance and lasts as long as is necessary for the task.

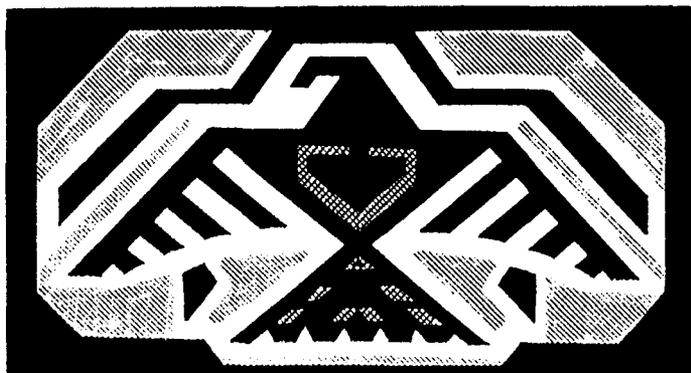
Swimming Fetish: This fetish is normally made from the teeth, toenails or bones of aquatic mammals like seals and otters, or the bones of a frog or turtle. It gives the user a 55% swimming skill or adds a bonus of +20% to an existing swim skill. It also allows the character to hold his breath for one minute plus one melee round (15 seconds) per each of his P.E. points. Instantly activates whenever needed for as long as needed.

Tooth & Claw Fetish (minor): This fetish can be made from the teeth and/or claws of a predatory animal (usually both), from domesticated dogs and cats to weasels, badgers, wolves, bears and mountain lions. It calls up spirit claws and teeth that add to the damage a character can do in *unarmed* combat. These natural weapons are effectively spirit extensions of the individual that add one extra damage die to hand to hand combat (+1D6 to punches, claw strikes and kicks) and biting attacks (+1D4 damage to bites). The fetish augments the natural abilities of the user and will work with either S.D.C./hit point or M.D. attacks depending on whether the character is an ordinary humanoid or a mega-damage being with supernatural strength. The duration of this magic is one minute (4 melee rounds) per level of the user. This enhanced P.S. can be drawn upon whenever the character is in a serious fight or whenever he/she is angry. Its effects last as long as the situation remains serious or the anger persists.

Tracking Fetish: This fetish is made from the **nose/beak**, teeth or toenails and/or hair (or feathers) of an animal known for

its sense of smell or hunting abilities; typically canines, felines, bats, hawks and owls. It gives a character the ability to follow both physical tracks and scent trails. Characters with a tracking skill get a bonus of +10%. Those without previous training get a base tracking skill of 40%. All such characters are acutely aware of odors and smells.

Wind-Wing Fetish: This fetish is made from the intact wing of a bird (any type). This magic item gives the character a keen sense of wind movement, changes in direction, speed and whether or not a storm is coming (from what direction and whether it will be a light or severe storm).



Major Fetishes

Major fetishes (also known as Great Fetishes) are larger than minor ones, and often include the entire hide, large bones, claws, skulls, or elaborate constructions made from animals, instead of the small pieces used in minor fetishes. Major fetishes are often worn as garments, headdresses, or elaborate necklaces and mantles. Like minor fetishes, they allow the user to tap into the Spirit Realm and borrow traits from the animal spirit that is bound to the fetish. These fetishes not only duplicate the abilities of an animal exactly, but tap into the greater Spirit Realms (earth, air, sky, water, and ancestors) to provide spirit help beyond the capabilities of natural animals.

Unlike minor fetishes, major ones can affect and influence more than just the owner/user of the fetish and typically unleash substantially greater magic powers. The user must activate his fetish while holding the hands of the other people to be affected, which limits the effects to a maximum of two additional people (plus the fetish owner/user) and restricts the user's use of his hands. The user gains full benefits and duration, but the other two only enjoy the bonuses for half the normal duration, or one minute per level of the fetish owner for those with constant and/or indefinite durations. This "sharing" of the spirit gifts cannot be done until after the fetish owner reaches third level, and such "sharing" can only be done once per day for every three levels of the fetish owner's experience (i.e. once at 3rd, twice at 6th, three times at 9th, four times at 12 and five times at 15th level). Of course there are some exceptions; these are noted in the specific descriptions.

Very few Native Americans will have a major fetish. Accomplished warriors and hunters, chieftains, and great heroes and healers are often awarded major fetishes for serving the spirits and/or performing some great service for the tribe or clan.

Note: The features, considerations and limitations of fetishes, as noted earlier, usually apply to major and legendary fetishes as well. However, many of these greater fetishes have specific powers and abilities that are called forth.



Great Armor Fetish: Is typically a hooded shirt with a headdress or headpiece made of animal skull, bone, shell or tough hide (made to look like a head) attached to a hide shirt or cloak plus armor pieces made of tough hide, shell or bone lashed to the arms and sometimes covering the chest. Often the headpiece is menacing looking. The fetish pieces must be made of turtle shell or armadillo hide, or the skin/hide of a buffalo, Rhino-buffalo, or dinosaur.

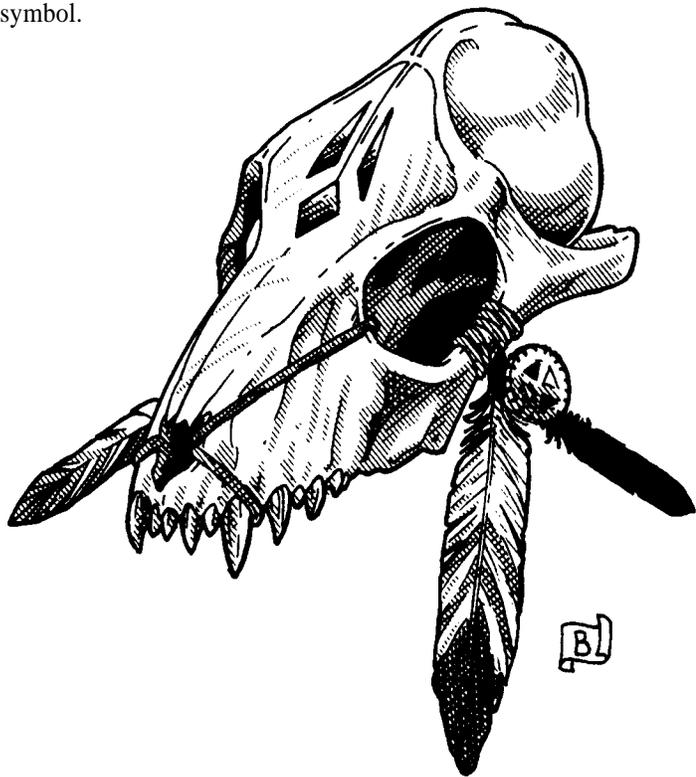
This magical armor protects the wearer's entire body as if he were clad in the equivalent of extra heavy mega-damage body armor; 125 M.D.C., but without any prowling or movement penalties. The legendary ghost dance shirts that were supposed to make the wearer invulnerable to bullets and weapons would have been major hide armor fetishes if the magic had been there to fuel them. It is constantly active.

Great Body Fetish: This fetish is made from the hide of an elk, buffalo, bear or dinosaur. Its magic is activated whenever the character is in mortal danger or enters into combat. The fetish provides the user with a supernatural P.E. attribute, transforming his S.D.C. and hit points to M.D.C. It has no effect on creatures that already have M.D.C. Its duration is three minutes (12 melee rounds) per level of the user. It can be drawn upon/activated as often as once per level of the user, per 24 hour period.

Great Ear Fetish: This fetish is normally made from the skull(s) or hide (several if a small animal) of a rabbit, wolf, deer, owl, bat or other animal with keen hearing. It gives the user highly advanced hearing that is the equivalent of amplified hearing. The character is extremely aware of and alert to sounds, is a light sleeper, can identify most familiar sounds and recognize

voices (base skill: 70% +1% per level of experience) and provides bonuses of +2 on initiative, +1 to dodge, +2 to roll with impact, punch or fall, penalties for blindness are half, and attackers are -6 to succeed in attacking by surprise or from behind.

Great Healing Fetish: This powerful fetish is made from the bones or hide of a bear, buffalo, snake, or dinosaur. It is most often used in healing rituals, where it is laid on or passed over the sick or wounded. The fetish can be used once per day for each level of the user/owner. The magic will negate any poison, toxins or disease (preventing further damage or illness), and it heals 3D6 points of damage (H.P. and/or S.D.C.) on each use. Characters who own the fetish and who also possess healing psionics, or is a Healing Shaman, use those abilities at double their normal power (double the range, duration, healing effect, etc.). The fetish can heal 1D6 M.D.C. damage, but only if the creature does not have the power to bio-regenerate. The Great Healing Fetish can also be used in rituals of exorcism (+10% to successful exorcism and the user of the fetish is impervious to possession) and it will hold vampires at bay the same as a holy symbol.



Great Luck Fetish: These fetishes are normally made from the heads, skulls and bones of trickster animals like rabbits, ravens, and foxes.

The luck fetish provides bonuses of +1 to initiative, +2 to dodge, +2 to disarm, +2 to roll with impact, +2 to save vs poisons and magic potions, +4 to save vs disease, and +2% to most skill rolls (+5% to **cardsharp**, **seduction**, **demolitions**, **trap/mine** detection and **prospecting** skills) whenever the character needs them most; i.e. a life and death situation, desperately needs to **save/help** a friend, needs to escape, needs money badly, etc.; but never more than twice a day (unless made of fox parts). Once activated, the duration of the **luck/bonuses** from the Great Luck fetish is five minutes (20 melee rounds) per level of the user, but those from a fox are constant, because fetishes made with fox "toma-ta" are rare (the fox is a predator and cannot be hunted for food).

In addition, this Great fetish protects the character from death blows (half damage and +30% to save vs coma and death) and the effects of being stunned or dazed (half duration). **Note:** This fetish can only function when the user engages in acts of goodness and kindness. Attempts to use the fetish for any acts prohibited under the "scrupulous" alignment (see page 14 of the Rifts® RPG) will cause the fetish to quit working for 1D4 days. A second offense will cause the spirit bound to the fetish to leave (which makes the fetish useless). Otherwise, its magic is constantly active.

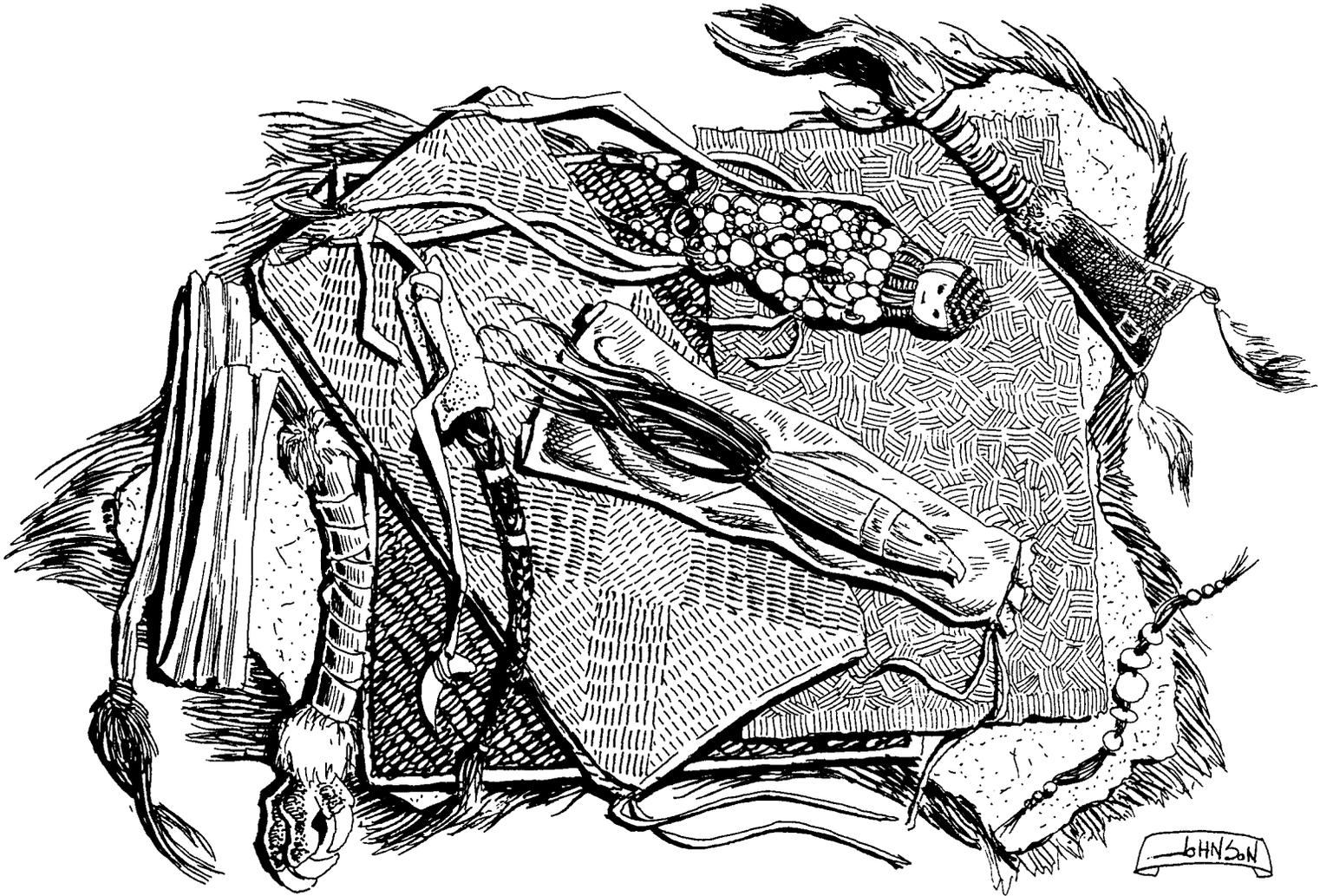
Great Song Fetish: This magical fetish is typically a mask, headdress or necklace made from the skulls and/or bones and feathers of birds, including at least a few raven or mynah bird feathers. Like the minor singing fetish, this magic item enables the user to carry a beautiful tune when singing, humming and whistling. It adds +20% to the singing skill and can be important for ceremonies, festivals and praising the spirits.

In addition, the character can perfectly imitate the voice, sounds and songs of any animal or person he hears while wearing the fetish (base skill: 70% +1% per level of experience), as well as recognize the voice of any person or animal he has ever heard (90%), and remember the melody and words of any song or tune he has ever heard!

Great Speed Fetish: A great speed fetish is made from the feet of a wolf or coyote, or from the hooves and tail of a horse or deer, along with at least two feathers from a bird of prey (owl, hawk, falcon, eagle, etc.). When activated, the fetish raises the user's Speed to 88 (60 mph/96.5 km) or doubles the character's Speed attribute, whichever is greater. Fatigue from running is minimal, about one-tenth normal, and the enchanted character can leap 20 feet (6 m) straight up and 40 feet (12.2 m) across with a running start. This magic is activated whenever the character runs on his own two feet; maximum duration is five hours. It does not increase reaction time, punching speed or attacks per melee.

Great Tracking Fetish: This fetish is made from the skull and hide or skull and feathers of a predatory animal known for its sense of smell and hunting abilities; typically canines, felines, eagles, hawks and owls. It gives a character the ability to follow both physical tracks and scent trails. Characters with a tracking skill get a bonus of +20%. Those without previous training get a base tracking skill of 60%. All such characters are acutely aware of odors and smells, can recognize the presence of poison and foreign chemicals in food and drink by smell, and can recognize the specific scent of a hated enemy, friend or family member (80% +1% per level of experience). The character can also sense/smell supernatural creatures and trace that scent to the individual —the creature must be within a 50 foot (15.2 m) radius (70% chance of success).

Medicine Bundle: A medicine bundle is a special *collection* of fetishes designed for use in rituals to help and protect an entire tribe, clan or group of people. Traditionally, a fetish collection is kept in the care of the oldest Shaman or tribal Chief, and is only used during very important ceremonies and festivals. The fetishes in a medicine bundle are usually wrapped in a number of protective layers of deerskin, hide, or cloth. While wrapped together, the bundle of fetishes become one large active magic item that provides bonuses and protection to all members of the tribe within 50 miles (80 km) of the community where the fetish



is kept. All innocents and noncombatants are +1 on all saving throws and defensive actions (i.e. dodge, run, hide), and +2 to save vs demonic possession.

Warriors/Hunters are +1 on all combat rolls (initiative, strike, parry, dodge, disarm, pin, etc.).

The fetishes are unbundled and used during *ceremonies*. During such special occasions the fetishes have double their normal range, duration, and effect, including skill bonuses (i.e.. a +20% to singing becomes +40%, etc.). These bonuses and powers are only in effect while the fetishes are being used in the ceremony. When the ceremony ends, so do the fetish bonuses.

A typical Medicine Bundle will contain one healing, heritage and song fetish plus 1D4+2 additional minor fetishes and one Greater *or* Legendary Fetish. These individual fetishes are all considered parts of a greater whole and never divided and given away. If separated, the Medicine Bundle has no special power and individual fetishes function at **half** strength.

Shapechange Fetish: Typically an (S.D.C.) animal hide cloak or cape with the head of the animal worn as a hood or attached headdress. This fetish enables the user to magically transform into the animal (one type only) represented by the fetish (wolf, deer, buffalo, etc.). The animal form is that of an average/typical member of that particular species. The transformed individual can be the Shaman/fetish owner or one person whom the fetish owner has indicated through ritual and upon whom he has placed the fetish. The fetish becomes part of the animal

form, as if the transformed character was hidden within the skin of the animal as a disguise. The transformed individual keeps his intellect, self-awareness and skills, but all physical attributes and capabilities are that of the S.D.C./hit point animal form — mega-damage or supernatural animals cannot be used for this fetish. However, supernatural beings can be transformed by this powerful fetish, but all attributes and M.D.C. are changed to S.D.C. equivalents and the being must be a *willing* participant or the magic won't work!

In all cases, the transformation lasts one hour per level of the fetish owner when used on himself or one hour total when used on another person. An extensive listing of normal animal statistics can be found in Palladium Books' **Monsters and Animals, 2nd Edition**.

Supernatural Damage Fetish: This fetish is made from the deep root of a tall tree that is wrapped around a rock from the high point of a mountain, and placed in the center of a tendon web. The high rock and the deep root link air to deep earth, which is a powerful combination, but the complex web allows the fetish to tap a greater part of all of that power.

The power imbued in the fetish converts the damage of an S.D.C. weapon into M.D.C.! This means that when a major damage fetish is attached to it, a revolver that normally does 4D6 S.D.C. will fire rounds that do 4D6 M.D.; a 3D6 S.D.C. sword or spear does 3D6 M.D.; a 2D6 arrow (shot from a bow with the fetish) does 2D6 M.D.C. and so on. Like the minor fetish of this

name, it only works on one weapon at a time. It has no effect on mega-damage "tech" weapons like **Vibro-Blades** and energy rifles, nor magic spells, but magic M.D. weapons (holy swords, rune weapons, **Techno-Wizard** weapons) will inflict 1D6 additional damage when the fetish is attached to it.

Superhuman Strength Fetish: This fetish is normally made from the skull, horns, paws, or bones of an elk, moose, buffalo, bear or dinosaur. Its magic is activated whenever great strength is needed or whenever the user enters into combat. The magic temporarily changes the user's mortal P.S. to a *supernatural* attribute (minimum of 18), or it raises the user's P.S. attribute by four points if he is already supernatural. Its duration lasts for as long as great strength is needed, so the character returns to normal when combat is over or the need for strength has passed.



Tattoo "Spirit-Sight" Fetish: Applicable only to Native Americans; typically Shamans or warriors. The ingredients for the fetish are a dried pigment that is ground into a fine powder, then mixed in a liquid with mystic properties to create a special (magical) ink. The tattoo is applied during a magic ritual with a *porcupine quill fetish* and is active upon completion. The tattoo is typically a series of (3-5) white, black, or red triangles (sometimes black circles with white inside the circle) under the eyes and two on the sides/corners of the eyes with the tops of the triangle pointed at the eyes. The magic of this fetish is constantly active and provides the following: See Astral Beings and Astral Travelers, see the (often invisible) energy form of entities and other supernatural beings, and see Native American spirits, including spectral ancestors and elementals. However, this mystical sight does not enable the character to see things turned invisible by magic or any other means, only spirits and similar

spirit-like or energy beings. This fetish cannot be turned off and will always count as an active fetish.



Tattoo "Steady-Hand" Fetish: Applicable only to Native Americans; typically warriors, artisans/builders or healers. The ingredients for the fetish are a dried pigment that is ground into a fine powder, then mixed in a liquid with mystic properties to create a special (magical) ink. The tattoo is applied during a magic ritual with a *porcupine quill fetish* and is active upon completion. The tattoo typically covers one hand (whichever one is dominant for the character; right or left) and is a series of larger dots (or small circles) that run in a line from the nail of each finger, up the hand and ends with a line of dots or circles around the wrist like a bracelet or wristband. The magic of this fetish is constantly active and provides the following bonuses: +5% bonus on skills that require a "steady" hand, including sewing, skinning animal hides, carpentry, sculpting, climbing, and surgery (does not include palming or other Rogue skills). In addition, the character is +1 to strike using a bow and arrow, shooting an "aimed" weapon or throwing a weapon (knife, axe/tomahawk, spear, **Vibro-Blade**, etc.). This fetish cannot be turned off and will always count as an active fetish.

Tattoo "War" Fetish: This a permanent ritualized version of the Spirit Paint spell. Applicable only to Native Americans and usually reserved for warriors and chiefs. The ingredients for the fetish are a dried pigment that is ground into a fine powder, then mixed in a liquid with mystic properties to create a special (magical) ink. The tattoo is applied with a *porcupine quill fetish* and is active upon completion of the ritual and the tattoo. In this case, the permanent tattoo resembles the war paint patterns used

by that particular tribe. It is constantly active and provides the following bonuses: +2 to initiative, +2 to strike, +2 to pull punch, +2 to roll with impact, punch or fall, and +2 to save vs horror factor.

Great Tooth and Claw Fetish: This fetish is made from the claws and either the jawbone and teeth or just the teeth (at least 10) of a predatory animal, or the entire skull and talons of a predatory bird. When activated, it calls upon powerful spirit fangs or tearing beak that increases the amount of damage a character can do in combat with his bare hands (spirit claws) and biting (spirit) teeth. A ghostly apparition of the predatory animal covers the character's head/face and claws or talons are superimposed over the extremities. The warrior must concentrate on battle, sheathe or drop all weapons, and touch the fetish to activate its magic; lasts for the duration of the battle.

Damage: S.D.C./hit point damage is inflicted against mortal opponents unless they are shielded in M.D.C. body armor or power armor. Mega-Damage (M.D.) is inflicted against supernatural or M.D.C. opponents, including 'Borgs, robots, and power armor. This gift from the spirits should only be called upon for serious battle so restrained attacks are not applicable.

Kicks and Punches: 5D6 S.D.C. or 3D6 M.D.

Power Punch: 1D6×10 S.D.C. or 6D6 M.D.; counts as two attacks.

Headbutt or Body Throw: 2D6 S.D.C. or 2D4 M.D.

Bite attacks: 2D6 S.D.C. or 1D6 M.D.

Limitation: This power will not work against any greater Native American spirit, elemental or god. Reserved for the greatest warriors and chieftains.

Weapon Fetish: Instead of attaching a fetish to a weapon, this fetish is actually fashioned into a weapon. Only simple weapons that can be made and used by hand are eligible for this process, so the types of weapon fetishes are limited to bows, flint or obsidian knives and axes/tomahawks, bone or wood war clubs, staffs and spears. In each case, the weapon will have animal teeth, claws, talons (often as the main, damage inflicting parts of the weapon), bone and bits of decorative hair/fur or feathers built into it.

In Palladium terminology, Weapon Fetishes can be thought of as the Native Americans' version of minor rune weapons. They are incredibly powerful for their weapon type and primitive looking construction. Each is indestructible (unless claimed or taken and destroyed by a god), register as potent magic items, and seem to have a spark of intelligence. These special weapons are always made for a particular person (typically warriors and chieftains, but can include others). This means at the moment of its initial creation, the person to whom it is intended must be present at the final ritual and the weapon and the warrior are spiritually linked at that moment (both share the same alignment and values). Unless destroyed by a god or lost, the Weapon Fetish is usually passed on throughout the generations to worthy members of a family or tribal clan, or to a worthy warrior. The weapon will function at maximum power when possessed by characters with the same or similar alignment and traits as the original owner.

Bonuses: +1 on all saving throws, +2 to save vs horror factor, +1 to strike when thrown, +1 on initiative and +1 extra attack per melee when using the Weapon Fetish. For characters with compatible spirits and/or Native American lineage, the magic weapon also serves as a minor fetish of heritage and self.

These bonuses and sense of heritage and self do not apply if the spirit of the weapon and the current owner are at odds (i.e. conflicting alignment, morals and values). Nor do they apply when the weapon is stolen or temporarily used by somebody other than its current owner. A character becomes the new owner only when the current owner passes it on to him (includes a prayer and a brief ritual) or a Shaman may give a Weapon Fetish (old or new) to a worthy warrior or hero (involves a brief ritual to join the two spirits of the man and weapon). A found Fetish Weapon may join the character using it (providing bonuses and full damage) if they share the same spirits (alignment, values, etc.), after 1D4+2 months of being together and getting a feel for each other.

Damage by Weapon Type: Damage is half if the user and the weapon are incompatible. In all cases, the weapon does damage (S.D.C. or M.D.) appropriate for its opponent — the spirits usually try to be fair, and while they will help their beloved Native Americans, they will not give them so much power as to completely overwhelm or obliterate the Indians' foes (man must fight for himself and earn his accomplishments).

Fetish bows fire spirit arrows, although they can fire normal arrows as well, and at double normal range. All that is needed to fire it is to draw back on the string, concentrate on the fetish and the target, and a shaft of pale blue energy will appear. Damage is either 4D6 S.D.C. against mortal opponents or 4D6 M.D. against supernatural and mega-damage opponents. Range is double normal bow range whether ordinary arrows or spirit arrows are unleashed.

Flint or obsidian knives: 2D6 S.D.C. or 1D6 M.D.

Flint or obsidian axes (small) or Tomahawks: 3D6 S.D.C. or 2D6 M.D.

Flint or obsidian axes (large): 4D6 S.D.C. or 3D6 M.D.

Bone, tooth or wood war clubs: 3D6 S.D.C. or 2D6 M.D.

Staffs: 3D6 S.D.C. or 2D6 M.D.

Spears: 4D6 S.D.C. or 3D6 M.D.

Note: Double damage to alien intelligences and their essence fragments.

Wing Flight Fetish: This fetish is made from an intact *pair* of wings from a medium to large bird (blackbird, crow, hawk, eagle, etc.). It allows the user to fly, but the arms must be extended forward or to the sides for it to work; flapping is not necessary. While the fetish is active, the user can fly at a speed of 40 mph (64 kph) for 10 minutes per level. The powers of the fetish can be called upon once per day for each level of the user.

Legendary Fetishes

Legendary Fetishes are not legendary in the sense that they only exist in legends, but by the fact that they are extremely rare and used to accomplish great feats. Most Legendary Fetishes are presented to mortals by gods, great spirits, or powerful Shamans (10th level or higher). To have such a tremendous treasure bestowed upon him, the character must accomplish some great feat (or several feats), usually something more than being a great or noble warrior. Legendary Fetishes are typically bestowed to heroes (whether the individual sees him or herself as such) who exhibit great understanding, kindness, mercy and wisdom. Many are leaders of people, while others are leaders through their words and actions. Although the holder of a Legendary Fetish can be a warrior/hero —just as many are peacemakers, healers,

teachers, and leaders. Often the owner of such a noble and powerful magic becomes a legend himself, and is said to be "blessed by the spirits" (and those who misuse them, as "cursed" or "damned").

Legendary Fetishes are among the most sacred and revered artifacts and relics of the Native American people on Rifts Earth. Treat them as such. Game Masters should dole out these great fetishes sparingly and only after great consideration. Earning one should be an incredible life achievement rarely accomplished by even the greatest heroes. Earning more than one (two or three is the absolute maximum) is an astonishing feat! Only the Fetish Shaman O.C.C. is guaranteed one legendary fetish early on in his career, for they are holders of magic knowledge and assigned great responsibility from their position in life. A character who is not a Native American must be an incredible and noble hero who has earned the respect of one or more great spirits or gods, and who has fought or sacrificed much to help or defend Native Americans or all people! While some bigots and extreme Traditionalists would insist such an occurrence is not possible (and will resent the non-Indian who reaps such a coveted reward and blessing), the spirits and gods *do*, occasionally, smile upon champions of all races.

Cosmic Awareness Fetish: This fetish typically involves a helm made with the head and hide of a large animal or predator, or a large animal skull or headdress or mask made of antlers or horns and decorated in war paint, beads and feathers. Abilities and bonuses apply only when the Fetish is worn on the head.

Abilities: Track mortals and animals at 96%, fish at 96%, recognize plants (and poison) 94%, climb at 90/80%, keen hearing (cannot be attacked from behind or by surprise!), will hear/see/sense those prowling within 100 feet (30.5 m) of him, and see the invisible (all; magically invisible, energy beings, elementals, ghosts, spirits and Astral beings). Plus sense evil and sense magic the same as the psionic powers but at double the range, and sense disturbances along ley lines (including the opening of dimensional Rifts); the character must concentrate and focus to use these sensing powers.

Bonuses: +2 to initiative, +1 to dodge, +2 to roll with impact, +2 to save vs poisons and magic potions, +4 to save vs disease, +4 to save vs illusions (magic or drug induced), +6 to save vs possession, +4 to save vs horror factor, and +5% to the following skills: trap/mine detection, locate secret compartments, locate contraband, streetwise, and wilderness survival. In addition, this Legendary fetish protects the character from death blows (half damage and +30% to save vs coma and death) and the effects of being stunned or dazed (half duration).

Dragon Bone Armor Fetish: Whether this bone armor breast plate with leather leggings and a hide shield is really made from the bones of dragons is unknown and unproven. It provides the wearer with the equivalent mega-damage protection of a suit of power armor, and many of the same capabilities. This fetish provides 3D4x10 +140 M.D.C. of mystical protection, without a prowl or movement penalty. Furthermore, the armor perpetually restores itself at a rate of 4D6 M.D.C. per minute. It also makes the wearer impervious to deadly fumes, gases, disease, cold, heat and normal fires (magic fires and M.D. plasma do half damage), plus the character fatigues at one-tenth the normal rate.

Life Fetish: This powerful fetish is made from a leg bone of a buffalo or dinosaur, with the claw of a bear on one end and the rattle of a rattlesnake and three feathers from an eagle on the other. The fetish resembles a scepter or war club and is used in healing rituals and to ward away the dead and undead (same as holy symbol and can turn 2D4x10 animated dead) or to destroy them. In the latter case, the life fetish can be used as a powerful war club that inflicts 2D4x10 damage (S.D.C. or M.D., whichever is needed) against vampires, zombies, mummies, animated dead, the creations of Necromancers and even demons that represent death, such as Tomb Worms, ghouls, and the banshee. Furthermore, the user of the Life Fetish (it can be lent by the owner to another) is impervious to disease, the vampire's bite and hypnotic gaze, and all magic cast by Necromancers. The Life Fetish does 2D4 S.D.C. as a weapon against mortal opponents, but is not intended to be a weapon used against people or animals.

When the Life fetish is laid on or passed over the sick or wounded in a ritual healing, it will negate any poison, toxins or disease (preventing further damage or illness), mend bones and heals 6D6 points of hit point and/or S.D.C. damage or 3D6 M.D.C. per each ritual use. Victims in a coma are +40% to save and heal at twice the normal rate. When used in rituals of exorcism, the success of the exorcism is +30% and the user of the fetish is impervious to possession. The fetish can be used twice per day for each level of the owner. The ritual involves concentration and a brief prayer or petition to the spirits that takes about one minute to perform.

Magic Spirit Fetish: A talisman made of turquoise, a clear gemstone or crystal, a white feather, and the tooth of a dragon (any type). The wearer of this Legendary Fetish (it can be lent to somebody other than the owner) is impervious to the effects of ley line storms, possession, magical mind control, magic illusions, and magic sickness. It also makes the wearer invisible to all means of magic detection (including crystal balls), +2 to save vs all types of magic, and his personal P.P.E. cannot be seen nor drawn upon without the character's permission.

Metamorphosis Fetish: This elaborate fetish includes a pair of gloves or forearm coverings made from the paws and forearms of a bear or great cat; a headdress made of feathers, horse hair (from tail) and antlers or horns; and a necklace made from the teeth, toe nails and hooves of animals. In the center of the necklace is a small pouch that contains the cocoons of a butterfly and moth, as well as their wings (sometimes broken into pieces or crumbled into powder) — symbolizes transformation.

The fetish enables the user to magically transform into *any* type of S.D.C. animal (excluding insects, fish and crustaceans) indigenous to earth — including human beings! The animal form is that of a typical member of that particular species. The metamorphosis works only on the owner of the fetish, which magically becomes part of the animal form. The transformed individual retains his intellect, self-awareness and skills, but all physical attributes and capabilities are that of the animal — **mega-damage** or supernatural animals cannot be used for this fetish. The metamorphosis can be maintained indefinitely, but cannot be used more than twice per 24 hour period. The transformation can be cancelled at will. An extensive listing of normal animal statistics can be found in Palladium Books' **Monsters and Animals, 2nd Edition**.

Serpent Fetish: The owner of this fetish must wear a necklace made of snake bones, three Rattlesnake skulls, two Rattlesnake tails/rattles, and three feathers said to be from the fabled **Kukulcan** dragon! The fetish must be worn openly for all to see to have any effect. All snakes are the brothers of the wearer and will never bite, frighten or harm him in any way. Furthermore, they will freely give up their venom to him. Even more impressive, dragons recognize the character as a spirit brother and are inclined to treat him with respect and courtesy.

Bonuses: Impervious to all types of poison, +6 to save vs drugs and magic potions, and impervious to all types of dragon breath, from fire to toxic fumes and acid spit, as well as being impervious to the dragon's gaze and horror factor!



Spirit Weapon Fetish: Fundamentally the same as the major Weapon Fetish except the weapon inflicts incredible amounts of damage, can be thrown 500 feet (152.3 m) and magically returns after it strikes or with a mental command.

Bonuses: Same. Not applicable if the weapon and user are incompatible.

Damage: Damage is half if the user and the weapon are incompatible. In all cases, the weapon does damage (S.D.C. or M.D.) appropriate for its opponent

Spirit bows fire energy arrows, although they can fire normal arrows as well, and at double normal range. All that is needed to

fire it is to draw back on the string, concentrate on the fetish and the target, and a shaft of pale blue energy will appear. Damage is either 6D6 S.D.C. against mortal opponents or 1D4×10 M.D. against supernatural and mega-damage opponents. Range is 2000 feet (610 m) whether ordinary arrows or spirit arrows are unleashed.

Flint or obsidian knives: 4D6 S.D.C. or 2D6 M.D.

Flint or obsidian axes (small) or Tomahawks: 5D6 S.D.C. or 1D4×10 M.D.

Flint or obsidian axes (large): 6D6 S.D.C. or 1D6×10 M.D.

Bone, tooth or wood war clubs: 5D6 S.D.C. or 1D4×10 M.D.

Staffs: 6D6 S.D.C. or 1D4×10 M.D.

Spears: 1D4×10 S.D.C. or 1D6×10 M.D.

Note: Double damage to demons; triple damage to alien intelligences and their essence fragments.

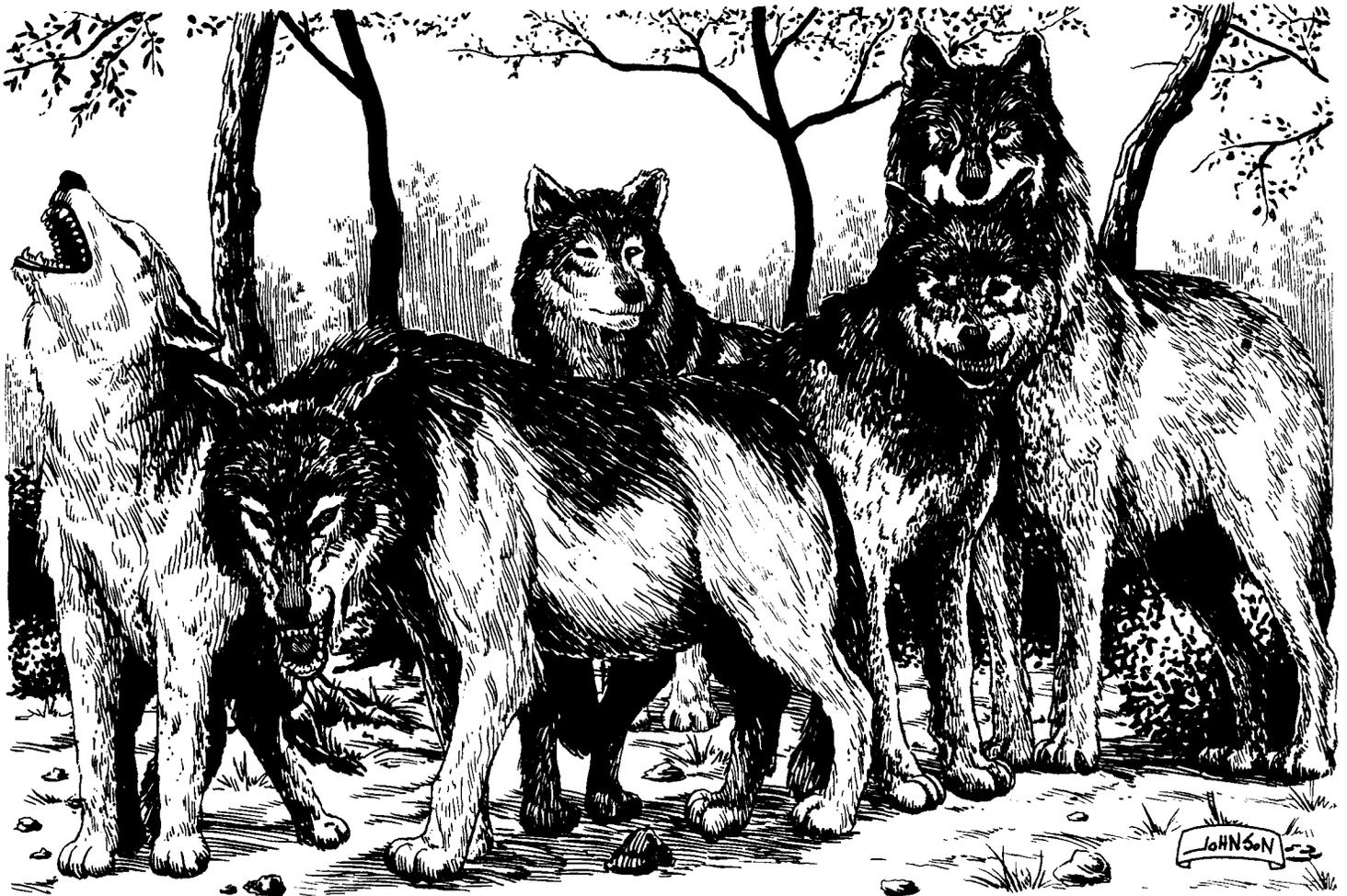
Spirit Wing Fetish: This fetish is made from the intact wings of a large bird. It enables the user to fly at incredible speeds, rivaling the speeds of many power armors. When the fetish is activated, the user can fly at speeds of up to 300 mph (480 km) for 10 minutes per level of his experience. The powers of the fetish can be called upon once per day for each level of the user.

Sweat Lodge: The sweat lodge is made of wood and hides, with a smoldering fire inside. It acts as a unique, giant fetish for channeling P.P.E. and I.S.P. during rituals. It can accommodate as few as two people or made large enough for two dozen. It is a powerful fetish that draws upon the spirits and provides P.P.E. as if it were a ley line (doubles all aspects of the spell, provides 10 P.P.E. per level every 12 hours, and replenishes lost P.P.E. at a rate of 20 points per half hour)! Only Native Americans can benefit from the additional energy because it comes from their guardian spirits.

Another unique aspect of the lodge is that it allows the sharing of I.S.P. in the same way that P.P.E. is shared in ritual magic, but this aspect is only possible during healing rituals. A number of resurrection tales are attributed to the sweat lodge, and at higher levels, Healing Shamans can indeed bring people back to life. The Shaman must be at least 10th level and possess healing psionic abilities to attempt it, and 750 I.S.P. must be spent. The resurrection success is equal to 80% minus 5% for each day the person has been dead.

Wind-Rider Fetish: This magic item is fashioned from the feathers of six different birds (one must be a bird of prey), and a large, flat piece of turquoise surrounded by seeds (glued on) from plants that are easily carried by the wind, such as Milk Weed, Dandelions, and similar. The fetish must be worn in the hair, ideally long hair. This magic item gives the character a keen sense of wind movement, the exact wind speed and direction, changes in direction, and whether or not a storm is coming (from what direction, whether it will be a light or severe storm, time of arrival and whether it is a natural or magical storm). In addition, the character is impervious to the effects of wind (no damage or resistance), even tornado and hurricane force winds (wind rush too). Thus, the Wind-Rider can walk through a hurri-

cane or stand in the path of a tornado without fear of being struck from flying debris or being harmed or pushed by their winds. Lastly, the fetish owner can allow himself to be carried like a leaf by the wind. He has no control over the speed or direction of the wind, although he knows them, and is simply carried away by it. When he wants to land he floats gently to the ground.



Totems

By Wayne Breaux & Kevin Siembieda

Totems are the guardian spirits that represent and protect each animal species (dogs, wolves, bats, crows, etc.) from abuse and outside threats. Native Americans enjoy the blessings and benefits of animal spirits because they have "animal spirit potential" within them. However, humans do not receive the direct or powerful protection that animals can be blessed with. Instead, humans are protected constantly in small ways by their totem spirits. In game terms, this translates into bonuses to skills, attributes, and/or combat. Normally, only Shamans can call directly upon the aid of a totem, but occasionally, a non-Shaman will be considered important enough that his totem spirit will directly intervene to keep him or her alive. Heroes of Native American legends are often aided by their totems and/or other great spirits so that they may complete their quests.

Frequently, Native Americans tend to dress like their totems, wearing skins, bones, or feathers with the permission of the to-

tem spirit. Consequently, the totem of many Native Americans can be easily determined simply by looking at what they wear. Of course, others do not advertise their totem and spiritual allegiances and orientation. Most Native Americans who believe in and respect their totem animal (many Modern Indians don't) usually learn all they can about it.

Anyone who accepts the gifts of a totem, i.e., using the bonuses it provides, also accepts responsibility for protecting and caring for that species of animal. This includes feeding hungry animals, caring for injured ones, and not killing the animal unless absolutely necessary. Native Americans with game animals for totems can hunt them without worry, but only if the character or his people are hungry or need the skin, bone, or things the animal can provide. If the character needs the animal, the animal and its guardian spirit will allow it to be taken — such is the circle of life.

Only Native Americans and members of a few other peoples and societies draw power from totem animals (most shamans worldwide, some druids, and others). Most races have lost the ethnic purity and/or strong beliefs needed to do so. By living with other cultures and borrowing and sharing their beliefs, ways, habits, and speech without actively maintaining their own ways, a culture slowly gives away its "spirit potential" until it is lost. The result is that their spirit potential is no longer pure and many little parts of the spirit have been replaced with what it has traded to others. Left with so little spirit potential, it cannot be recognized, shared or accepted by the greater spirits and totems. This is why most white people cannot interact with or understand the spirits around them. Only Pure Ones and Ancients—those untainted or who have forsaken other cultures and strive to relearn and restore their inner spirit—can have totems. Likewise, many of the people of Africa, bushmen, aborigines, and some island peoples have remained close to nature and spirits and still draw upon them for power and wisdom. This is why the Native Americans commonly refer to themselves as the "Pure Ones," because they are among the few peoples of the world who have not cluttered their spirits with hundreds of little bits of other cultures, beliefs, religions, science and technology.

The respect Native Americans have for animals and plants comes from their belief that they are descended from animals (something that theories of evolution would seem to support). Thus, they believe within each of them is a spark or "spirit" of the animal they once were. This belief and others, like the circle of life and the omnipresent spirits, make most Native Americans closer to nature than most other people and cultures. Totem spirits are just one more mystical manifestation of their beliefs and own spirits.

According to tradition, each animal has a great spirit that represents its species, such as Bear, Wolf, Deer, Frog, etc. The "great spirits" are believed to be attuned to each and every spirit potential of their species, because each spirit potential is a small fragment of the Guardian Spirit's essence. Through this attunement, they are able to sense the needs and troubles of their spirit brothers. These great spirits are often called Guardian or Protector Spirits, and as such, it is their responsibility to aid and protect animals of their species from danger and abuse. When animals are threatened, the totem spirits can send lesser spirits or summon humans to defend them or intercede (wittingly or not) on their behalf.

Humans possess the "spirit potential" of their totem species and thus fall under the protection of the totem spirit. However, unless the human is a part of some important event, the attunement is minimal at best, because the animal spirit fragment within is diluted by the human spirit and intellect. Although the animal spirit is small and often diluted or denied, it is strong enough for the Guardian Spirit to notice and offer some small measure of guidance and help. In the case of those who recognize and welcome their animal spirit by adopting a "totem" animal, help comes in the form of small attribute and skill bonuses. In addition to the bonuses provided, each totem animal represents certain general personality traits which can be recognized by the humans who belong to that animal totem. For instance, a bear is usually gentle and loving with its cubs, but ferocious and deadly when provoked, angered or threatened. People who belong to the Bear Totem are typically gentle and friendly toward

children, friends and family, but when those loved ones are threatened or the character is angered or provoked to combat, he becomes a force to be feared and reckoned with.

Shamans and Totem Warriors are even more acutely aware of their animal spirits and exchange part of their spirit potential with animals to create a stronger attunement with the Guardian Spirits. This enables them to call upon spirit strength, aid and abilities more than the average person. This extra connection to their animal-self and primal spirits is reflected in O.C.C. abilities and bonuses.

Another aspect of totems that many people misunderstand is that the appearance of the totem is not what makes it impressive to Native Americans. The *qualities* of a totem and how it harmoniously fits with a character's personality are what determine an animal totem. There have been times when some players scoffed at the notion of hummingbirds, rabbits, and crawfish as totem animals. Why would anyone want to claim the crawfish as a totem? Well, if you look at it from the proper point of view, *crawfish* are generally reddish or dark in color, which is the color of blood and warfare. If you threaten it, instead of running, it threatens back with upraised claws and backs slowly away to a defensive position. Additionally, the crawfish is covered with protective armor, has natural weapons (claws) and is a patient and tenacious predator. There are few totems of war, bravery, and protection with better traits than the crawfish! Despite their diminutive size and delicate beauty, *hummingbirds* are alert, lightning fast and surprisingly aggressive—attacking animals much larger than they are to defend themselves, their offspring or territory. *Rabbits* have keen hearing and are extremely alert, fast, and agile, not to mention family oriented (lots of young) and builders of tunnel nests.

A player may still be tempted to go for totems with flash or appearance, like the wolf, bear, snake, or eagle, but we suggest looking at the animal's traits, not just its bonuses and reputation before making a selection. Pick the traits and/or bonuses that best fit the character's attributes, alignment and temperament/disposition and other traits (quiet and unassuming but alert and cunning like a weasel or perhaps even a mouse; loyal like a dog; a brave hunter but a loner like a cat, and so on). If one of the animal totem descriptions jumps out at you and practically describes the way you want to play that character, then that is the totem for you. Remember, totems are drawn to and choose people that are most like them. Players who love role-playing should try to emulate their totem animal and use it as an additional guide as to how their character views himself, life, and how he or she reacts. White men may joke about a totem, but Native Americans will recognize and respect the virtue of each and every totem. Of course, appreciation of and understanding totems, will also give a Native American rival or enemy some insight into their adversary.



Terms used for Totem Descriptions

The following section details a selection of totem animals and the notable characteristics that define them. It also gives the specific bonuses a Native American receives when he recognizes his animal "spirit potential" and that totem accepts him. The format presented is as follows:

Name: The common name of the general species/type of animal.

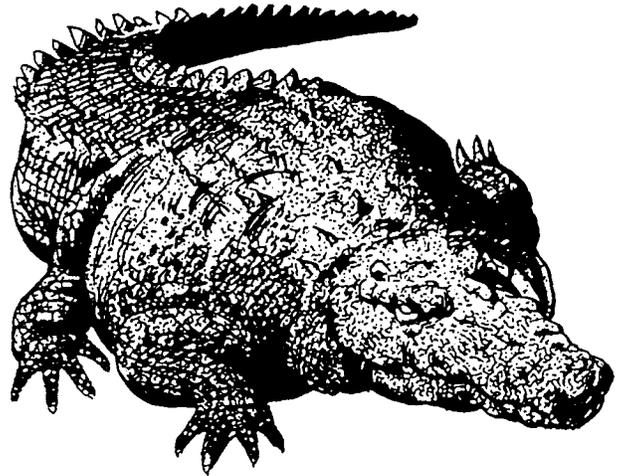
Traits: The general and most notable strengths, weaknesses and personality/character traits commonly exemplified by that animal species. Traits should be compared to the personality the player has in mind for his or her "character" in order to make totem selection easier. Do not choose a totem if the character is not going to be played in a complementary manner; some Native Americans, even Traditionalists and Pure Ones, are not in tune enough with their inner spirits to recognize (and play) their totems. **G.M. Note:** It is easy to compensate for players who are playing out of character simply by not allowing the totem bonuses, powers and skills unless the person plays "in character" or selects a totem that more accurately reflects who he is; i.e. the player/character would like to think of himself as a bear or eagle because of preconceived notions of what the animal represents, but is really a bat, mouse or deer. Only *one* totem per character.

Skills: Most totems offer a special skill or skills that the character receives from the totem spirit. These skills can be considered natural aptitudes, but receive no special bonuses other than those listed and a possible bonus from a high I.Q. These skills are in addition to O.C.C. skills. If they are included in O.C.C. skills, the player gets a special bonus of +10% for that particular ability/skill.

Bonuses: Totem bonuses are applied during character generation and stay with the character for the rest of his life. They are in addition to and cumulative with all bonuses from O.C.C., attributes, and physical skills. Totem Warriors add these bonuses to their *human form*, changing S.D.C. to M.D.C. when necessary (the bonuses do carry over to their animal forms).

Powers: These bonuses and abilities are only available to the Totem Warrior O.C.C. when the character is in "giant" *Totem Animal Form*. Only the Totem Warrior can use these powers and only as a giant animal. Special abilities, supernatural strength, attribute and damage bonuses only apply in *giant* animal form. Unless specifically stated, the horror factor of their giant animal form is 10. All Totem Warriors are able to speak any human languages they know as well as the animal language of their form whenever in animal form. **Important Note:** The Totem Warrior can assume two versions of his animal form, as detailed under the O.C.C. description. If the normal-sized animal form is significantly smaller than human-sized, birds and rodents for example, subtract 2 points from P.S. for each one foot of difference between the human form and animal form.

Totem Animal Descriptions



Alligator

Traits: The alligator is a large, powerful and patient reptile hunter who dwells in swamps and marshes. He is slow, even lethargic, but can muster himself into great bursts of energy or speed. Alligator is usually calm and quiet until something tangible stirs him, like food, anger, a mate or survival. Alligator likes to hide and wait for opportunity to come to him, but this means he is also patient, confident, likes to wait in ambush and strike suddenly, often with the element of surprise. The Alligator totem can also include crocodiles, komodo dragons, and other large reptiles or lizards.

Skills: Swimming (+10%), detect ambush, camouflage and wrestling.

Bonuses: +20 to S.D.C., +1 to P.E. and M.E., +5% vs coma/death.

Powers: +6 to P.S., add 20+1D4x10 to M.D.C.; powerful, locking jaws bite, doing 5D6 M.D. and require a P.S. of 24 or greater to pry them open; tail strikes do supernatural P.S. damage +1D6 M.D. damage. Alligator can hold his breath for one minute per P.E. point, swim, dive, and prowl underwater (50% +5% per level of experience); swimming speed is double land speed. Capable of a burst of running or swimming speed that adds +10 to the speed attribute and lasts for two melee rounds (30 seconds), but can only be performed once every 15 minutes. The alligator's horror factor is 12.

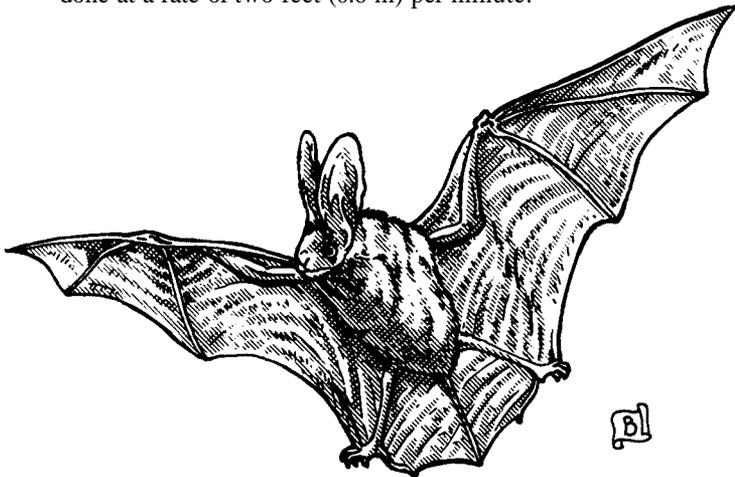
Badger

Traits: Badger is a small mammalian predator who digs his prey out of underground burrows, holes, or warrens. Badger is confident, energetic and tenacious, always clawing for what he wants. He is constantly on the go, looking for opportunity, whether it be food, profit or fun. He is usually determined enough to dig up or work hard for whatever it is he seeks, and will stand his ground against insurmountable forces if it involves something he believes is worth fighting for.

Skills: Athletics and Detect Concealment (+5%)

Bonuses: +1 to P.E., +2 to Spd., +1 to dodge, +1 to roll with impact, and +1 to pull punch.

Powers: +2 to P.S., +2 to P.P.; bite damage is 3D6 M.D., claws add 1D6 M.D. to supernatural P.S. damage, nightvision (200 ft/61 m), and digging through earth at a rate of five feet (1.5 m) per melee round, but does not leave a tunnel or passage behind the character (one foot/0.3 m per melee round when digging a hole). Tunneling, which does leave a passage, is done at a rate of two feet (0.6 m) per minute.



Bat

Traits: Bat is a small flying mammal who has poor, near-sighted vision, is light sensitive (hurts his eyes) and has a frightening appearance. However, Bat is has a keen awareness of everything around him (far better than what mere sight might show), has superior hearing (ever alert and ready for action), sonar/radar abilities (can *sense/hear* what others often cannot), flies (has a spirit that soars and enjoys life), but often hides in caves and dark places (tends to keep his deepest thoughts and emotions hidden from others). Bat can be a hunter (insects or small rodents) or a gatherer (eats fruit, nectar, honey, etc.). He usually gathers in large flocks and enjoys the company of others, although he may not work well with others, especially in very regimented environments like the army.

Skills: Land navigation (+10%), detect ambush (+5%) and intelligence.

Bonuses: +4 to speed attribute, +2 to initiative, +1 to dodge, rarely surprised (enemies prowl against the bat at -20%).

Powers: +1 to I.Q., +2 to M.E., +1 to P.P., add 1D4x10 to flying speed; bite does 1D6 M.D., flying claw strikes do supernatural P.S. damage. Radar/Sonar allows the character to "see" in nearly any condition, including total darkness or when completely blind. It will also show the character the location of any invisible opponent, but it will not be able to locate intangible or otherwise nonsolid people or objects (like ghosts, illusions or holograms). The bat has a horror factor of 13.

Bear

Traits: Bear is large and powerful. He goes through long periods of quiet inactivity and can be quiet and nonassuming, sometimes downright lazy. But he is known for his great strength, imposing physical size, and ferocity when angered. Bear is fiercely protective of loved ones (and tends to be loyal to them) and that which belongs to him, and defends them savagely. Bear is generally a calm, quiet powerhouse until angered, provoked or threatened, then he becomes aggressive

or forceful, even murderous. When Bear rises on two legs and bellows, one knows they have pushed him too far and Bear is ready to fight or will stand his ground.

Skills: Body Building, climb, and wrestling.

Bonuses: +15 S.D.C., +1 to P.E., +1D4 to P.S., +2 to save vs H.F.

Powers: +8 to P.S., +2 to P.E., +30 to physical M.D.C.; bite does 4D6 M.D., claws add 3D6 M.D. to supernatural P.S. damage. Heightened hearing and smell provide: +1 to initiative, track by smell: 50%+5% per level, and identify/recognize known scent: 40%+4% per level. The bear's horror factor is 14.

Beaver

Traits: Beaver is a large, swimming rodent with a wide, flat tail, wide, blunt teeth and powerful jaws for cutting through wood. He is an industrious worker who enjoys physical exertion and plays hard. He is a natural engineer, a skill he applies to constructing dams and dens. Beaver loves to build and is tenacious at it, whether he's building a structure made of wood or a relationship. He is usually a trusted companion, loyal, family-oriented, and usually well intentioned. When given a narrowly defined task, he sticks with it and does well, but doesn't necessarily work well with others (tends to be clumsy, slow and loses sight of his position within a group) nor in the execution of complex tasks that involves *interworking* with others. Worse, beaver is usually so focused on the immediate task at hand that he may be oblivious to other factors (rarely sees the big picture) and often loses sight of how his actions (like building a dam) might affect those around him.

Skills: Swimming (+15%), carpentry and sculpting/whittling.

Bonuses: +2 to dodge in water, fatigues at half the normal rate, +5% to any skill or labor involving construction or repair, and a human bite does 1D6 S.D.C.

Powers: +1 to M.E., +2 to P.S.; bite does 2D4 M.D., can hold breath for one minute per P.E. point, and can chew through any nonmetal or stone S.D.C. substances (wood, rope, plastic, etc.) at roughly a rate of one inch per minute. M.D.C. materials cannot be gnawed through. Good hearing, water-resistant fur, excellent swimmer, and +1 to initiative and +2 to dodge underwater.

Blue-Jay

Traits: Blue-Jay is smart, bold, bright and beautiful, but this can also make him selfish (anarchist or miscreant), boastful, loud, outspoken, envious, greedy, and spiteful. He is a trickster who cannot be trusted, for Blue-Jay usually thinks of himself first and will use deceit and treachery to win the day. Blue-Jay loves the spotlight (when positive), but avoids great responsibility and denies blame for shameful, careless, or foul deeds.

Skills: Land navigation (+10%), escape artist and palming.

Bonuses: +1 to I.Q., +1 to P.S., +1D4 to P.B., +1 to strike.

Powers: +1 to P.S., +5 to P.B.; +1 to strike, +2 to dodge; beak strike does 1D6 M.D., supernatural P.S., and the bird can fly at up to 60 mph (96.5 km).

Boar

Traits: Boar is tough, quick, and short tempered. He is aggressive and uncouth, with little regard for other's opinions. Arguments and confrontations are common between Boar and those around him. In a fight, he is relentless, brave and merciless. The Boar Totem can also include pigs, other wild swine, and tapirs.

Skills: Running and body building.

Bonuses: +2 to P.S., +1 to strike, parry, and dodge, +2 to roll with impact, punch or fall.

Powers: +2 to P.S., +1 to P.P., +2 to P.E., +6 to Spd, +10 to M.D.C.; tusks add 1D6 M.D. to supernatural P.S. damage, and Horror Factor is 11. Heightened smell enables the boar to track by smell: 35%+5% per level, and recognize scents: 25%+5% per level.

Bobcat

Traits: Like all cats, Bobcat is a quick, alert hunter, but he is smaller than most feline hunters. Yet despite his size, he fights like a whirlwind and takes pleasure in the fact that so many people underestimate him. He is an excellent tree climber and is a bit more cunning than most hunters. Bobcat tends to be a brooding loner who prefers the freedom and openness of the wilderness over the city. Bobcat avoids areas of heavy populations or drifts along the edges of them. Likewise, Bobcat is a loner, even among a group he respects and cares about, often keeping his thoughts to himself and drifting off to investigate things on his own. The Bobcat Totem can also include the lynx and other small wildcats.

Skills: Climbing (+10%), prowl (+5%) and hunting.

Bonuses: +1 to M.E., +1 to P.P., +1 on initiative and +1 to dodge.

Powers: +1 to I.Q., +2 to P.P.; retractable claws add 2D4 M.D. to supernatural P.S. damage, nightvision (500 ft/152 m), leap 15 feet (4.6 m) high or lengthwise, and +10% to climb skill.

Buffalo

Traits: Buffalo is an imposing creature in size and brute strength. He is a strong, hardy, fast, provider and protector who is at peace with his place in the world. Buffalo is not a hunter, but a grazer who accepts his place in life and exhibits quiet strength and endurance. Buffalo loves the company of others, is helpful, compassionate, merciful and works well in groups of any size — a team player who thinks of others before himself. If there is any (arguably) negative trait, it is that Buffalo is complacent and not aggressive. He is happy to avoid trouble and problems rather than confront them, but when he does, he faces them head on.

No other animal holds a more important place in the hearts or lives of the Plains Indians who give Buffalo nearly unequaled spiritual significance. To the Native Americans, Buffalo represents the ultimate in spiritual strength and self-sacrifice — a powerful, yet gentle animal who is willing to sacrifice himself so that others (humans) can prosper (traditionally the buffalo provided the Plains Indians with food, fur to stay warm, hides to make clothes, moccasins to cover the feet, horn and bone to make weapons, tools and art, and so on). The Buffalo Totem also includes bison, yaks, and other large, thick-haired herd animals.

Skills: Wilderness survival (+10%), skin and prepare animal hides (+5%), and land navigation.

Bonuses: +20 to S.D.C., +3 to P.S., +2 to damage.

Powers: +4 to P.E., +8 to P.S., +1D4×10 to physical M.D.C.; gore or smash with horns does supernatural P.S. +3D6 M.D., running *ram* with horns does supernatural P.S. +4D6 M.D. and uses two attacks. Acute hearing and good sense of smell. Bonuses: +1 to initiative and +1 to dodge. The spiritual power of the buffalo gives it an aura of awe for an equivalent of a horror factor of 15!

Bull

Traits: Bull is strength, power and charisma. Even when quiet and docile, there is something about him that seems dangerous and powerful. When provoked, his strength and speed are displayed without restraint. He is an excellent fighter, brave and strong, but has a dangerous tendency to rush into battle headlong and ignore/disregard strategy and tactics in favor of brute strength and a straightforward fight. Bull hates duplicity and lies because he has not the skills for them himself, thus he prefers all things to be black and white — straightforward. When angered beyond reason (sees red), he will fight without consideration of the danger or odds against him and is easily provoked into combat. Works reasonably well with others, but will charge off on his own when angry, provoked, excited or sad. Bull may often seem uncaring, but he is simply unconcerned. This totem can also include the ox and other bovine work animals.

Skills: Body Building and herding cattle (+5%).

Bonuses: +12 to S.D.C., +2 to P.S., +6 to Spd., +1 on initiative and +2 to save vs horror factor.

Powers: +2 to P.E., +6 to P.S., +3 to save vs horror factor, and +5D6 to physical M.D.C.; gore or smash with horns does supernatural P.S. +2D6 M.D., while a running ram does 5D6 M.D. plus supernatural P.S. damage, but counts as two attacks.

Coyote

Traits: The spirit god Coyote has the most expansive reputation in Native American legends. He is the ultimate trickster and con man, but he is also often a hero and earns a unique place as a respected leader and trickster. The antics of Coyote are tolerated because it is believed that he understands much about the universe, and by questioning the ways of man, even sacred ways, he is helping them to learn.

The Coyote Totem represents both the negative and positive (not necessarily good and evil) and is ideal for characters of unprincipled alignment (anarchist and aberrant to a lesser degree). Coyote is both smart and silly/buffoonish; crude and kind; generous and greedy; friendly and treacherous; forthright and tricky; at times he is honest, knowledgeable and helpful, yet other times he is deceitful, secretive and tricky. Coyote is curious and likes to know about everything and everybody, although he is not likely to share all his secrets or treasures. Bold, confident and charismatic (but rarely reckless or foolish), Coyote prefers to work behind the scenes, making a surprise appearance (with impeccable timing) to reap the reward and accolades of others for his handiwork. He can be manipulative but has a high regard for life and never sacri-

fices a pawn out of cruelty or revenge. In fact, Coyote can exhibit surprising loyalty to those he likes, respects or finds challenging. Despite his antics, Coyote tends to do what's right/moral and cares about people, especially Native Americans. He enjoys all aspects of life and drinks deeply in life's experience — the more challenging and risky, the better.

Skills: Disguise (+10%), imitate voices (+5%), ventriloquism (+5%), and **Cardsharp** (+10%; loves to gamble).

Bonuses: +1 to I.Q., +1 to M.A., +1 on initiative, and +2 to dodge.

Powers: +3 to M.A., +1 to P.P., +4 to speed; claws add 1D4 M.D. to supernatural P.S. damage, bite does 2D6 M.D., heightened smell enables the coyote to track by smell: 50% +5% per level, and recognize specific scents: 40% +5% per level.

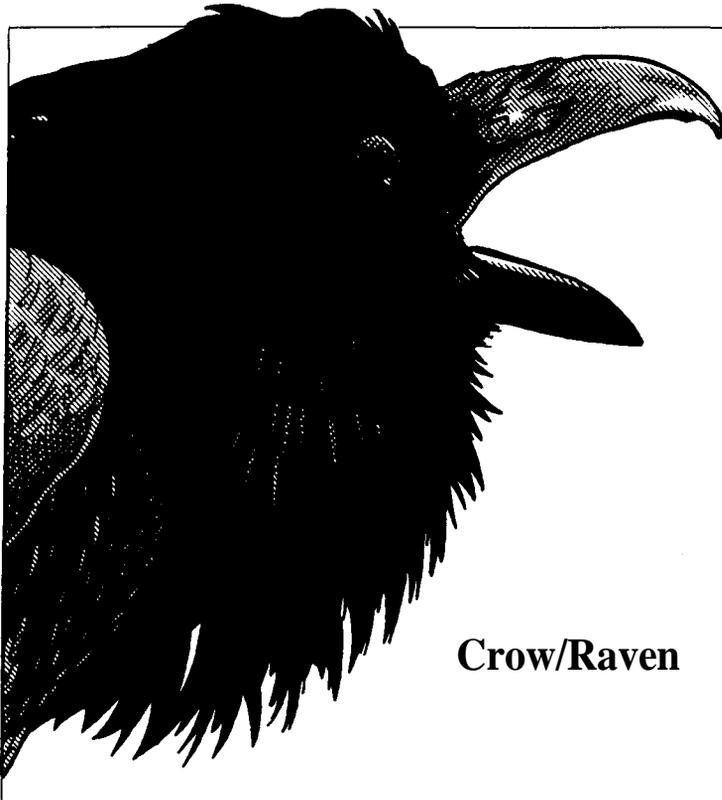
Crawfish (Crayfish)

Traits: Crawfish wears armor the dark color of blood and is brave, even when threatened by giants and great forces. Crawfish is bold, deadly and asks for no quarter in combat, and offers none in return. He is tenacious and patient, willing to wait for his enemies to make the first or a foolish move before striking; has a good head for tactics. These are the characteristics of a true warrior, and this is a totem of courage and war. The totem can also include other salt or fresh water crustaceans like crabs and lobsters.

Skills: Fishing (+10%) and Paired Weapons

Bonuses: +10 to S.D.C., +2 to P.E., and +3 save vs Horror Factor

Powers: +3 to M.E., +3 to P.S., +3 to Spd.; +1D4×10+10 to physical M.D.C. (shell), immune to Horror Factor, claws add 2D6 M.D. to supernatural P.S. damage, Antennae act as motion detectors (see description on page 230 of **Rifts**® for full details) that adds +1 to dodge and +1 to initiative, and penalties for blindness are halved. Horror Factor (as giant animal) is 12.



Crow/Raven

Deer

Traits: Deer is gentle, passive and friendly, yet defensive and evasive — wary of magic and secrets. If threatened, he prefers to run, and will rarely fight unless cornered or defending itself or a loved one. Deer has a position of respect similar to that of Buffalo, in that he sacrifices himself regularly for the survival of man. This totem includes all types of deer.

Skills: Running, Detect Ambush (+5%)

Bonuses: +6 to Spd., +1 to initiative, and +2 to dodge.

Powers: +2 to P.S., +1 to P.E., +20 to Spd., gore attacks with antlers adds 1D6 damage to supernatural P.S. damage, ramming adds 2D6 to supernatural P.S. damage (and only uses one attack due to the deer's agility and speed), can leap 8 feet (2.4 m) high or 12 feet (3.6 m) across, and has keen hearing; +4 on initiative when combined with defensive maneuvers (dodge, duck, leap, run away, hide), +1 to parry, +2 to dodge.

Dog

Traits: Dog is the long-time companion of man; a brave and trusted ally. He is a guardian and protector, who represents loyalty, faithfulness and friendship (and such traits breed confidence, trust and strength in unity). Dog is cousin to the wolf, which gives him a touch of the wild and courage and ferociousness in combat or when angered. To friends, Dog's bark is worse than his bite, to enemies he can be deadly, although merciful. He is a companion and defender to the end. This totem includes all domesticated dogs, from Terriers to Wolfhounds.

Skills: Running, herd cattle, and breed dogs.

Bonuses: +1 to I.Q., +2 to M.A., +2 to M.E., +2 save vs horror factor.

Powers: +2 to P.S., +2 to P.E., +2 to P.P.; bite does 2D6 M.D., claws add 1D6 to supernatural P.S. damage, swim at 50%, run at 35 mph (56 km) and heightened smell allows the dog to track by smell: 60% +5% per level, and recognize scents: 50%+5% per level.

Traits: Crow is another common trickster in Native American legends. He uses his sharp intelligence and cunning to outwit and trick others. Crow is not quite the joker that Coyote is, nor as selfish and spiteful as Blue-Jay, but can be crude and self-serving, often taking (through trickery) what he desires; **Crow/Raven** loves self-gratification and has an insatiable appetite for food and sex. Although intelligent, clever and wise, Crow often instigates trouble for the pure fun and anarchy, despite the fact that his antics will get him into trouble as well (the consummate fast-talker and resourceful quick-thinker, Crow always thinks he can weasel out of trouble). Crow is also a scavenger and an opportunist who can survive nearly any situation or environment. He enjoys life and its many challenges. This totem also includes ravens and minks.

Skills: Seduction (+10%), cooking (+10%), escape artist (+10%) and Streetwise (+5%).

Bonuses: +2 to I.Q., +2 to M.A., +2 to spd. and +3 to save vs psionics or magical mind control.

Powers: +4 to M.E., +2 to dodge when in flight, +3 to save vs psionics or magical mind control. Beak/peck attack does 1D6 M.D., claws add +4 M.D. to supernatural P.S., and the bird can fly at up to 80 mph (128.7 km).

Dolphin

Traits: Dolphin is a benevolent sea creature believed to be the original form of some sea-faring Native American tribes. He is a swift, playful creature who enjoys life and people of all races. Dolphin is gentle, caring and nurturing, but strong and brave, willing to fight to protect himself or others. Dolphin represents intelligence, compassion, loyalty, friendship and strength of character. Works well with groups; a reliable team player. The totem includes all types of dolphin, porpoise and killer whale.

Skills: Swimming (+20%) and sing.

Bonuses: +1 to I.Q., +1 to M.E., +2 to M.A., and +2 to dodge underwater.

Powers: +1 to I.Q., +1 to M.E., +2 to M.A., +2 to P.P., +20 to speed in the water, +12 to physical M.D.C.; bite does 1D6+4 M.D., ram does supernatural P.S. damage, they take 1/2 damage from cold, can hold their breath for P.E.x2 minutes, and have sonar that allows the dolphin to "see" underwater in nearly any condition, including total darkness. Sonar will also show the character the location of any invisible opponent, but it will not be able to locate intangible or otherwise nonsolid people or objects (like illusions, ghosts or holographic projections).

Eagle

Traits: Eagle is another totem that is greatly respected. He is a large, majestic predator, noble and strong in appearance and free to follow the wind. Eagle is a great hunter with keen eyes and sharp talons, always striking swiftly and cleanly — offering mercy in combat as quick death. Eagle represents strength, pride and hunting. This totem includes all types of eagles and condors.

Skills: Fishing (+10%) and hunting.

Bonuses: +1 to P.P., +3 to Spd, +1 to M.A., and +1 to strike.

Powers: +2 to P.P., fly at speeds up to 70 mph (112.6km); talons add 3D6 M.D. to supernatural P.S. damage, bite does 4D6 M.D., and their extraordinary sight allows them to see details up to two miles (3.2 km) away. Eagle is also +2 to initiative, +1 to strike, +1 to disarm, and +2 to dodge.

Ferret

Traits: Ferret is small and agile, inquisitive and secretive. He is adept at finding a way into things (including people's affections), loves to explore and play, and enjoys collecting curious and fun items. Fun-loving Ferret argues he is not a thief, but whatever is not claimed by another, he feels free to take for himself. This totem also includes weasel, ermine, sable, grison and marten.

Skills: Pick Pockets (+10%) and climb.

Bonuses: +2 P.P., +2 to Spd, and +1 to dodge.

Powers: +2 to P.P., +10 to Spd; claws add 1D4 to supernatural P.S. damage and +10% to climbing, bite damage is 2D6, and the increased metabolism of these animals gives them +2 to strike and +2 additional attacks per melee round, but the incredible metabolism means they must eat four times what a normal person would (in human form, they only require twice the amount).



Fox

Traits: Fox is the small cousin of Wolf and Coyote. He is not the trickster that Coyote is, but he is a deceiver and a thief. His size prevents him from being the masterful hunter and warrior that Wolf is, so Fox is resourceful and sneaky. Many equate his actions to cowardice or treachery, but that is how Fox survives. He avoids conflicts he cannot win, and steals from or tricks people too large and/or powerful for him to fight. He is a thinker and cunning, thus he often represents wisdom.

Skills: Escape artist (+5%), pick locks (5%), palming and trap/mine detection.

Bonuses: +1 to I.Q., +2 to M.E., +3 to Spd., and +1 to dodge.

Powers: +1 to I.Q., +1 to P.P., +6 to spd; supernatural P.S., bite does 2D6 M.D. Fox also swims at 50%, climbs at 50%, runs at 30 mph (48 km) and heightened smell allows the fox to track by smell: 60% +5% per level, and recognize scents: 50%+5% per level.

Goat

Traits: Goat is a tenacious survivor who is resistant to even the harshest climates and can survive on very little food when necessary. He is actively territorial and will challenge anyone who violates his (physical or spiritual) domain. The goat tends to be impetuous and stubborn. This totem also includes sheep.

Skills: Wilderness Survival (+10%)

Bonuses: +2 to P.E., +1 to M.E., and +1 to save vs. poison, drugs, and magic.

Powers: +2 to I.Q., +8 to P.E., +4 to Spd, Ram with horns adds 2D4 to supernatural P.S. damage, Extraordinary resistance gives +5 to save vs. poison, +3 vs. drugs, +3 vs. magic, and +2 vs. psionics. Amplified Hearing (identical to the Cybernetic Sensory Implant of the same name): +1 to parry, +2 to dodge, and +6 on initiative.

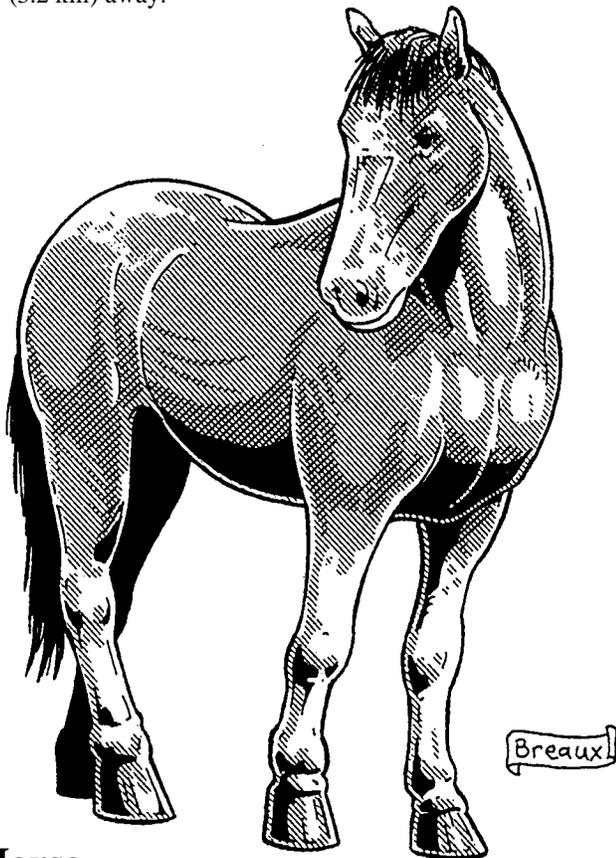
Hawk/Falcon

Traits: Hawk is a small, feisty and tenacious predator. He is not as powerful as Eagle, but is an excellent hunter. He is tough, resilient, and loves nothing better than to hunt and kill. Hawk prefers to strike at his prey swiftly and without warning, using the element of surprise as his weapon as much as his talons and jaws. For Hawk, the kill is what's important, not the battle or how one faces an opponent. If an enemy can be struck down without warning, all the better — ideal for characters of anarchist or evil alignments. This totem includes all types of hawks, falcons, buzzards and kites.

Skills: Prowl (+10%) and hunting.

Bonuses: +1 to P.P., +3 to Spd, and +1 to strike.

Powers: +2 on initiative, +1 to strike, +2 to dodge, flies at speeds up to 60 mph (96.5 km); talons add 2D6 M.D. to supernatural P.S. damage, bite does 3D6 M.D., and their extraordinary sight allows them to see details up to two miles (3.2 km) away.



Horse

Traits: Horses have long been a favorite of the Native Americans and many Native American names are references to horses. Horse is smart, swift and strong. He can be a wonderful loyal friend and companion, gets along well with others, and is not afraid of hard work. Horse is beautiful, powerful, graceful and fast — with a noble spirit that always runs free.

Skills: Running and Horsemanship: Cowboy

Bonuses: +1 to P.S., +1D6 to Spd., +10 to S.D.C., and can leap one additional foot (0.3 m) per every four points of P.S.

Powers: +5 to P.S., +24 to Spd., +12 to physical M.D.C.; kick attacks add +2D6 M.D. to supernatural P.S. damage, and acute hearing adds +1 to initiative and +1 to dodge.

Hummingbird

Traits: Hummingbird is a fast and agile bird. Although tiny, he is confident, bold and aggressive, encouraging him to attack animals much larger than himself. Hummingbird rarely turns down a challenge, even when he appears to be badly out-matched. Unfortunately, his bold, hot-headed spirit often makes him rush to combat when another recourse may have been available to avoid or settle the matter without violence. These traits and his brilliant plumage, endear him to South American Indians as symbols of warfare.

Skills: Running and acrobatics (+10%)

Bonuses: +6 to Spd., +2 to dodge, +1 attack per melee, and +10% to pilot hovercycles, jets, and other small, fast vehicles.

Powers: +4 to P.P., +50 to flying Spd., +2 to strike in flight, +4 to dodge in flight, +1 attack per melee round in flight (in addition to the extra one above), and beak or claw attacks do 1D6 damage *less than* normal supernatural P.S. damage (minimum of 1D4 M.D. damage if reduced to zero dice of damage)! Like Ferret, the Hummingbird has an incredible metabolism and must eat four times what a normal person would (in human form, they only require twice the amount).

Mole

Traits: Mole is quiet, observant and secretive, easily forgotten as he travels out of sight below the surface of the earth. Because he is so inconspicuous, Mole often hears and discovers things others would rather keep hidden. Mole is often the quiet helper who is always present and ready to lend a hand without fanfare, praise or undo reward. **Note:** Mole is often a key helper in the survival of The Twins, heroes of Hopi legends, and he is a favorite companion of Spider Woman.

Skills: Intelligence (+10%) and find contraband (+6%).

Bonuses: +2 to M.A.

Powers: +5 to P.E., Claws add 1D6 damage to supernatural P.S. damage, nightvision (300 ft/91.5 m), but has light sensitive eyes, and can dig through earth at a rate of five feet (1.5 m) per melee round and does not leave a tunnel or passage behind the character (one foot/0.3 m per melee round when digging a hole). Tunneling, which does leave a passage, is done at a rate of two feet (0.6 m) per minute. Excavating underground areas, like rooms, is possible, and can be used to create hiding places or to weaken structures. Excavating is done at 10 cubic feet (3 m) per half hour and requires reinforcing for permanence; otherwise, the cave-like area lasts 2D4 days before collapsing. Heightened smell allows the mole to track by smell: 20%+5% per level, recognize scents: 30%+5% per level, and function blind or in total darkness at half the normal penalties.

Moose

Traits: Moose is a large, powerful game animal that provides much meat, but he fights fiercely and shows himself to be a test of strength. Moose is the valiant warrior destined to *serve* a higher cause or purpose, such as providing for others. He is a strong warrior who fights valiantly and with honor, so he wins even if he loses the battle. This totem also includes elk.

Skills: Boxing and swimming (+10%).

Bonuses: +2 P.S., +1 P.E., and +1 to strike.

Powers: +7 to P.S., +3 to P.E., +4D6 to physical M.D.C., +2 to initiative, +1 to strike and parry; antlers add 2D6 to supernatural P.S. damage when goring, kick with hind legs adds 2D6 M.D. to supernatural P.S. damage, and acute hearing. Horror Factor 13.

Mouse

Traits: Mouse is small and quiet, observant and crafty. He and his kin have been living with man for centuries (despite man's best efforts to exterminate them). Native Americans do not treat mice as the pests we do, and the Mouse totem signifies adaptability, fertility and survival. This totem includes rats, hamsters, ground hogs, and other small rodents.

Skills: Prowl (+5%), climbing and preserve food.

Bonuses: +1 to P.P., +2 to Spd., and +1 to save vs poison.

Powers: +1 to I.Q., +2 to P.P., +4 to Spd. Mouse does 1D6 less than normal damage for their supernatural P.S., but its claws add +10% to climbing. Their bite does 1D6 M.D. damage. Acute hearing adds +1 to initiative and +1 to dodge, and digging can be done at a rate of five feet (1.5 m) per melee round and does not leave a tunnel or passage behind the character (one foot/0.3 m per melee round when digging a hole). Tunneling, which does leave a passage, is done at a rate of two feet (0.6 m) per minute.

Opossum

Traits: 'Possum is quiet and unobtrusive, watching from a tree branch overhead, waiting for an opportunity (or just watching). When threatened or angered, he can be a vicious and savage fighter. However, 'Possum is cunning and a fair actor, able to feign outrage and ire to intimidate others, and, if necessary, convincingly play dead.

Skills: Climb (+15%) and acrobatics.

Bonuses: +1 to M.E., and +2 save vs psionics or magic that paralyze or immobilize, +3 to save vs horror factor.

Powers: +2 to M.E.; bite does 1D6 M.D. and claws add 2D4 M.D. to supernatural P.S. damage. The long prehensile tail can support or carry the character's weight, helps to hold and climb, maintain balance, and is +1 to parry with melee weapons. Nightvision 400 feet (122 m), heightened smell enables the 'possum to track by smell: 30%+5% per level and recognize scents: 25%+5% per level. The 'possum is also able to feign death in a manner identical to the physical psionic ability of Death Trance, but at no I.S.P. cost.

Otter

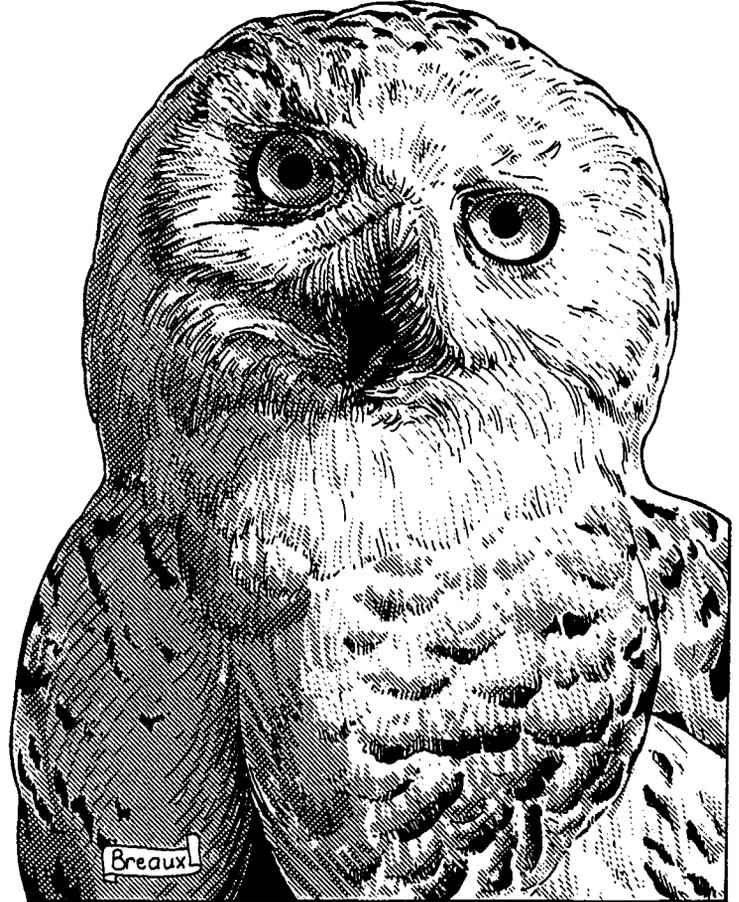
Traits: Otter is friendly, fun-loving and playful. He avoids combat if at all possible and will help anyone he finds in need. Otter is a pacifist who, even when faced with self-defense, will seek to escape, evade, or end the fight quickly. Otter can

be lazy or complacent for short periods, but life is too interesting and fun for him to lay dormant for long.

Skills: Swimming (+15%); excellent diver.

Bonuses: +1 to I.Q., +2 to M.A., and +2 to Spd.

Powers: +2 to P.P., +6 to Spd, +2 to initiative and +1 to dodge; can hold its breath for one minute per P.E. point, heightened smell enables the otter to track by smell (45% +5% per level) and recognize scents (45% +5% per level), and its whiskers detect vibrations which means penalties for being blind are half.



Owl

Traits: Owl is a totem of mystery and darkness. It is not an evil totem, and the association of the owl with bad medicine is often misunderstood. Owl often follows bad magic, but he does not bring it. Owl is the keeper of secrets and lost knowledge and is often thought to represent wisdom, but knowledge and wisdom are not the same thing. Owl knows the difference, however, and he also knows about bad medicine and evil ways. Owl is also a hunter in the darkness who sees into the dark of night and the darkness of a man's soul with equal clarity. When *afight* as a hunter, Owl strikes silently and swiftly, often appearing out of the darkness like a vengeful phantom. He tends to be a pragmatic loner. He usually keeps his suspicions and dark thoughts to himself, but keeps a watchful eye on those he believes to be duplicitous, evil or harbingers of bad medicine. Owl is attracted to all things magical, dark and dangerous but knows when to leave well-enough alone, and does not usually covet dangerous things that will lead to his corruption or demise.

Skills: Streetwise (all; +10%), lore: demons and monsters (+5%) and lore: magic/geomancy and lines of power.

Bonuses: +1 to **I.Q.**, +1 to **M.E.**, +1 on initiative, +1 to save vs magic and +2 to save vs possession.

Powers: +2 to **M.E.**, +2 to **P.P.**, and flying speed is 45 mph (72 km); claws add 2D6 M.D. to supernatural P.S. damage, extraordinary sight that allows details to be seen up to two miles (3.2 km) away, but nightvision is limited to 1,000 ft (300 m). Acute hearing and sense of smell adds +2 to initiative and +1 to dodge.

Porcupine

Traits: Porcupine is quiet and tends to rely on his natural defenses in nearly any situation, even social ones. He tends to keep to himself as much as he is allowed, but when he does engage in conversation, he relies more on his own beliefs and opinions than on fact. Arguments with Porcupine are practically a waste of time because he is hard-headed and rarely ever changes his views. Verbal attacks roll off his back (ignores 'em) and in combat situations, he is defensive and will only attack if an opening presents itself.

Skills: Identify plants and fruits

Bonuses: +2 to **M.E.**, +2 to **P.E.**, and +2 to parry.

Powers: +15 to physical M.D.C., heightened smell enables the porcupine to track by smell at 30%+5% per level; excellent hearing. Quills act as a natural defense inflicting 2D6 damage (S.D.C. in normal animal form and M.D. in giant animal form) to anyone grabbing, grappling, punching, or hitting the porcupine. Body slams or blocks by the character do 5D6 M.D. and forearm attacks do 2D6 M.D. plus supernatural P.S. damage.

Puma/Mountain Lion

Traits: Also known as cougars, panthers, and mountain lions, Puma is a large, agile hunter. He has all of the traits of large cats, including strength, speed, cunning and deadly claws and teeth. Puma is at the top of the food chain and has no natural enemies. He is confident and cautious at the same time, judging his prey against his own abilities and cool under fire.

Skills: Hunting, tracking (+5%) and climbing.

Bonuses: +2 to **P.P.**, +1 to **P.S.**, and +2 to **Spd.**

Powers: +4 to **P.S.**, +6 to **Spd.**, +2 to initiative, +2 to pull punch, +1 to parry, +1 to roll with impact and +1 attack per melee round. Claws add 3D4 to supernatural P.S. damage and bite does 3D6 M.D. Heightened sense of smell enables the puma to track by smell: 40%+5% per level, and recognize scents: 35%+5% per level; keen hearing and Nightvision extends to 200 ft (60 m).

Rabbit

Traits: Rabbit is swift and alert, always watching and wary. In unfamiliar territory he is unobtrusive, quiet and cautious, but when among friends and in a safe place, he becomes gregarious and relaxed. Rabbit values freedom among all else. This totem includes all types of Rabbits and Hares.

Skills: Running and detect ambush (+5%).

Bonuses: +2 to initiative, +1D6 to **Spd.**, and +1 to dodge.

Powers: +4 to **P.P.**, +15 to **Spd.**, +2 on initiative, +1 to parry, +2 to dodge. Powerful leaps can propel the animal one foot per

P.S. point vertically and two feet per point horizontally! Heightened smell and hearing. The rabbit also gets the Leap Kick and Jump Kick; see *Rifts*®, page 35) and they only cost the Rabbit two of his attacks. Kicking attacks add 2D6 to the supernatural P.S. damage.

Raccoon

Traits: Raccoon is very intelligent and adaptable. He uses his "hands" the same as humans to wash food and manipulate simple tools. Raccoon is crafty, cunning and tricky. He enjoys living by his wits and loves battles of words and wits — few animals besides Raven and Coyote can match his smarts and cunning. He would rather *out-think* an opponent than engage in combat, and Raccoon has nearly as many humiliated enemies as Raven. However, Raccoon tends to underestimate his opponent and takes foolish risks. Although he can benefit any group, his shenanigans and risk taking are just as likely to get the group into trouble.

Skills: Intelligence (+10%) and cardsharp.

Bonuses: +2 to **I.Q.**, +2 to **M.E.**, +2 to **M.A.**

Powers: +4 to **M.A.**, +3 to save vs illusions, +1 on initiative, climb at 80%/60%, swim 65%, nightvision 600 feet (183 m), and supernatural P.S. The raccoon's paws are articulated, which allows it to perform skills in animal form, unlike most other totem animal forms.

Rattlesnake

Traits: Rattlesnake is the harbinger of death. He is a cold, silent hunter who is so quick and confident that he warns his foe with the sound of his rattle just before he strikes. Cool under fire, calculating, patient and lightning fast. Tends to be dispassionate toward death and suffering; life is hard and people die. This totem includes all rattlesnakes, vipers and cobras. *Also see Snake.*

Skills: Paired weapons: handguns (or knife) and quickdraw: revolvers and pistols the same as the Gunslinger O.C.C. (see *Rifts*® **New West**, page 93). This character is a natural for becoming a Gunslinger or Gunfighter. If one of these O.C.C.s is selected, do not take the above skills and bonuses twice.

Bonuses: +2 to **P.P.** +2 to **M.E.** and +1 to initiative.

Powers: +1 attack per melee round, +2 to **P.P.**, +4 to save vs poisons, drugs and toxins, +5 to save vs horror factor, and +10 to physical M.D.C. Prowl 68%, climb 70%/60%, swim 60%, nightvision 400 feet (122 m), thermal sense detects heat like a **thermo-imager** to a range of 100 feet (30.5 m), and once every other round, a special darting strike can be made that adds +4 to initiative, +2 to strike, and +1D6 to bite damage, but counts as two melee attacks. Supernatural P.S., and poisonous bite inflicting 6D6 additional points of damage (save vs lethal poison of 14 or higher for half damage). Horror Factor 14.

Seal

Traits: Seal is playful, fast and agile in the water, but awkward on land. He is a superb swimmer and fisher, but avoids enemies larger than himself, and is aggressive and combative to those smaller than he. Seal knows his place and rarely ventures far from it. Characters with this totem are typically excellent in one or two areas (or has one outstanding attribute)

which makes his area of expertise narrow, and him clumsy at other endeavors. He usually recognizes his strengths and weaknesses and works well in a team where others can compensate for his failings and his strengths can do the most good. This totem also includes walruses, manatees, and similar large water mammals.

Skills: Swimming (+15%) and fishing (+5%); loves the water, particularly oceans and seas.

Bonuses: +1 to M.E., +1 to M.A., and +1 to all combat rolls while in the water (including strike, parry, dodge, roll, damage, etc.)

Powers: +1 to M.E., +2 to P.P., +10 to Spd when swimming, +10 to physical M.D.C., immune to normal cold and freezing temperatures, and supernatural or M.D.C. cold attacks only do half damage. The seal also has keen vision, allowing it to see a 2 ft. (.75 m) object clearly at a distance of 2 miles (3.2 km) and can hold its breath underwater for one minute per every two P.E. points.

Shark

Traits: Shark is the silent hunter of the sea. He is swift and deadly, often losing all control to a blood frenzy. Shark is the totem of a warrior. He lives for combat and wallows in blood. Many live simply to feed and kill. Shark is a restless spirit always on the move and always in search of new battles. He can be a dangerous totem, even to his friends. This totem also includes barracuda, piranha, and other predatory fish.

Skills: Swimming (+10%) and tracking (+5%).

Bonuses: +2 to P.S., +2 to P.E., +1 to strike, and +2 to save vs horror factor.

Powers: +4 to P.S., +2 to P.E., +20 to physical M.D.C.; bite does 6D6 M.D., tail swipe does 2D6 plus supernatural P.S. damage. Shark can track prey by blood scent in water (70% +5% per level), and faint blood traces can be smelled up to two miles (3.2 km) away.

Horror Factor: 15.

When a shark totem warrior is hit by a critical strike, kills an enemy, or for each attack that damages his hit points (not S.D.C.), he must roll a saving throw versus insanity or fly into a blood frenzy. The frenzy is identical to Frenzy under the Crazies O.C.C. (page 58 of the **Rifts® RPG**), but the 30 S.D.C. bonus is 30 M.D.C., and +1 to strike and parry.

Snake

Traits: According to some legends, Snake carries words from the Gods of the Deep Earth Realm to mortals and animals in the Middle Realm. As the messenger for the gods, Snake knows many secrets, and he keeps them well, unless it is necessary for him to pass them on. Many a hero has fulfilled his quest with the help of Snake's whisperings. Snake is also a symbol of fertility and rebirth because he knows all of the paths to the spirit caves. His vast knowledge also includes medicine. Generally, the snake is considered to be sly and crafty; quietly watching, learning and waiting for opportunity. His knowledge and sly patience makes others consider him a bit untrustworthy and potentially dangerous. This totem includes all nonpoisonous snakes.

Skills: Holistic medicine (+5%), surveillance and prowl.

Bonuses: +1 to M.A., and +5% to all skills involving medicine and healing.



Powers: +1 to P.P., +4 to save vs disease, +2 to save vs horror factor, supernatural P.S. and +6 to physical M.D.C. Prowl 60%, climb 70%/60%, swim 60%, nightvision 400 feet (122 m), thermal sense detects heat like a thermo-imager to a range of 65 ft (19.2 m).

Turtle

Traits: Turtle is believed to be the animal that brought the first earth from beneath the great sea to provide land for the animals and man (other animals given this honor include beavers, and crayfish). Turtle is seen as a provider and a lifeguard. His shell makes him difficult to injure and a symbol of protection. Characters of this totem usually also have a hard shell that insults, challenges and lies have difficulty penetrating. This makes Turtle even tempered and tolerant. Although slow, Turtle is also steadfast. When given a task, he will see it through to completion, but at his own pace.

Skills: Swimming (+5%) and fishing.

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

Powers: +2 to P.S., +50 to M.D.C. (shell), supernatural P.S., and the turtle can hold his breath for one minute per P.E. point.

Whale

Traits: Whale is a giant, graceful, beautiful creature. He glides through the seas in family groups, singing his hauntingly exquisite songs. Whale is a protector and nurturer. To sea-dependent tribes, like the Makah of Northeast America, Whale is an important source of food, and he is revered by them the way Plains Indians revere Buffalo. Whale is willing to sacrifice himself for family, friends, and those worthy of such a gift. He is noble, brave and loyal.

Skills: Swimming (+15%) and singing (+10%)

Bonuses: +1 to I.Q., +2 to M.A., +5 to P.S. and +15 to S.D.C.

Powers: +2 to M.E., +4 to M.A., +16 to P.S., +12 to swimming Spd., dive 1000 feet (205 m), survive depths of up to 2 miles (3.2 km), hold breath for two minutes per P.E. point, and +80 to M.D.C. Bite does 2D6 M.D., supernatural P.S., the whale takes half damage from magical cold (normal cold does no

damage), and once per melee, the whale spirit form can Sing. Singing takes concentration and thus reduces the character's number of attacks and all combat bonuses, except saving throws, by one (-1), but the Whalesong is a powerful magic that can duplicate a number of spell effects. As long as the character Sings (suffering the concentration penalties), one of the following effects can be maintained: Befuddle, calling, fear, repel animals, thunderclap, trance, or words of truth. Each effect functions exactly like the spell of that name, as if it were cast by a mage of the character's level, except duration, which is equal to the length of time the character continues to sing (maximum Song length is one melee per P.E. point plus one melee per level). Singing can be done four times per day, plus one additional use per day for each level beyond two.

Wolf

Traits: Wolf is noble and courageous, a protector, defender and fighter for his pack. Anyone the Wolf accepts as an equal and a companion will be protected by Wolf to the utmost. Wolf is the symbol of the chase and war, but he does not fight alone. The entire pack will join in a battle, but if they cannot handle the opponent, one wolf will be the last to leave so the others can escape. Wolf is brave and smart, with a head for group strategy and tactics, and loyal to family and friends.

Skills: Running, hunting and tracking (+10%)

Bonuses: +1 to I.Q., +1 to M.A., and +2 vs horror factor.

Powers: +2 to M.E., +2 to M.A., +2 to P.P., +2D6 to M.D.C.; bite does 4D6 M.D. and claws add 2D6 to supernatural P.S. damage, swim at 50%, run at 35 mph (56 km) and heightened smell allows the wolf to track by smell: 70% +5% per level, and recognize scents: 65% +5% per level. Horror Factor 12.



Breaux

Monsters, Gods & Spirits

By Wayne Breaux Jr. & Kevin Siembieda



Black-Winged Monster-Men

When the *Nez Perce* and other tribes found the city they wanted to turn into a Preserve, they had to first liberate it from the grip of terror and certain doom held by a race of frightening winged giants. The name given to these creatures translates into "Black-Winged Monster-Men." The creatures are demonic in appearance and vile in nature. Their skin is jet black, large bat-like wings protrude from their backs and they tower twelve to twenty feet (3.6 to 6 m) in tall. Their bodies are skeletal, with long thin, bony fingers and arms, and pronounced collar bones. Horns and spines jut from the top of the head, forearms, and legs. A pair of huge horns or spikes protrude from their backs, with 2-4 smaller ones (about half size) clustered around each large one. Their long fingers end in talon-like claws and their

teeth are wide and sharp, resembling razor blades. Their elongated faces and inhuman looking, glowing red eyes only add to their frightening, alien visage. **Black-Winged Monster-Men** are powerful, agile warriors that thrive on combat. They prefer giant, ornate spears and hammers (mauls) for melee combat, but they do have wicked claws and slashing teeth which they use with abandon, especially for torture. Generally, they prefer to use their innate abilities for ranged combat, and rarely wear armor. Most scholars and men of magic believe them to be some sort of minor demon or sub-demon like Gargoyles.

The Black-Winged Monster-Men had a thriving kingdom amidst the ruins of a pre-Rifts city. The hundreds of their kind roosted on the roofs and upper levels of the tall buildings while thousands of human slaves used for labor, sport, and food were housed on the lower floors. Organized forces of the *Nez Perce* and their Native American allies caught the creatures totally unprepared. A series of intense magical assaults by the Indians de-

stroyed nearly half the demons and much of the city. Many of the human slaves were rescued, while many others were able to escape in the confusion. However, the success of these early campaigns was not enough to eradicate the demons. They quickly rallied and fortified the remainder of the city — their numbers bolstered by previously unknown forces (clans of Monster-Men from the North or perhaps another dimension). The next few Native American assaults were either repelled or held at bay. Since then, the two sides have settled into a long running guerrilla war of raids, hit-and-run strikes and limited tactical battles conducted by both sides.

The Black-Winged Monster-Men have continued to sweep over small towns, villages and adventure groups to replenish their slave population. Sometimes an entire village disappears overnight, and travel throughout Idaho, Montana and Calgary is not safe. Humans and human-looking slaves (**Psi-Stalkers**, **Elves**, **True Atlanteans**, etc.) are their preferred targets, but the demons sometimes capture Vanguard Brawlers and Fennodi, among others; never Simvan, mutants or other supernatural beings. The **Black-Winged Monster-Men** are rebuilding their strength in an effort to expand and build a second (secret) city.

When not inhabiting the ruins of abandoned cities, the dwellings of the Monster-Men are filled with tall, smooth structures that resemble the termite mounds of Australia, only on a giant scale. All of the structures are dark gray, grey brown, or black, and each is separated by a large courtyard of smooth stone. Loud contests of combat and battle skills regularly fill these courtyards.

Location Note: The area west of the *Nimipu Preserve* in the pre-Rifts State of Idaho is the only known concentration of these creatures, but reports of sightings of creatures matching their description have been heard in Montana, and portions of Western Canada. Likewise, bands of 4-12 **Black-Winged Monster-Men** have been reported as far south as Lone Star and as far east as Mississippi, on the edge of the Coalition States.

Black-Winged Monster-Men NPC Villain

Also known as **Black Demons** and **Night Demons**.

Alignment: Any evil; less than 5% are anarchist.

Attributes: I.Q.: 3D6, M.E.: 3D6, M.A.: 2D6, P.S.: 15+3D6, P.P.: 3D6+4, P.E.: 3D6+6, P.B.: 1D6, Spd: 3D6 on the ground, 3D6×10 in flight. All physical attributes are supernatural.

Mega-Damage Creatures: 1D4×100 main body, 80+1D6×10 per each wing.

Horror Factor: 15

Size: 12 to 20 ft tall (3.6 to 6 m) with a wingspan of three times their height.

Weight: 500 to 1,000 pounds (225 to 450 kg).

Average Life Span: About 500 years.

P.P.E.: 2D4×10

O.C.C.: Not applicable

R.C.C. Skills: Basic math, land navigation, track humanoids, intelligence, interrogation, prowl, and climb, all at +20% skill bonus. Plus two W.P.s of choice (prefer to rely on natural claws and powers), and speak Dragonese, Gobblely, and Demongogian at 94%.

Average Level of Experience: 3-6th, rarely higher.

Natural Abilities: Nightvision (600 ft/183 m), winged flight, impervious to lightning and electricity, and repel animals

(identical to the spell of the same name, but it requires no P.P.E. and is constantly in effect). Heal at twice the normal rate.

Although the Monster-Men prefer to work under the cover of darkness, they have no weakness or apparent aversion to sunlight.

Discharge Lightning (special): Black-Winged Monster-Men can fire small bolts of lightning from their hands and mouth. Range: 800 ft (240 m); damage: 5D6 M.D.; rate of fire: four times per melee round.

Psionics: None.

Magic: Rare, about one in 400 will be a 1D6 level Ley Line Walker or Necromancer (never higher than 6th level).

Vulnerabilities: Cold Iron: Pure iron, not alloys of any kind, does incredible damage to these creatures. Simple contact with a handful of it will give them penalties of -1 to all rolls, and being bound in iron chains puts the creature in a dazed or stunned state: Incapable of any action or coherent thought unless a successful save vs non-lethal poison is made. If the save is successful, the captive may act for 1D4 minutes before needing to save again. During that time, penalties are significant: -4 to strike, parry, and dodge and -15% to skill rolls (like escape artist) and half its usual attacks per melee round.

Weapons made of cold iron: Inflict double their normal S.D.C. damage in M.D.; i.e. an iron long sword that normally inflicts 2D4+2 S.D.C. would inflict 4D4+4 M.D. to one of the **Black-Winged Monster-Men**.

Combat Attacks per Melee: Six

Damage:

Restrained Punch: 5D6 S.D.C.

Full Strength Punch: 3D6 M.D.

Power Punch: 6D6 M.D.

Bite: 4D6 M.D.

Claws: add +2D6 damage to damages listed.

Giant Spear: 6D6 M.D.

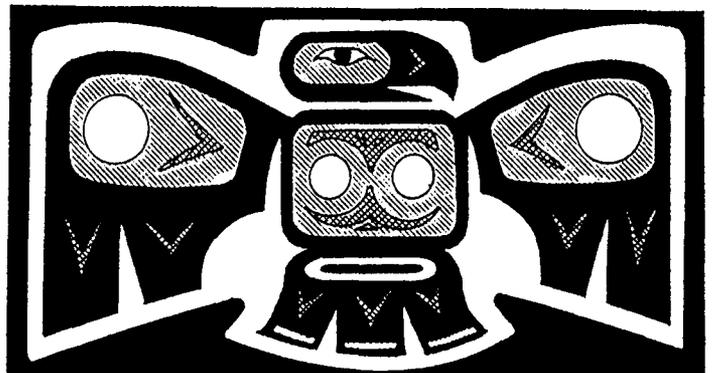
Giant Hammer: 1D4×10, but reduces initiative by -3.

Bonuses: All bonuses are in addition to attribute and other bonuses: +1 to initiative, +2 to strike, +3 to parry, +1 to dodge on the ground, +3 to dodge in flight, +3 to pull punch, +2 to roll with impact, +2 vs poison and magic, and +6 to save vs horror factor.

Allies: Sometimes associated with other evil beings, including human sorcerers and Shamans.

Enemies: Cyber-Knights, Sky-Knights (see **Rifts® New West**), Wild Psi-Stalkers (in the north) and the Nez Perce of the Nimipu Preserve in particular, plus all heroes and champions of good in general.

Habitat: Seems to prefer the ruins of cities and mountains.



Man-Eagles

Man-Eagles are horrible and frightening harbingers of death and destruction. They are vile and cruel in the extreme, delighting in torture and sadistic pleasures. They appear as large humanoids covered in pale or grey feathers with a green tint. A pair of large, dark, feathered wings with red and/or black highlights sprout from the back. Most wear flint or bone armor to help protect them from fire (their one weakness), and adorn themselves with the skulls and bones of their greatest enemies. In battle they rely mainly on their terrible claws — the fingers of each hand are tipped with wicked talons the size of knives — and their terrible maw. Believed to be demons or magical (elemental?) creatures of wind and air, they are said to reside in the clouds and can turn to mist at will.

They have an unexplained *need/lust/desire* for mortal women and often kidnap maidens, whisking them off to their home in the sky. When they tire of the woman, she is beaten and used as a slave, or tortured and thrown back to the Earth.

Man-Eagles also work for greater supernatural beings and evil gods as enforcers, assassins, interrogators/torturers and soldiers-for-hire. In this mercenary capacity, Man-Eagles have been employed by a large number of ruthless and/or demonic races, including the *Splugorth*, *Naruni*, Vampires, demon lords and others. They have long plagued the Native Americans, swooping from the skies to raid food or steal women. Only one hero of legend (with the help of the gods) is known to have found their hidden lair in the clouds to reclaim his stolen love.

The Man-Eagles' lair is not actually in the clouds, but a pocket dimension accessible only from the peaks of specific mountains. The portals located there are magically hidden and require hours of searching, even if one has a good idea of where to look. Every four hours of searching requires a *detect concealment* roll at -30%. On a successful roll, the character has found the "cloud bridge" to the realm of the Man-Eagles. The clouds of the bridge are solid, but soft, like mud. The Man-Eagles' pocket dimension resembles a cloud plain (soft, yet solid like the bridge), with tall mountains adorned with stone pillars and tower-like structures stretching above the clouds and into the misty, purple sky. The buildings resemble stone columns and towers 5-15 stories tall. There are multiple floors and enclosed rooms, but most of the chambers are spacious, with two or more large portals to the sky for quick, easy flight, entry and exit; large curtains or drapes often serve as room dividers. Outside, there is no weather except for light and a constant warm breeze, perfect for flight.

To get to these towers, a character would need to fly or scale a sheer rock face (climbing at -20%) 200 to 1000 ft (61 to 305 m) high. Once at the base of the building, climbing to the first opening is even harder, for there are no stairs, only openings in the walls and floors (remember, Man-Eagles fly or mist everywhere). Man-Eagles live far from each other in order to enjoy the flight between dwellings, so raiding a Man-Eagle roost to rescue a captive does not necessarily mean combating a large number of the creatures, which is good, considering the difficulty in getting a large rescue party to the dimension, then up

and inside the building, and back out again. However, these malevolent creatures enjoy combat and hate intruders, so any obvious skirmish will attract 3D4 Man-Eagles within minutes; they'll want to join in the "fun" of fighting and torturing the intruders.

Man-Eagles — NPC Evil Spirit/Villain

Alignment: Any evil, but 55% are aberrant, and some are open to armed contests to win the return of kidnapped women.

Attributes: I.Q.: 3D6, **M.E.:** 3D6, **M.A.:** 2D6, **P.S.:** 4D6, **P.P.:** 4D6, **P.E.:** 6D6, **P.B.:** 1D6, **Spd:** 3D6 on the ground or 3D4x10 in flight. All physical attributes are supernatural.

Mega-Damage Creature: 6D6 plus their P.E. attribute, and an additional 2D6 M.D.C. per level of experience. 45+1D4x10 per each wing.

Their flint armor has 100 M.D.C. and makes the Man-Eagle immune to damage from fire and heat, even magical fire and M.D.C. plasma or heat. The mystical armor can be repaired at a rate of one point of damage for each point of P.P.E. spent (this P.P.E. is recovered normally). The process requires a minute of concentration and cannot be done in combat.

Horror Factor: 12

Size: 7 to 9 ft tall (2.1 to 2.7 m) with a wingspan of two times their height.

Weight: 300 to 400 pounds (135 to 180 kg).

Average Life Span: About 100 to 130 years.

P.P.E.: 5D6+P.E. attribute number.

O.C.C.: Not applicable

R.C.C. Skills: Basic math 80%, land navigation 98%, astronomy 90%, wilderness survival 90%, track humanoids 88%, intelligence 85%, interrogation 80%, prowl 80%, climb 95/90%, acrobatics 90%, and sing 90%. Plus three W.P.s of choice (love magic weapons of all kind), but tend to rely on natural claws and powers; also speak all traditional Indian languages, Dragonese, and Demongogian at 95%.

Average Level of Experience: 1D4+3 level.

Natural Abilities: Heightened hearing, and flight (maximum speed of 175 mph/280 kph).

Sixth Sense (special): A power identical to the psionic ability of the same name, but is constantly active and does not require I.S.P.

Turn into Mist (at will): Fundamentally the same ability as the Vampire. Travel as a mist is a sluggish speed of 8, unless caught on a breeze; can allow self to be carried away on the wind at whatever speed (and direction) the wind is going.

Psionics: None.

Magic: Natural elemental abilities limited to globe of daylight, thunderclap, float in air, and escape.

Vulnerabilities: Fire. Normal fire inflicts M.D. to these creatures. A strike from a torch does 4D6 M.D., while magical and mega-damage fire does double damage.

Combat: Five physical attacks or two magic attacks per melee round.

Damage: As per supernatural P.S.

Damage Bonus: +2D6 to supernatural P.S. from claws.

Bite: 2D6+2 M.D.

Bonuses: All bonuses are in addition to attribute and other bonuses: +4 on initiative, +2 to strike, +2 to parry, +1 to disarm, +4 to dodge in flight, +3 to roll with impact or fall, +2 to pull punch, +2 to save vs poison and magic, and +6 to save vs horror factor.



Breaux!

Allies: Often associate with demons, evil spirits, evil sorcerers, Plugorth (a favorite), Naruni, and Vampires.

Enemies: Mortals and Native American warriors and Shamans in general, and the Nunnehi (spirits) in particular. Man-Eagles tend to view gargoyles and dragons as potential rivals.

Habitat: Seem to prefer mountains and highlands, but can be found throughout the New West and Southwestern Canada, occasionally elsewhere.

Man-Monsters

Examples of excessive spirit potential in humans

With the right combination of forbidden rituals and cunning, evil spell casters (mages, mystics and Shamans) can force or trick the spirits into granting them special abilities. This goes against the prime rule of the spirits that special powers shall be given willingly, not through force or treachery — a rule even the Uktena and other evil gods respect. Such methods and stolen power are "Bad Medicine." The perpetrators of such foul deeds and violations of trust are usually hunted by the spirits and their allies or champions. The most ardent punishers and hunters are the *Nunnehi*. For this reason, Shamans and mages who dare to secure power through Bad Medicine are usually loners, madmen and the power-hungry. To avoid persecution, they often travel from place to place and surround themselves with (lesser) villains and demonic henchmen. **Note:** Most Native Americans, especially Totem Warriors and Shamans of good alignment, fear and loathe such wicked and self-obsessed maniacs and will always help identify, find and punish or kill these villains. Many a hero has devoted himself to the constant hunting and destruction of Man-Monsters.

Man-Monsters are usually depraved and rancorous Shamans, Indian warriors, druids or practitioners of magic who seek the powers of the spirits for the most nefarious of purposes. They have little respect for Native American spirits or gods, and see such beings as merely a means to an end. That end? To become as powerful as the spirits or gods themselves (or as close as possible).

Although called Man-Monsters, these miscreants appear as part human and part animal, or plant, or demonic ancestor spirit-monsters. Unlike Totem Warriors, humans who can transform into supernatural animal form, the Man-Monsters are physical beings overflowing with spirit-energy that they can barely contain. As a result, the Man-Monster becomes a horrible looking thing that is clearly inhuman, resembling a werebeast or demonic monster. Half of its body is human in general shape and appearance while the other half is the monstrous manifestation of the totem characteristics of the spirit(s) from whom the monster has stolen its powers.

There are scores of possible descriptions for these creatures, but they generally fall into three major categories: *Animal-Monsters*, *Plant-Monsters*, and *Spirit-Monsters*.

All Man-Monsters, regardless of their totem or appearance, are the embodiment of evil, depravity, and insanity — abominations who loathe and destroy goodness, innocence and life. As



such, these warped monsters are the natural and mortal enemies of Shamans and Totem Warriors. These wise men and heroes are sworn to protect the innocent from these creatures whenever and wherever they appear. Not only that, but they are expected to investigate the slightest hint of a Man-Monster's existence and hunt them down and destroy them. To this end, the protectors of the innocent (including non-Indians) can enlist heroes and other like-minded people (including non-Indians).

Note that it is not unheard of for a white man, **Psi-Stalker**, True **Atlantean**, Elf or Ogre (all human or similar to humans) who feels (or once felt) close to nature and the spirits to search out the ancient rites needed for the sacrilegious and damning process (or trick or steal the power needed from spirits) to become a Man-Monster. This is especially true of foul-hearted, power-hungry or vengeful Shifters and Shamans.

Animal Man-Monsters

Animal Man-Monsters are typically evil Totem Warriors or Shamans who have sought out like-minded Shamans or Shifters to help them acquire more of the "spirit gifts" than their totem has already given them. The result infuses their already powerful bodies with even more mystic energy. The human form, frail despite its M.D.C. changes, is now brimming with barely contained magical energy. All of that energy is channeled into one purpose, the augmenting of the human form with animal strengths. This power and their ugly and evil spirit is apparent by their outward appearance which is always ugly, animal-like and frightening. Their minds are in a constant struggle to control their base instincts (or not) and to adapt to the magic within them. Most are evil man-eaters who relish in killing and devouring humans (Indians and non-Indians alike), and engage in cat and mouse games, mental and physical torture, acts of brutality and the subjugation (or massacring) of those less powerful than they. Killing is a pleasure.

Animal Man-Monsters are tortured souls in many ways. One is that their worldview is one of a dark, twisted and ugly place, filled with evil, betrayal, vice and corruption. Everywhere they look, they see a potential enemy or ominous shadow. They never truly trust anybody, and regard any so-called ally as a pawn, henchman or an untrustworthy associate who will betray them sooner or later.

In addition to the **monster's** putrid view of the world and people, they hate their outwardly ugly and deformed bestial form. They tend to be hunched over and twisted even though they are 7-8 foot (2.1 to 2.4 m) tall, hulking monstrosities, and their limbs may be oversized or deformed. They appear as a horrible combination of their original human form and the mixed features of their Totem Animal. Typically the hands and forearms have claws or talons, and the head is half man and half animal, usually with the lower jaw extending beyond the upper. All or parts of the body will be covered in the appropriate body covering of their totem: fur, feathers, scales, shell, etc. For example: A raven Animal-Monster could have a dozen huge black feathers sprouting from his unusually long forearms, have feathers for hair, a sharp beak for his mouth, round black eyes, and talons replace the hands and feet. A bear Animal-Monster might look like a normal bear of great size, except for his hunched back and completely human face, or appear as a human of tremendous size, with claws for hands, fangs for teeth, protruding lower jaw, a tail

and fur covered chest and/or back. And so on. The appearance of these monsters is virtually limitless, but they are always monstrous. To hide their appearance they must wrap or bundle themselves in blankets or long, hooded capes, cloaks, robes, and so on.

Another is that they are at the mercy of their magically enhanced senses. Every animal has at least one or more senses that are sharper than man's, while in the Animal Man-Monster, all or most of their senses are magnified at least ten times. Intense stimuli (loud noises, sudden movement, bright lights, blood scent, combat, etc.) cause them to overreact. The constant barages of sights, smells and sounds make them edgy, hyper-alert, anxiety ridden, and paranoid. At each level of experience, the creature gains another insanity.

At first level, the character is fine. At second level, he becomes sadistic (likes to hurt others). At 3rd, he or she develops a taste for blood and bloodletting. At 4th, they become man-eaters (technically they are no longer human, so they are not cannibals). At 5th level they become absolutely obsessed with power. At sixth level and beyond, the Game Master can randomly roll for one of the following, or choose the ones that best defines his villain.

01-15 Random Phobia: See **Rifts® RPG**, page 20.

16-22 Random Psychosis: See **Rifts® RPG**, page 19.

23-30 Random Neurosis: See **Rifts® RPG**, page 19.

31-37 Compulsive Liar: Always exaggerates and makes up (convincing sounding) wild stories and lies about everything.

38-45 Random Obsession: See **Rifts® RPG**, page 20.

46-58 Pyromaniac: Loves to use fire to intimidate, torture, kill, vandalize and destroy.

59-70 God Syndrome: The lunatic believes he has become a demigod or god. Thus, he acts with the arrogance of a mad god, is above the laws (and judgement) of man, believes he is nearly indestructible, that he holds the life and death of lesser beings in his hands, and seeks and demands worshipers.

71-85 Rage Syndrome: Roll percentile. A roll of 01-20 means the character suffers from sudden and irrational bouts of rage and bloodlust that leads to brutal fights, sometimes for no apparent reason. In most cases, the character won't even remember the fight, let alone why, or how he got injured. He is also more easily inclined to fall into Berserker Rages. A Rage Syndrome attack is forewarned by glazed eyes and dull (out of it) expression on the monster's face; 1D4 minutes later he'll savagely attack. The attack will last 2D4 minutes in a peaceful setting and 4D4 minutes in a combat situation. During this entranced state, the Man-Monster gets one additional melee attack and is +6 to damage. Afterward, the character is exhausted and a bit dazed: reduce all combat bonuses by half and attacks per melee by one for 1D6 minutes.

86-00 Jekyll and Hyde Syndrome: Roll percentile. A roll of 01-33 means the character suffers from dramatic mood and character swings, often at the drop of a hat. One minute the monster is Doctor Jekyll, laughing and being the life of the party, benevolent and pleasant (well as pleasant as these fiends can be). The next minute, he becomes Mr. Hyde: surly, mean, insulting, cruel and looking for a fight. Typically, Mr. Hyde appears in response to a comment or joke he didn't like, a bump and an apology that didn't come fast enough, an insult, or a challenge. Mr.

Hyde also tends to be the general disposition when tired, sick, injured or imprisoned.

Animal Man-Monster, NPC Villain/Monster

Alignment: Evil only; typically diabolic or miscreant.

Attributes: The character's original human attributes plus the following augmentation and modifiers: M.E.: reduce by 10%, M.A.: reduce by 25%, P.S.: +2D6, P.P.: +1D4, P.E.: +1D6, P.B.: reduce by 50% (except when in original human guise), Spd: +3D6. All physical attributes are supernatural in all its possible shapes and appearances. Furthermore, add the *Totem Animal Bonuses* and the *Totem Animal Powers* (see the Totem Descriptions in a previous section) to the Man-Monster, regardless of his appearance, human, humanoid Monster-Man or hideous giant animal form.

Totem Animal: Pick one, but typically an animal that is a predator or loathsome.

Mega-Damage Creature: Each hit point and S.D.C. point becomes a point of physical M.D.C. plus those gained from *Totem Powers*. The giant animal form provides an additional 100 M.D.C. whenever that shape is assumed.

Horror Factor: 16

Size: 7 to 8 ft (2.1 to 2.4 m), but some species, like bears, can be as large as twice that.

Weight: 275 to 400 pounds of muscle.

Average Life Span: The mortal becomes a supernatural abomination (can be considered a greater demon) with an extended life of at least 1,000 years. However, fewer than 25% live for more than one or two hundred years, as their nature and evil-doing makes them targets for destruction.

P.P.E.: 1D4×10+30 plus add 10 P.P.E. for each level of experience.

Average Level of Experience: 2-7th level; experience starts when the individual becomes a Man-Monster. Any previous experience as a human is lost; starts at level one.

O.C.C. & Skills of Note: A suitable O.C.C. should be selected as character background (Shaman, Totem Warrior, Shifter, Mystic, Line Walker, Necromancer, Wilderness Scout and Vagabond are among the most likely). However, when the character turns to evil and becomes a Man-Monster, he (or she) loses most of his humanity and forgets much of his past, and skill knowledge along with it. As a result, the character only retains his *hand to hand combat skill* (bonuses and combat moves only, not attacks per melee round) and remembers half of his other *O.C.C. skills* (not any related or *secondary skills*). O.C.C. skills are permanently frozen at whatever level of proficiency they were when the character became a monster. All other skills, special abilities and magic abilities are lost.

Natural Abilities: All the powers and abilities of his Totem Animal, plus the Animal Man-Monster can leap an additional 10 feet (3 m) high or lengthwise, nightvision 2,000 feet (610 m), climb 80/75%, swim 60%, resistant to heat (half damage; fire does full damage) and can bio-regenerate at a rate of 6D6 M.D.C. per minute.

1. Shapechange: Human (special): In the same way a Totem Warrior can focus the powerful spirit-energies of his totem to assume an animal form, the Animal Man-Monster assumes the appearance of his old, normal human self. However the human form (now a repugnant reminder of its old

frailty and mortality) is difficult to maintain and limited in **duration:** Five minutes for every five P.P.E. points expended to maintain its human guise.

2. Shapechange: Giant Animal Totem (special): Like the Totem Warrior, the Animal Man-Monster can turn into a giant, monstrous version of its totem spirit (pick one animal as usual). The animal form is three times the size of the real animal, and appears as if it has mange and is rabid. The giant, **superpowerful** form provides an additional 100 M.D.C., +12 to speed, +1D6 M.D. to claw and biting attacks, and +1 attack per melee round (this is above and beyond the usual Totem Power bonuses). This form can be maintained for 15 minutes per level of experience.

3. Automatic & Constant Presence Sense (special): Identical to the psionic ability of the same name, but constantly in effect and requires no I.S.P. to maintain.

4. Heightened Senses: As mentioned earlier, the senses of the Animal Man-Monster, in all of its forms, are hyper-accentuated even by supernatural standards. The insanities and problems they cause have already been noted, so here are some of the advantages:

Track/locate by smell alone: 82% +1% per level of experience; can smell blood, decay, and cooked food up to two miles (3.2 km) away. Potent odors like fire/smoke, strong chemicals, approaching storms and so on, up to 5 miles (8 km).

Identify a specific scent/odor, including people he's met only once and poisons or drugs mingled with other substances (must be familiar with their scent): 60% +2% per level of experience.

The monster can also "smell fear" and anger/hate in opponents up to 50 feet (15.2 m) away (can detect sweat and chemical changes in the body triggered by fear and hate responses). Keen hearing, better than a dog or bat — **track/locate by hearing alone:** 70% +1% per level of experience.

Better than Hawk-like vision: Can see a rabbit or movement up to three miles (4.8 km) away; very alert and observant.

Cumulative Effect: In addition to the bonuses and abilities already noted, the character *cannot* easily be attacked from behind or by surprise unless the Animal Man-Monster is intentionally involved in something else or consumed by rage. Even then the attacker is -3 to make a successful strike by surprise! Characters trying to prowl around the Animal Man-Monster or hide, ambush, camouflage, tail, etc., do so with a skill penalty of -50%. Likewise, the Man-Monster will sense (presence sense), hear or smell most invisible assailants and spies. The villain's ability to **track/locate** by smell or hearing is -20% against an invisible foe, but that still leaves a wide margin for success (he can roll to locate twice per melee round, but each attempt counts as a **melee action/attack**)! Likewise, the Man-Monster's penalties for fighting the unseen or when he is blinded are only -2 to strike, parry and dodge, instead of the usual penalties.

Note: Also see psionics, magic, combat and bonuses.

Psionics: Sense evil, sense magic, sixth sense, mind block, alter aura and death trance. All require normal I.S.P. expenditures to use. **I.S.P.:**M.E.+6D6

Magic: Summon and control animal (of the Totem Species only), repel animals and domination only. All require the expenditure of P.P.E.

Vulnerabilities: Any weapon that affects the *senses*, such as sonic weapons, chemical sprays (mace, tear gas, etc.) and powerful odors (magic stench, the spray of a skunk, etc.) are magnified by the Man-Monster's incredibly heightened senses, so their duration, penalties, and/or damage are doubled against this villain.

Demon Slaying magic weapons and those made from the Millennium Tree inflict double damage.

Also see insanities.

Combat: Six physical or psionic attacks per melee round or two by magic, plus any extra melee attacks from Totem Bonuses and Powers.

Damage: As per supernatural P.S. in any form/shape.

Damage Bonus: +1D6 to supernatural P.S. from claws in natural half-man, half-animal form, +2D6 in giant animal form.

Bite: 2D6 M.D. in humanoid form, 4D6 in giant animal form.

Bonuses: These are in addition to attribute and Totem form bonuses:

+5 on initiative, +1 to strike, +2 to pull punch, +4 to save vs poison. Immune to disease, possession and horror factor. All bonuses are cumulative.

Allies: May associate with weaker evil beings who serve as minions and stooges, or powerful evil beings who the Man-Monster is using for his own foul purposes (or vice versa); demons and evil dragons in particular.

Enemies: Despises any being who is innocent, good, heroic or of Native American heritage. Totem Warriors, good Shamans and good spirits and gods are among their most hated enemies.

Habitat: Can be encountered anywhere, from the wilderness and small villages to the 'Burbs of Chi-Town and the alleys of mega-cities. However, their lairs are usually located in the wilderness, caves, ruins or subterranean dwellings (sewers, old subway tunnels, etc.).

Note: Rarely uses high-tech weapons, but love **Vibro-Blades** and fetishes, and all types of magic items (including **Techno-Wizardry**).

branch, and the eyes are completely white or pale yellow (no pupil). A Plant Man-Monster can be a hauntingly seductive maiden with leaves and flowers growing from her hair and body, with hard bark-like armor covering her arms, legs, and chest or belly, while Plant-Monsters from swampy areas in the south often have thick vines or roots entwined around their bodies or replacing their muscles. The variation in the appearance of these monsters is limitless, but they are all half-plant, half-human and frightening to behold.

Plant-Monsters are at the mercy of their inhuman and magical nature, causing a merging of the human and inhuman plant psyches along with the physical. This gives the character trouble reconciling his (or her) human senses, thoughts and perceptions with those of the plant essence. This makes the monster cold and dispassionate toward humans and animals, whom it generally regards with disdain or cruel indifference. Strong emotions spawned by hate, revenge and sadistic pleasure keep the Plant-Monster focused and active. It is the quiet moments in-between that the plant-essence wants to pause for a moment and drink in everything around him. Often the once-human monster must struggle to push forward and stay focused on his goals and schemes. This sense of spreading out ones root's and drinking in the world around it makes the Plant Man-Monster fixate on (often insignificant) details. This sometimes leads to hesitation and a tendency to consider or focus on issues and extreme possibilities that have little or no real importance or likelihood. Thus, the Plant Man-Monster's plots and schemes are usually unnecessarily complicated and take a long time to implement. Similarly, the creature often prefers to capture, torture and imprison enemies (sometimes for years) until it can decide whether their extermination is the best plan with the least repercussions. On the other hand, there is rarely any possibility that escapes its consideration, and the monster always has a plan or fail-safe for every contingency. People and animals that are insignificant are slain, used, enslaved and tormented without hesitation or concern. In fact, the Plant Man-Monster may engage in activities or battles that destroy property and injures or kills thousands without a thought about it — who cares what happens to these worthless insects? Only Shamans and Totem Warriors (of any level), high-level characters (5th level and up) of virtually any O.C.C./R.C.C. and powerful beings like dragons, demons and supernatural forces are regarded as potential enemies and serious threats.

Without focus, the Plant-Monster may temporarily get lost in the sun, earth, life and energy around him, standing in a trance, oblivious to the passage of time and events around him. These periods can last hours or days. It's not that the thing really risks stopping one day and never moving again, although ancient plant-monsters could very well do so for years, but their plant aspect is content and unhurried, often causing conflicting emotions and distractions. This is not to say that the plant is in constant struggle with the monster, but it is an aspect of his psyche now and, more or less, causes forgetfulness or lapses in concentration.

Unfortunately for innocent people, the Plant Man-Monster, like his Animal-Man cousin, is highly motivated and focused on evil schemes and acts of cruelty, so these periods of inactivity seldom last more than 3D4 days and never in the middle of an exciting plot, scheme, or battle. Worse, when a Plant-Monster

Plant-Monsters

Plant Totems are not normally available to humans, however, in the case of the Man-Monster, plants can be selected as a focus and source of its elemental-spirit powers. Plant Man-Monsters suffer from all the same twisted perspective, hate, insanities, monstrous appearance and fundamental abilities and goals as all Man-Monsters. Plant-Monsters are most often Plant Shamans or Herbologists or Holistic Healers who have turned to evil and want more than the small taste of power they receive from their O.C.C. abilities. Whatever the reason, they engage in acts of treachery and/or forbidden rituals to steal large portions of spirit energy from the plant spirits.

The human form is transformed into an M.D.C. structure that is a juggernaut of flesh and fiber — half human, half plant. Hair may be human-like or resemble straw or vines. Twigs, leaves **and/or** vines sprout here and there, while the extremities (arms, hands, legs) will be covered in bark and look gnarled like a tree



snaps out of these momentary lapses, he usually does so with violent outbursts.

Insanities: Same as the Animal Man-Monster.

Hunted by Shamans & Totem Warriors: Same as the Animal Man-Monster.

Racial Limitations: Humans, True Atlanteans, Elves, Ogres and Psi-Stalkers.

Plant Man-Monster, NPC Villain/Monster

Alignment: Evil only; typically diabolic or miscreant.

Attributes: The character's original human attributes plus the following augmentation and modifiers: M.E.: reduce by 20%, M.A.: +1D4, P.S.: +2D6, P.E.: +2D4, Spd: reduce by 20%. All physical attributes are supernatural in all its possible shapes and appearances. See *Totem Plant Bonuses & Powers*.

Totem Plant: Pick one particular tree or hardy shrub.

Mega-Damage Creature: Each hit point and S.D.C. point becomes a point of physical M.D.C. plus those gained from *Totem Powers*. The giant tree form provides an additional 100 M.D.C. +25 per level of the creature whenever that shape is assumed.

Horror Factor: 15

Size: 8 to 10 ft (2.4 to 3 m) in normal (sic) Plant Man-Monster form; half human, half plant.

Weight: 400 to 600 pounds (180 to 270); x10 when giant-sized.

Average Life Span: The mortal becomes a supernatural abomination (can be considered a greater demon) with an extended life of at least 2,000 years; may be immortal. However, only

half live for more than 500 hundred years, as their nature and evil-doing makes them targets for destruction.

P.P.E.: 1D4×10+30 plus add 10 P.P.E. for each level of experience.

Average Level of Experience: 4-10th level; experience starts when the individual becomes a Man-Monster. Any previous experience as a human is lost; starts at level one.

O.C.C. & Skills of Note: A suitable O.C.C. should be selected as character background (Shaman, Totem Warrior, Shifter, Mystic, Line Walker, Necromancer, Wilderness Scout and Vagabond are among the most likely). However, when the character turns to evil and becomes a Man-Monster, he (or she) loses most of his humanity and forgets much of his past, and skill knowledge along with it. As a result, the character only retains his *hand to hand combat skill* (bonuses and combat moves only, not attacks per melee round) and remembers half of his other *O.C.C. skills* (not any related or secondary skills). O.C.C. skills are permanently frozen at whatever level of proficiency they were when the character became a monster. All other skills, special abilities and magic abilities are lost.

Totem Plant Bonuses & Powers: +6 to P.S., +2 to P.E., sense location of sun and moon (and therefore, land navigation at 90%), tell the exact time of day, tell the exact air temperature, sense water/dowsing 80% +1% per level of experience (includes underground water sources; range 2 miles/3.2 km), resistant to heat and cold (half damage), lives on sunlight and water, and can hibernate (suspended animation; looks dead)

for days, months, or years (up to one decade per level of experience) when injured, tired, or in a cold, dark environment (insufficient light or water).

Natural Abilities: See all spectrums of light (infrared, ultraviolet, etc.; 4,000 ft/1200 m) — but poor vision at night or in darkness (400 ft/122 m range), climb 95/90%, and resistant to normal heat and cold (half damage; fire and cold below freezing does full damage).

1. **Shapechange: Human (special):** In the same way a Totem Warrior can focus the powerful spirit energies of his totem to assume an animal form, the Plant Man-Monster can assume the appearance of his or her old, normal human-self. However, the human form (now a repugnant reminder of its old frailty and mortality) is difficult to maintain and limited in duration: typically five minutes for every five P.P.E. points expended to maintain the human guise.

2. **Shapechange: Giant Tree Totem (special):** The Plant Man-Monster can turn into a giant monstrous tree! Add 12 feet (3.6 m) to size and mass per level of the monster's experience; the exact size is left to the discretion of the villain (i.e. a 6th level NPC can grow up to 72 feet/22 meters tall but elects to grow only 30 feet/9 m or whatever). The creature can also grow one additional pair of arms (+1 melee attack per round) and all arms can grow up to five feet (1.5 m) long per level of experience for a greater reach. Likewise, fingers can grow two feet (0.6 m) per level of experience (+1 to parry) and can be used like clubbing rods, swords, spears or a raking claw or trident (+1D6 M.D.).

Furthermore, the Plant-Monster's entire body becomes covered in protective bark which provides an additional 100 M.D.C. This form can be maintained for 15 minutes per level of experience. However, speed is not enhanced.

3. **Plant Regenerative Powers:** Regenerates physical damage at a rate of 1D4×10 M.D.C. per minute, regenerates severed limbs within 4D4 days, and regenerates head or up to three-quarters of its body within 3D6+20 days. It must be completely destroyed (ideally being burnt to a crisp) for if more than one-quarter of the Plant-Monster survives, it will regenerate!

Note: Also see magic, combat and bonuses.

Psionics: None.

Magic: Repel animals, plant growth, nourish plants, plant spirit blessing and plant travel only. All require the expenditure of P.P.E.

Vulnerabilities: Plant-monsters take double damage from fire and magical cold based attacks. The Plant-Monster needs at least 8 hours of *sunlight* (even a cloudy or rainy day will suffice) and the minimum of one glass of water per 24 hours (a gallon is better). Without these, the creature becomes weak: reduce combat bonuses, spd. and damage by one point per 24 hours; and attacks per melee by one and M.D.C. by 40 points per week. Eventually the creature will need to go into hibernation or die. Cannot swim or float — sinks like a rock!

Demon Slaying magic weapons and those made from Millennium Tree inflict double damage.

Also see insanities.

Combat: Four physical attacks per melee round or two by magic.

Damage: As per supernatural P.S. in any form/shape.

Damage Bonus: +2D6 to supernatural P.S. when 40 feet (12.2 m) or taller.

Bonuses: These are in addition to attribute and Totem form bonuses:

+3 to parry, +3 to pull punch, +3 to save vs poison. Immune to disease, possession and horror factor. All bonuses are cumulative.

Allies: May associate with weaker evil beings who serve as minions and stooges, or powerful evil beings who the Man-Monster is using for his own foul purposes (or vice versa); demons and evil dragons in particular.

Enemies: Despises any being who is innocent, good, heroic or of Native American heritage. Totem Warriors, good Shamans and good spirits and gods are among their most hated enemies.

Habitat: Can be encountered anywhere, from the wilderness and small villages to the 'Burbs of Chi-Town and the alleys of mega-cities, but generally prefer to settle or live in or near forests.

Note: Rarely uses high-tech weapons, but loves fetishes and all types of magic items (including Techno-Wizardry).

Spirit-Monsters

Spirit Man-Monsters are evil Shamans who steal the spirit-energy from their ancestors and other spirits to become immensely powerful and immortal. While such villainy can garner what they seek, it comes at the price of their humanity, and some would say, their very soul. The results of their rituals and treachery is to steal magic energy from the spirits and infuse it into their own mortal bodies to become creatures of magic.

Spirit-Monsters are at the mercy of the powers they have taken. The struggle to control the stolen powers wears out their physical being, making their body little more than an empty husk that contains their magical essence and intellect — and what's left of their twisted soul. The bodies are maintained only as a link to the physical world, for without them, they would lose their identity and fade into oblivion.

The exact personality of each Spirit Man-Monster can be determined by the Game Master (or chosen from the Personalities of Evil Alignments chart under Multiple Personalities on page 61 of the *Rifts*® RPG). This personality will define the character's skills and style of combat and approach to spell casting. However, in all cases, the Spirit Man-Monster sees himself as removed from the mortal coil from which he sprang; an immortal being of great power and cosmic significance far greater than any mere mortal or lesser being. Only ancient dragons, demi-gods, gods and the greatest spirits are considered equals. All others are fools and pawns waiting to be used. Many use their power to simply enslave and terrorize mortals. Such displays can range from cold-blooded murder to domination of individuals, villages, or entire nations. Some make alliances with other evil creatures, while others destroy everything of beauty they encounter.

Spirit Man-Monsters become a monstrous shadow of themselves and something distinctly inhuman. Their skin turns dark and the white bones of their skeleton (no muscles) show through

it. The eye sockets are dark and sunken and the eyes themselves turn completely white (no pupils); the only color being the sinister crackle of light blue magic energy. The monster's lips become thin lines and the teeth show through them. When they open their mouth to speak, blue energy can be seen pulsating inside, revealing their body to be a shallow husk that contains their energy-essence.

They move with an unnatural and eerie grace, slow and fluid, with broad, exaggerated gestures. When they walk, they rise a foot (0.3 m) above the ground and seem to glide on a breeze (actually via telekinesis). In a way, they seem specter-like, devoid of humanity and compassion. Dispassionate beings of power, corruption and death, neither truly alive nor dead — but they are immortal.

All Native Americans view the spirit-monster as an abomination that must be destroyed. They believe that the energy the creature has stolen actually comes from the spirits of their ancestors, and every hero in the area will hunt down a Spirit-Monster until its stolen energy can be unleashed and returned to the spirits.

Insanities: Same as the Animal Man-Monster.

Hunted by Shamans & Totem Warriors: Same as the Animal Man-Monster.

Racial Limitations: Humans, True Atlantians, Elves, Ogres and Psi-Stalkers.

Spirit Man-Monster, NPC Villain/Monster

Note: The Spirit Man-Monster is the rarest of the three Man-Monsters; perhaps as many as one for every 50 of the others.

Alignment: Evil only; typically diabolic or miscreant.

Attributes: The character's original human attributes plus the following augmentation and modifiers: I.Q.: +1D6, P.S.: +1D6, Spd: reduce by 10%. All physical attributes are supernatural in all its possible shapes and appearances. See *Totem Spirits/Magic Energy Bonuses & Powers*.

Totem: Spirits and magical energy.

Mega-Damage Creature: Each hit point and S.D.C. point becomes a point of physical M.D.C. plus 1D6×10 and +10 per level.

Horror Factor: 14

Size: Average human size.

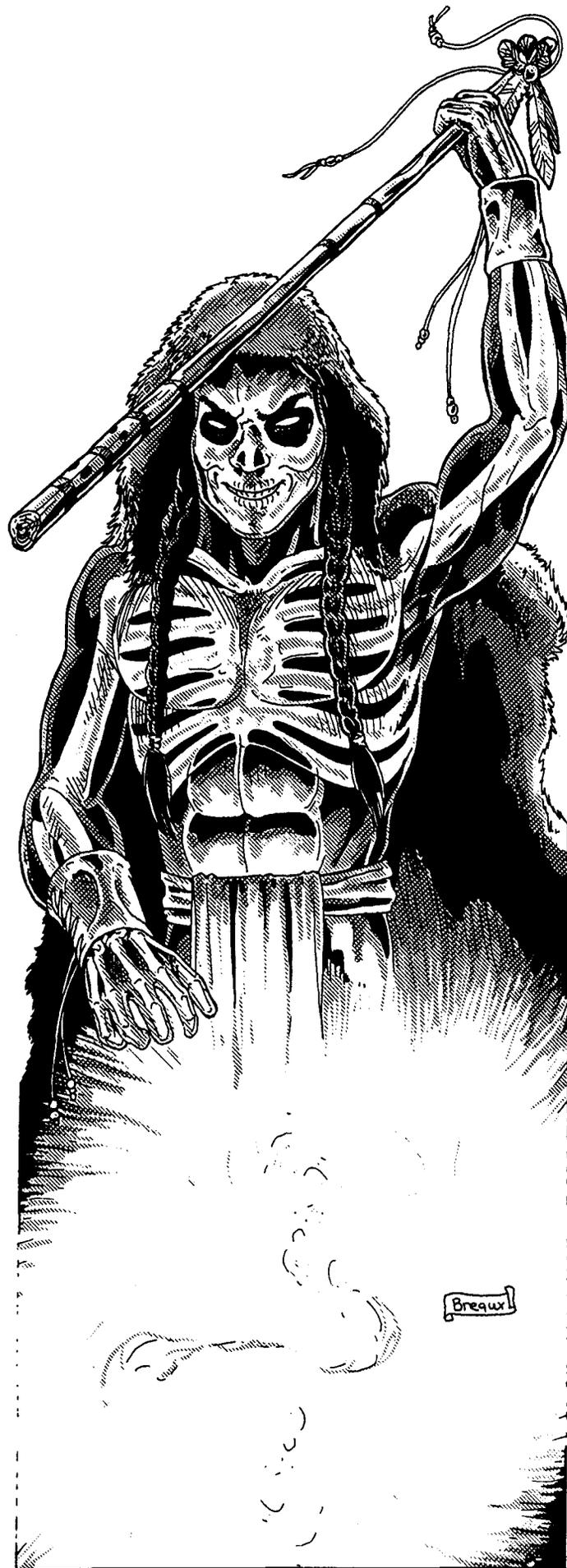
Weight: 120 to 180 pounds (54 to 81 kg).

Average Life Span: Immortal, that is to say, the character cannot die from natural causes, but can be slain through violence and magic.

P.P.E.: 2D4×100 plus add 30 P.P.E. for each level of experience.

Average Level of Experience: 2-7th level; experience starts when the individual becomes a Man-Monster. Any previous experience as a human is lost; starts at level one.

O.C.C. & Skills of Note: A suitable O.C.C. should be selected as the character's background (Shaman, Totem Warrior, Shifter, Mystic, Line Walker, Necromancer, Wilderness Scout and Vagabond are among the most likely). However, when the character turns to evil and becomes a Man-Monster, he (or she) loses most of his humanity and forgets much of his past, and skill knowledge along with it. As a result, the character only retains his *hand to hand combat skill* (bonuses and combat moves only, not attacks per melee round) and re-



members half of his other *O.C.C. skills*. O.C.C. skills are permanently frozen at whatever level of proficiency they were when the character became a monster. All other skills, special abilities and magic abilities of that O.C.C. are lost.

Totem Spirits/Magic Energy Bonuses & Powers: +2 to save vs magic, +5 to save vs magical illusions, impervious to possession, and has all *Ley Line Walker* abilities at triple the range and +10% proficiency bonus.

Natural Abilities: Natural spell caster (see magic), see magic energy auras (if it's magic, the Spirit-Monster can see the magic radiating from it, whether it's a magic object, a disguised creature of magic or practitioner of magic), see energy beings, see astral beings, see the invisible, all energy attacks (laser, plasma, fire, electricity, etc.) do half damage and bioregenerates 1D4×10 per minute. Impervious to poison, heat, cold, fatigue, and disease (M.D. and magic fire and cold do half damage), and impervious to horror factor.

1. **Astral Form (special):** This natural ability is nearly identical to the psionic ability of Astral Projection, but the Spirit-Monster's entire physical body and anything he is carrying is transformed into an Astral Form and taken with him; no Astral Cord. In this form, the creature can instantly travel to the Astral Plane and is vulnerable only to magic and psionic abilities. *It can move through* soJid objects and fly at a speed of 500 mph (800 km). This ability can be used twice per day for each level of experience. Going Astral and then returning to physical form counts as one use.

2. **Dream Form:** Like the Nunnehi, the Spirit-Monster can enter the dreams of people, but unlike the Nunnehi, he can attack and possibly kill people in their dreams. Each time the creature attempts to enter a person's dream, the victim is allowed a saving throw vs insanity (12 or higher). If the save fails, the creature can enter the mind and dream state of the sleeping character. This means the Spirit Man-Monster can enter the sleeper's dream to do any of the following: Threaten or warn the sleeper, initiate bad and/or scary things to create a nightmare (very frightening), or actually face the sleeper's dream-self and engage him in conversation, sport or deadly combat. The easiest way to handle dream combat is by using the standard combat rules and playing it out as if it were real. However, the invading monster can alter the dream environment. For each 10 P.P.E. spent by the Spirit Man-Monster, it can create one item or effect — i.e. cause a weapon or henchman (nothing too horrific) to magically appear out of nowhere, or to create an effect such as cause it to rain, clouds turn dark, a fog appears, and similar. The dreamer can also create items (not effects; he responds to the environment and cannot directly influence it) by successfully rolling a 15 or higher on a D20 (no P.P.E. is required).

3. **Shapechange: Human (special):** The Spirit Man-Monster can assume the appearance of his or her original, normal and healthy looking human-body. However the human form (now a repugnant reminder of its old frailty and mortality) is difficult to maintain and limited in duration: typically five minutes for every five P.P.E. points expended to maintain the human guise.

4. **Shapechange: Energy Being (special):** The Spirit Man-Monster can turn into pure energy! The human-shape is kept, but becomes a creature of pure blue energy crackling with tiny lightning bolts. In this form the creature is impervious to

normal solid weapons (S.D.C. or M.D. items like Neural-Mace, **Vibro-Blades**, punches from bots, 'Borgs, Power Armor, etc.; energy blasts still do half damage) and gets an additional +2 to save vs all forms of magic, +2 additional attacks per melee round, +3 on initiative, hovers above the ground, and can fly at a speed of 300 mph (482.7 km)! Duration of 10 minutes per level of experience. An additional 10 minutes can be added at the cost of 20 P.P.E.

5. **Magical Energy Blast (special):** The monster can fire a mystic bolt of energy that does 1D6 M.D. per each level of experience. Range is 300 feet (91.5 m) +100 feet (30.5 m) per level of experience. Each blast counts as one melee action/attack, but no expenditure of P.P.E. is required to unleash this natural energy! The bolts can be fired from the eyes, mouth and fingers.

6. **Magical Resurrection of the Body (special):** If the physical body is destroyed, the Spirit Man-Monster *must* recreate it or fade away into oblivion (cease to exist) within one day per level of the monster's experience. To recreate its body, it must expend 100 P.P.E., half of which (50) are permanently lost!

Note: Also see psionics, magic, combat and bonuses.

Psionics: All psionic sensitive abilities, plus telekinesis: super, psi-shield and psi-sword. I.S.P.: 1D4×10 plus the M.E. attribute. Each level adds 2D4 I.S.P.

Magic: All energy based wizard/common spells as listed on page 167 of the Rifts® RPG, including blinding flash, globe of daylight, energy bolt, fuel flame, ignite fire, energy field, fire bolt, circle of flame, energy disruption, call lightning, fire ball, impervious to energy, dispel magic barrier, life drain, negate magic, and anti-magic cloud.

They also select a total of 1D6 additional spells per each level of experience from *any* spell or magic O.C.C. categories (except **Techno-Wizardry** and **Bio-Wizardry/Rune Magic**) available in the Rifts Megaverse! This includes Shamantic Magic, Temporal Magic, Conjuring, Necromancy, Elemental Magic, Common Spells, Rainmaking, and others — see **Rifts® Federation of Magic™** for a variety of new and different types of magic. This knowledge comes from the monster's links to the Spirit Realm.

Vulnerabilities: Spirit Man-Monsters take double damage from magical weapons, and triple damage from weapons made from a Millennium Tree. The spell, *negate magic*, inflicts 2D4×10 M.D. to the creature, and *anti-magic cloud* reduces its physical M.D.C., attacks per melee round, bonuses and spell strength by **half!** Ley Line Storms have the same effect.

Insanities: Same as the Animal Man-Monster.

Combat: Four physical or psionic attacks per melee round, or three via magic.

Damage: As per supernatural P.S. in any form/shape.

Damage Bonus: +1D6 to supernatural P.S. when in energy form.

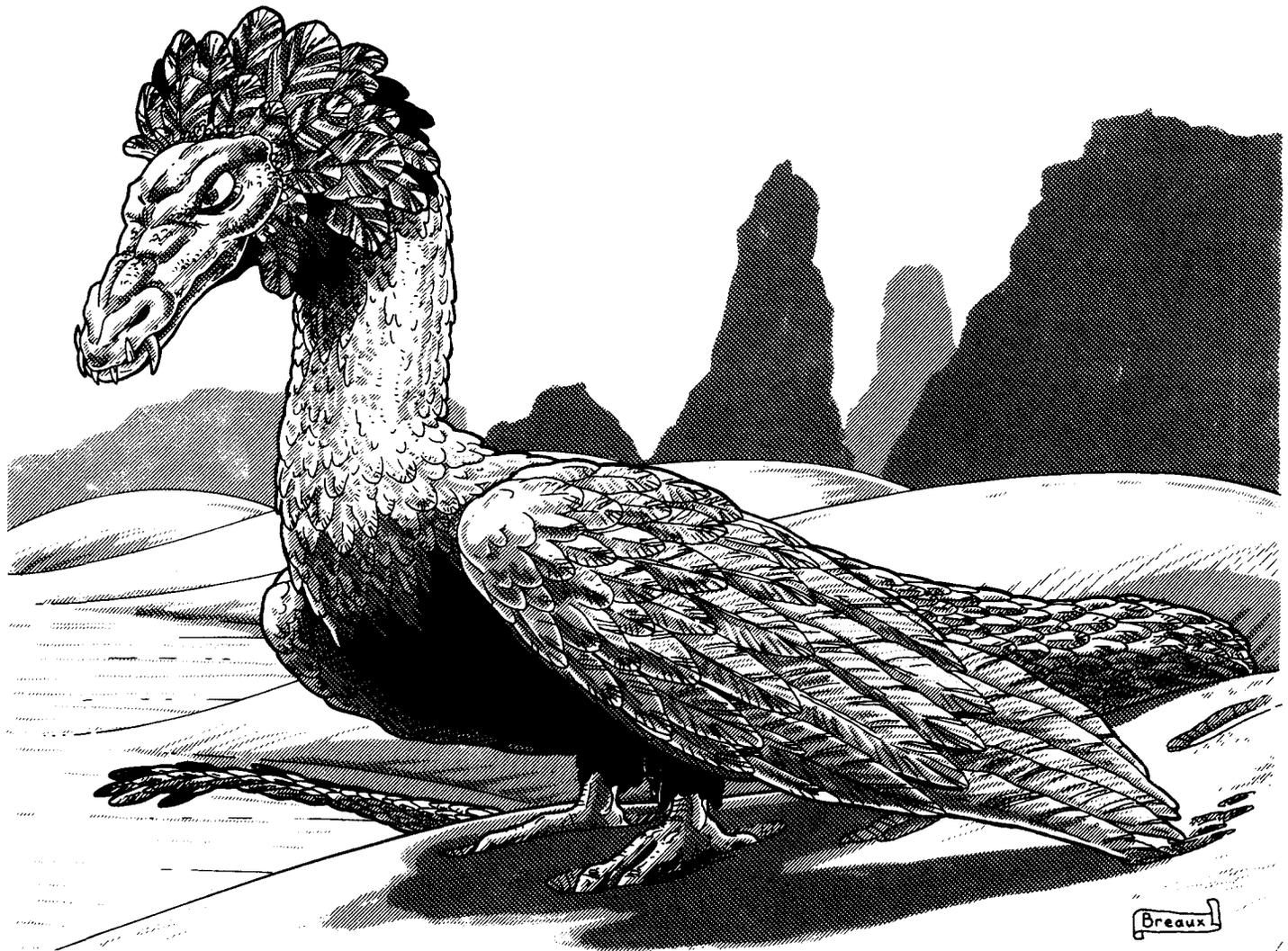
Bonuses: See Totem bonuses and natural abilities. All bonuses are cumulative.

Allies: May associate with evil sorcerers, dragons, and supernatural beings who are subservient to him. The monster considers himself to be a powerful spirit or god, and often entices (foolish, fearful or evil) mortals to worship him. In return, the Man-Monster serves as their god and guardian spirit, provided they are obedient and engage in crimes against other beings.

Enemies: Despises any being who is innocent, good, heroic or of Native American heritage, but the most hated are those who dare to defy or challenge him.

Habitat: Can be encountered anywhere from the wilderness to big cities — as a god, the Spirit Man-Monster usually seeks out people to worship him and serve as his minions.

Note: Rarely uses any weapon of any kind, preferring to rely on his own immense powers. The only exceptions are incredibly rare and/or powerful magic items.



Plumed Serpents

These large feathered serpents grow to about 60 or 70 feet (18 to 21 m) long. They are common to the arid desert and desert-like areas of North and South America, and are the closest thing to a native dragon that North America has. They are covered with rich, iridescent feathers reminiscent of those on a hummingbird. The feathers around the head form a full mane-like ruff, which is what gives the creature its name. Plumed Serpents have a pair of wings and one set of powerful legs with talon-like claws, but no arms or hands. They are not "true" dragons, but something more closely related to the Uktena and other water serpents. Plumed serpents should not be underestimated, however, for they are as formidable as any dragon in combat, with a keen mind for tactics and magic.

A Plumed Serpent will choose as much as 500 square miles (800 sq. km) as its territory. Consequently, it considers itself "Lord" of that region and can do whatever it pleases to whom-ever it pleases within that territory. Only the Plumed Serpent may decide who may live, work in or travel through its domain — thus, many a traveler, bandit and adventurer has met with these strange creatures. Generally, creatures smaller than a human or who possess animal intelligence are allowed to live and move through the territory unmolested, but larger animals, especially intelligent races, are watched carefully, chased out, charged travelling tariffs and tolls, or given ultimatums (be gone by sunset or else), or beaten and robbed, or destroyed, depending on the serpent's alignment, current mood, and past experiences with the race. Actually, depending on the beast's mood, most ignore transient intruders three-quarters of the time, and only take notice of those who are despoiling its land, animals or people (it

may come to think of people living in its territory as its subjects, especially if they worship it), or if they are making a commotion (combat, mining, raiding, etc.). Those who show respect (even out of fear) and are courteous and cooperative (even when being charged huge tolls or being threatened or pushed around) are likely to be allowed to live and even stay awhile (with or without a fee). Native Americans are viewed with neutrality, and as long as a large number of them (100+) do not enter the creature's territory at one time, they are usually ignored or chased away.

Some Plumed Serpents are diplomatic and will warn the interlopers or discuss their intentions and rules, while others will simply attack, while some in a grouchy, anti-social mood, but too disgruntled or depressed to take action, will burrow into the sand and hide until the intruders leave. Only a large, well-armed number of soldiers can hope to invade a Plumed Serpent's territory successfully. The creatures use cunning and tactics, hit and run attacks, all of the magic at their disposal, and most of all, they usually exhibit the wisdom to run when outmatched, but most do not leave permanently. They only retreat to plan their retaliation, and usually return with other Plumed Serpents, monstrous allies or even friendly humans or minions/worshippers. A vengeful Serpent trying to reclaim its territory may wage a campaign for centuries.

Plumed Serpent, NPC or Monster

Note: A young Plumed Serpent may be used as a player character if the G.M. allows it. Under such circumstances, the character does not get the attribute bonuses indicated, its size is 30 feet (9 m) and M.D.C. is 100 +P.E. attribute number and 2D6 M.D.C. per level of experience; should start at first or second level experience.

Alignment: Any, but tend to be unprincipled, anarchist and miscreant.

Attributes: I.Q.: 3D6+4, M.E.: 3D6+6, M.A.: 3D6, P.S.: 3D6+12, P.P.: 3D6+6, P.E.: 3D6+8, P.B.: 2D6+2, Spd: 3D6 on the ground; flying: 1D4×10+40. All physical attributes are supernatural.

Mega-Damage by Location (adult):

Head — 120

Clawed feet (2) — 100 each

Wings (2) — 160 each

Main Body — 1D4×100+200

Horror Factor: 14 (young are 11)

Size: 60 to 70 feet (18 to 21 m; young are half that size)

Weight: 1-2 tons.

Average Life Span: 750-1000 years; reach maturity around age 300.

P.P.E.: P.E. number x10 (+10 per level if a spell caster).

Average Level of Experience: 5-10th level; young Serpents and player characters start at first or second level. Use the dragon experience table (may exceed 15th level).

O.C.C.: Not applicable.

R.C.C. Skills: Plumed Serpents will have a handful of skills, including detect concealment, intelligence, wilderness survival, prowl, swimming, track (**humanoids**), land navigation and two languages of choice. All of these skills are at +10%. Its natural spoken language is Dragonese 94%.

In addition, they can choose six Secondary Skills from the categories of Domestic (any), Military (any), Physical (any, except hand to hand and boxing), Rogue (any), Technical

(any), W.P. (any, but they can only be used when in human form) and Wilderness (any), but tends to rely on its natural and magical abilities (if any). **Note:** Skills requiring human hands, size and dexterity are performed at -25% unless the creature **metamorphs** into human form. In the alternative, the Plumed Serpent can elect to half-heartedly study magic and have limited spell casting abilities instead of the skills above. Only about 15% opt to learn magic.

Natural Abilities: Nightvision 1200 feet (360 m), heightened hearing, heightened olfactory sense, exceptional sight (can see an 18 inch object or a face clearly at 2 miles/3.2 km distant), fly and bio-regenerates 6D6 M.D.C. per minute (3D6 for young). The heightened senses of the plumed serpent make it difficult to surprise them (-30% on prowl rolls) and penalties for being blinded are half.

Metamorphosis (special): Plumed Serpents are able to change into human form without a time limit. It does, however, have other limitations. Only one change per level of experience may be made per day. This means that at first level, the Plumed Serpent could change into a human (one change), but it could not return to its dragon-like form until the following day. At second level, the serpent could change to human form and back in one day (two changes), and so on.

Breathe Lightning Bolts: The creature's main attack is a discharge of small lightning bolts unleashed from its mouth the way many dragons breathe fire. Damage is 1D4×10M.D. (3D6+2 M.D. from young) and range is limited to 900 ft (270 m; half range for young).

Turn invisible (special): Another formidable power in the serpent's arsenal is its ability to turn completely invisible three times per day. The duration is five minutes per level, and the effects and abilities are identical to the magic spell, Invisibility: Superior.

Burrowing (special): The Plumed Serpent can push and wiggle itself under *loose* soil or sand, much the way some snakes do. This ability will totally conceal the serpent in two melee rounds, but it only works in sand or relatively loose soil. Plumed Serpents can also dig holes (not tunnels) at a maximum rate of ten feet (3 m) per melee round.

Psionics: Plumed Serpents are major psionics and are able to select a total of six psychic powers from any of the psychic categories except super, from which they may choose one ability. In addition, they can select one super psionic ability or two lesser abilities at levels 3, 6, 9, 12, 15 and so on.

I.S.P.: 3D4×10 plus the M.E. attribute. Each level of experience adds an additional 2D4 I.S.P. to that base.

Magic: None to start, but some Plumed Serpents can learn ley line/wizard/spell casting magic instead of the skill selections noted earlier. Those that divert their development to magic have the Ley Line Walker abilities #5 and #6, have a fair understanding of magic and spell incantations, and know four spells from level one, and two from levels 2, 3, and 4. One additional spell can be selected from levels 1-7 for each level of experience (assume it has learned it along the way somewhere).

Vulnerabilities: Weapons made from the bones of dragons, demons or the wood of the Millennium Tree inflict double damage. These Serpents tend to be irritable (especially as adults), arrogant (tend to think they are better than most mortals) and bossy. They also tend to have short tempers and can be drawn

into arguments and fights. Also see skill penalty note under R.C.C. skills.

Combat: Six physical attacks and/or psionic attacks per melee round, or two by magic.

Damage: As per supernatural P.S. in any form/shape.

Damage Bonus: +2D6 to supernatural P.S. from giant-sized talons at any age.

Bite: 4D6 M.D. (3D6 M.D. from young)

Bonuses: These are in addition to any attribute and other bonuses: +1 on initiative, +1 to strike, +3 to dodge when flying, +2 to roll with impact, punch or fall, +2 to save vs poison and disease, +1 to save vs magic (+3 if a spell caster), and +3 to save vs horror factor (add another +3 when an adult).

Allies: None per se; friends and allies will depend on the temperament and goals of the individual. They get along well with their own kind, and rarely molest other Plumed Serpents who are passing through their territory. In fact, they often visit with each other and may have overlapping territories. Some also have human and/or D-bee worshippers.

Enemies: No natural enemies, but these creatures often make their fair share of foes.

Habitat: Can be encountered anywhere, but favorite environment is deserts and hot, arid regions.

Note: May learn to use any simple high-tech weapons (guns, blades, etc.), and may use magic items (including Techno-Wizardry).

Stone Giants

Stone Giants are huge humanoids that are possibly related to the Fomorian of England. They are apparently flesh and blood, but their outer skin forms a dense, M.D.C. crust similar to rock or dried mud. Only areas around the eyes, lips and palms are free of this crusty protection, but even they are very tough and resistant to injury. Stone Giants are carnivores and eat raw meat. They are not cannibalistic (do not eat their own kind) but will prey on other humanoids as well as animals. Their preferred habitats are thick wooded forests and low mountain forests because they provide the giants with cover and larger animals, like deer, sheep, and bears to hunt. Many Stone Giants make their homes within forests that border grasslands or plains so that they can hunt buffalo, dinosaurs and other grazing animals, as well as the humans and D-bees who hunt those animals. These giants are comparatively rare and seldom encountered south of Wyoming or the Dakotas, except along the Rocky Mountains. However, they are scattered throughout the American northwest and Canada. They are typically encountered in pairs (mates or hunting partners) and tribes range from 6-30 individuals, never more.



Stone Giant NPC Villain/Monster

Alignment: Evil only; typically diabolic or miscreant.

Attributes: I.Q.: 3D6, M.E.: 2D6, M.A.: 1D6, P.S.: 20+3D6, P.P.: 3D6, P.E.: 3D6+6, P.B.: 2D4, Spd: 3D6+6. All physical attributes are supernatural.

Mega-Damage Creature: P.E.x6 +2D6 per level of experience.

Horror Factor: 15

Size: 10-12 feet (3 to 3.6 m)

Weight: 800 to 1200 pounds (360 to 540 kg).

Average Life Span: 150 to 200 years.

P.P.E.: 120+2D6 per each level of experience.

Average Level of Experience: 2-8th level.

R.C.C. & Skills: W.P. Blunt, W.P. Spear, horsemanship: Exotic animals, camouflage, and all Wilderness skills at +10%; speaks Gobblely at 90%. Another six skills may be selected from the following categories: Domestic, Espionage, Rogue, W.P. and lore and language skills from the Technical category.

Natural Abilities: Keen vision, nightvision 400 feet (122 m), climb 90/80%, resistant to normal heat, fire and cold (half damage; magic and M.D. fire does full damage), impervious to disease, regenerates 2D6 M.D.C. per hour and lost limbs can be regenerated within 1D4 months.

Wisps of Sickness: The creature opens its mouth to unleash 2-5 small, whitish green wisps that fly out and encircle the giant's hand (counts as one melee action). Whomever is next touched or struck will see the wisps leave the hand and fly into them! This creates magical sickness the same as the magic spell except at twice the duration and does not cost the giant any P.P.E.! The sickness and penalties are immediate. Environmental body armor, power armor, airtight vehicle/enclosure or fetish armor *will* protect characters from this magical attack. Wisps of Sickness can be used as often as once per melee round.

Death Ghost Attack (special): The single most horrifying aspect of the Stone Giants is their ability to cause deadly sickness in humans or animals by corrupting their "spirit potential" (whether it is pure or not). The creature opens its mouth and small white ghosts or skull-like wisps appear superimposed on the teeth, then fly out of the mouth and attack the target. The small, ethereal skulls are a spirit-based attack and will penetrate body armor, power armor, robot vehicles, M.D.C. vehicles, or force fields. They can even afflict characters in Astral Form. Note: Only two characters can be attacked by the release of these "ghosts" and must be within a 60 foot (18.3 m) range. Each use of this power costs 80 P.P.E. The ghost will attack for 1D4 +1 melee round per level of the Stone Giant. If it has not infected a victim by the end of that time, it/they vanish.

Fending off the Attack: The ghosts attack at +2 to strike and are +1 on initiative, but can be dodged, or parried with a protection or weapon fetish, or rune weapons, and they cannot penetrate and hurt a character wearing any kind of armor fetish. If the attack is dodged or parried, the ghost continues to attack to the extent of its range (60 ft/18.3 m from the Stone Giant), and can lash out and infect trees, animals, or other party members.

The damage of this frightening attack is specialized and long lasting.

First, each point of P.P.E. the Stone Giant puts into the attack (minimum 80) neutralizes/temporarily dispels an equal amount of P.P.E. in the victim. If the target's P.P.E. is reduced to zero or less (accumulative attacks may be possible for high level giants), the victim is infected with a deadly *spirit disease* and will eventually die! The lost P.P.E. cannot be regained normally, and as long as it remains at (or below) zero, the character cannot heal normally or magically! So every combat he engages in will bring him closer and closer to death as his wounds (loss of S.D.C. and hit points) accumulate and are seemingly impossible to heal. Even sitting on ley lines or nexus points or borrowing P.P.E. from friends will not replenish the character. Wounds can be bound but they do not completely heal nor are hit points or S.D.C. recovered. *Further Victim Penalties:* In addition to being unable to heal, characters who have lost approximately 35-48% of their hit points are -1 on all combat rolls and saving throws, -10% on skill performance, and speed is reduced 20%. Those who have lost more than 50% fatigue twice as quickly, feel weak and all combat bonuses, saving throws, attacks per melee and speed are reduced by half; skill performance by 30%.

Stop-Gap Remedy: Only a psionic healing has any effect and will work to stop bleeding and restore 1D4 hit points (no S.D.C.); limited to a total of 1D4 successful healings per 24 hours (regardless of how many psychic healers may want to help) and any new injury will cause new damage.

The Known Cures: Players familiar with **Palladium Books' Ninjas & Superspies™** may recognize the similarities of this attack and its effects to that of a Negative Chi attack combined with **Dim Mak!**

The only known cures for this spirit infection are:

To make the Stone Giant responsible withdraw the deadly spirit infection — if he is dead ... go to another recourse. Most Stone Giants refuse to help even under the threat of death.

The great healing ritual of the Medicine Lodge; costs 500 P.P.E. to perform.

Restoration (750 P.P.E.) ritual magic, or resurrection by a great spirit or god.

Psionics: All psionic healing abilities; I.S.P.: M.E. x2.

Magic: None

Vulnerabilities: Cannot swim and sink like rocks.

Combat: Five physical or psionic attacks per melee round.

Damage: As per supernatural P.S.

Bonuses: In addition to attribute bonuses, Stone Giants are +1 on initiative, +1 to parry, +2 to roll with impact, punch or fall, +4 to save vs horror factor, and +4 to save vs poison.

Allies: None per se; occasionally ally themselves with other supernatural or powerful beings. They consider humans, Psi-Stalkers, Simvan and similar **humanoids** as prey.

Enemies: No natural enemies, but these creatures are hated and feared by the races they prey upon.

Habitat: Can be encountered anywhere, but usually found in northern or mountainous forest wildernesses.

Note: May learn to use any simple high-tech weapons and may use magic items.



Teepowka

The Teepowka are monstrous carnivorous creatures from another dimension that have found their way to Rifts Earth. They are huge, black furred creatures with numerous spines and horns jutting from their bodies. Heavily armored, bone plates protect the creature's back, neck, and head. The head plate is very thick and has a cushioning layer of cartilage that allows the Teepowka to ram large, heavy objects, even at a full charge, doing incredible damage. The monster has six legs, giving it excellent balance, and can run at incredible speeds. The Teepowka have adapted to life on the American plains where they can find the massive amounts of food they need by feeding on large prey. This choice of habitat has put them in direct conflict with other giant predators and the people who hunt on the plains, including Native Americans, Simvan, and Psi-Stalkers, among others.

The Teepowka are aggressive, M.D.C. monsters with low human intelligence and cunning intermingled with predatory instincts and a lust to hunt and kill. This intelligence makes them impervious to the Simvan's mind control and makes them natural enemies. Teepowka often toy with humans and other intelligent prey because they enjoy the challenge they offer. Surprisingly, the meat of a Teepowka is S.D.C. and tastes very

good; the meat from one animal can feed a small village for weeks. **Note:** The cover depicts a party of Plains Indians on hovercycles hunting a Teepowka.

Teepowka NPC Monster

Alignment: Considered miscreant; a supernatural predator.

Attributes: I.Q.: 1D4+3*, M.A. 1D6, M.E.: 2D6+8, P.S.: 25+5D6, P.P.: 3D6, P.E.: 20+2D6, P.B. 1D4+1, Spd: 1D6×10+40. All physical attributes are supernatural.

* The Teepowka has a low I.Q. compared to most humans, but it is a cunning predator and will use stalking tactics, ambushes, and other hunting techniques similar to African lions. Unlike African lions, Teepowka are usually lone hunters, although they can travel and hunt in mated pairs (give birth to 1D4 young every 10 years) or gather in small, loose-knit prides of 3D4 members.

Size: 18 to 20 feet (5.4 to 6 m) tall, and 20 to 25 ft. (5.4 to 7.5 m) long.

Weight: 8 to 12 tons.

M.D.C.: 300 +P.E.×10

Horror Factor: 14

Average Life Span: 40-60 years.

P.P.E.: P.E. ×2

Natural Abilities: M.D.C. armor and a limited chameleon ability (fundamentally the same as the spell) that gives the huge

animal a visual prowl of 70%. Land navigation 90%, track animals 60%, track **humanoids** 70%, track by smell alone 60%, nightvision 200 feet (61 m) and swim 40%.

Psionics: None

Magic: None

Vulnerabilities: None per se.

Combat: Four attacks per melee round.

Damage: As per supernatural P.S. from kicks, stomps, and butts with the head or horns.

Bite: 5D6 M.D.

Charging Ram: 2D6x10 M.D., counts as two attacks.

Trample: 2D4x10 M.D. Target must be prone/stunned or shorter than five feet (1.5 m).

Bonuses: In addition to any possible attribute bonuses, Tee-powka are +2 on initiative, +2 to strike, +1 to parry (with horns), +3 to roll with punch/fall, +6 to save vs horror factor, +10 to save vs poison and disease.

Allies: None per se; occasionally ally themselves with other intelligent predators or powerful beings. They consider humans, **Psi-Stalkers**, Simvan and similar humanoids as prey.

Enemies: Predatory dinosaurs and man are considered enemies (and prey).

Habitat: Virtually any terrain west of the Mississippi and south of Calgary; mainly Western Wilderness, Mexico and parts of South America.



Two-Faced Star-People

The Two-Faced Star-People are an other-dimensional race of minor shapeshifters and man-eaters who somehow ended up on Rifts Earth in fairly significant numbers 1500 years before the Coming of the Rifts! Consequently, they have been the enemy of Plains Indians, particularly the Cheyenne, since ancient times.

The war-like humanoids seemed to have disappeared as the Europeans began to arrive in the New World. The fact is, as the magic energy (coincidentally) ebbed from the planet, the Star-People were trapped in their human guises, unable to tap significant P.P.E. to transform, except at ley lines and nexus points. Thus, for centuries, thousands of these beings secretly coexisted with humans (usually in the shadows of the great cities as vagabonds, homeless and drifters). The Great Cataclysm destroyed tens of thousands, but today, there are several thousand scattered throughout the American continents and they can be found flourishing everywhere, from wilderness villages to teeming cities.

Now that the magic has returned, they are once again able to transform from one "face" to the other (their true monstrous self) at will. And with the ability to transform into their natural, inhuman visage, comes superhuman power and a thirst for human blood. Some have gathered as small tribes and live in the wilderness. Others walk among men, changing shape as it best suits them as they stalk humanoid prey in the 'Burbs, alleys and city streets of the Coalition States, Federation of Magic, Pecos Empire, Colorado Baronies, Tolkeen, Lazlo, and others.

The original homeworld of these shapeshifters is believed to lie somewhere in the Three Galaxies (see **Rifts® Dimension Book Two: Phase World™** for details on the Three Galaxies) where they were all but eliminated 2000 years ago by a vigorous campaign led by the Cosmo-Knights. The Knights toppled the Two-Faced Star-People's secret empire and hunted down and terminated thousands of their kind in positions as spies and impostors in every walk of life. The only place that they are currently known to exist, besides Rifts Earth, is in the Milky Way Galaxy of **Heroes Unlimited™**, where they are known as the *Erishiks* (see **Aliens Unlimited™**, page 154, for details). In the magic-poor environment of **Heroes Unlimited™**, the Erishiks are only able to change forms by ingesting the target/victim to be copied, but in the magic-rich environment of Rifts Earth (and the Three Galaxies), their full **shapechanging** abilities are available to them.

The true form of the Two-Faced Star-People is a six foot (1.8 m) humanoid with thin limbs and large hands and feet that flare into long, tapering fingers. The head is roughly human shaped, but they have little to no hair, and two long, curving horns sweep back off the top. Their faces are sunken and a bit skeletal, with blazing red-orange eyes and a mouth full of sharp, pointed teeth. This innate **shapeshifting** power is a natural, chameleon-like camouflage ability that allows the Two-Faced Star-People to blend in with their prey. This enables them to fit in unnoticed, so they may stalk life forms in city/social environments without causing suspicion. Many an unsolved murder or disappearance has been at the hands of one or more of these fiends.

Supernatural beings can also be ingested, but only if they are not mega-damage creatures. Star-People are not M.D.C. creatures and cannot ingest M.D.C. flesh, but invulnerable S.D.C. creatures can be eaten if some way to cut them up is possible (i.e., werewolves could be cut up with silver knives and invulnerable characters from **Heroes Unlimited** are susceptible to damage from magical weapons). These monsters are incredibly cunning and evil beings, and they could pose a very dangerous threat to the struggling nations of Rifts Earth. The Cheyenne and dozens of other tribes have specially trained hunter groups of Totem Warriors and Shamans that search out and eliminate the Two-Faced Star-People's webs of treachery.

Two-Faced Star-People NPC Villain/Monster

Alignment: All Two-Faced Star-People are evil, typically miscreant and diabolic, but there are rare instances of aberrant ones.

Attributes (in natural form): I.Q.: 3D6+1, M.E.: 3D6+6, M.A.: 3D6, P.S.: 3D6, P.P.: 3D6, P.E.: 3D6+4, P.B.: 1D6, Spd: 3D6+6. Use the physical attributes of the ingested victim when the exact duplication power is used.

Hit Points: Standard in natural form. Add the creature's P.E. attribute to the hit points of any copied form.

S.D.C.: 3D4x10 in natural form or add 2D4x10 to the S.D.C. of copied forms.

Horror Factor: 14 when the true nature of the creature is known or revealed.

Size: 6 to 6.5 ft (1.8 to 2 m) in natural form. Varies with copied forms.

Weight: 150 to 200 lb (67.5 to 90 kg).

Average Life Span: Potentially immortal because of their ability to change bodies via the exact duplication power. Note that these monsters age normally according to the rate of aging of the race copied.

Average Experience Level: 1D4+2

P.P.E.: 1D4x10+30 plus the P.E. attribute, and 2D6 per level of experience.

O.C.C.: Effectively the Vagabond O.C.C., however, when the exact duplication power is used, the monster gets all the skills of his victim (frozen at the skill level at the moment of death).

Natural Abilities:

Instant Shapechanging (special): The Star-People are able to change their shape into that of any humanoid that is 5 to 7 feet (1.5 to 2.1 m) in height. This can be done in an instant (one melee action; about 3 seconds) without spending P.P.E. The duration of this change is indefinite, but if they are seriously wounded, incredibly angry or rendered unconscious, they will revert to their true form. Such shapeshifting does not confer any special abilities or powers (i.e., wings and tails are for show only and do not confer flight or balance). The true shapeshifting strength of the Star-People requires a much more involved and hideous process.

Exact Duplication by Consumption (special): The Two-Faced Star-People's most grisly power is the ability to perfectly duplicate any humanoid creature that they devour! As the creature is ingested, every aspect of that victim is copied, including scent and duplication of DNA!! All aspects of the dead victim are reproduced flawlessly by the Two-Faced Star-People, including strong long-term and recent memories (over 48 hours old), physical attributes, and natural powers or super abilities! These monstrous impostors are totally indistinguishable from the original, except in a few small and subtle ways. Events from the last 48 hours of their victim's life are totally blank and magic abilities and knowledge are also a blank to the alien. In addition, the **doppelganger's** teeth tend to be a bit sharper (something most people don't notice). Of course, the aliens also retain their own memories, skills, personalities and natural psionic abilities, so they can be tripped up into revealing their true personality and demonic nature. They can also still use the instant change shapeshifting power but resume the visage of the person they are impersonating rather than their natural form. **P.P.E. Cost:** 40

This exact duplication can only be reversed if the creature spends 40 P.P.E. to return to its original form, or if it ingests

another victim. In the latter case, a new form is assumed, and the old one is lost forever. Otherwise, the duplication is indefinite, and not even death will reveal the deception.

Note: This incredible transformation is limited to humans and human-like D-bees (S.D.C. beings). Magic knowledge of the victim is not retained, nor are special bonuses and abilities from Totems, spirits, familiar links, supernatural unions/links (like witches) and similar powers bestowed by supernatural beings. At the moment of death, all such special "spirit gifts" return to the spirits or gods who granted them. In addition, that supernatural benefactor senses the death of their ally (or minion) and will know that the disguised Two-Faced Star Person is a fraud. Since the victim of this incredible duplication must be eaten by the Two-Faced Star Person, he cannot be resurrected, except perhaps by an incredibly powerful god. Once the ingested copy is abandoned (40 P.P.E. spent to resume a newly ingested form, or natural form), that identity is gone forever, and can never be copied again.

Psionics: Considered a major psionic with the following abilities: Detect psionics, hypnotic suggestion, mind block, see aura, sixth sense, alter aura, total recall (with Total Recall, the creature has a 25% chance to call up a specific memory of all previous victims, including codes, passwords, names, etc.), and the super psionic abilities of mentally possess others and mind wipe. All psionics function equal to 7th level proficiency and strength regardless of the creature's current experience from its victim.

I.S.P.: 3D4x10 plus the M.E. attribute.

Magic: None

Vulnerabilities: None.

Combat: Five physical or psionic attacks per melee in natural form. Add on any additional physical attacks, skills and bonuses from victims of exact duplication.

Damage: Two-Faced Star-People are S.D.C. creatures and use the normal damage rules for S.D.C. combat. This means they must use M.D. weapons and armor (or magic items) to defend and protect themselves. Most Two-Faced Star-People are familiar with varying degrees of technology (like humans) and do not hesitate to use high-powered energy weapons, explosives, vehicles and machines. However, the level of expertise will vary from basic to advanced depending on who they are presently duplicating (by consumption).

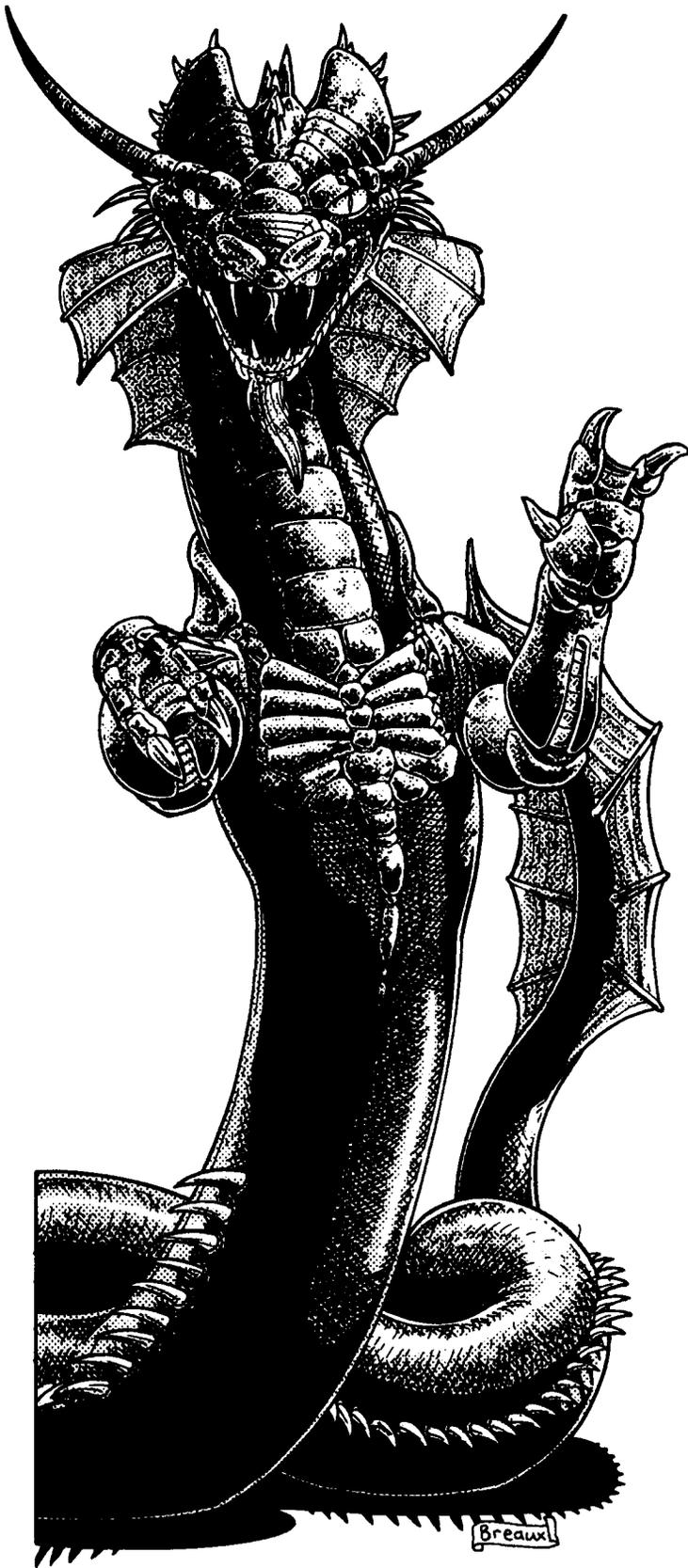
Bonuses: All bonuses are in addition to attribute bonuses: +1 to strike, +1 to parry, +2 to roll with impact, +4 to save vs psionics, +2 to save vs magic, +3 to save vs horror factor, and +1 to save vs poison and disease.

Allies: None per se; occasionally ally themselves with other supernatural beings or powerful sorcerers — often get work as assassins and spies.

Enemies: Sworn enemies of the Cheyenne, Cyber-Knights and Cosmo-Knights, but these creatures are hated and feared by most races.

Habitat: Can be encountered anywhere, but tend to prefer crowded cities and communities.

Note: These monsters are usually disguised as normal people, typically the dominant or indigenous people; rarely in natural form. They use advanced weapons and equipment the same as humans.



Ukt Water Serpents

The Ukt have long, snake-like bodies that end in a tail with a wide web of fins. The length of the body is lined, on both sides, with small spikes that can cut when the monster slides against or bangs into an opponent. The entire body ripples with muscles and can coil, weave, and move with amazing grace, speed and

agility—the tail is prehensile and can be used to entangle, strangle or strike an opponent. It also has a pair of stout, armored arms which end in a pair of hands with two thick, webbed fingers, sharp claws and a stubby, clawed thumb. The chest, arms, shoulders and neck are covered in tough, M.D.C. armor plates. The top of the head is also covered in natural plating and small spines. A pair of long, narrow horns extend from above the eyes, and fins protrude from behind the cheeks and the sides of the neck. The eyes are a light, watery blue, and their scaly hide is black or dark brown with specks of green, or gray-green, with a light green or tan underside and spines. The mouth holds a row of small sharp teeth and a pair of snake-like fangs. The Ukt growls and whines like a wolf or dog, and when they speak, their voice has a deep growling resonance to it.

Ukt Water Serpents are surprisingly quick, even on land, and are excellent climbers of trees, towers, rope and mountains. They are at home in the water and use a magical sight that combines thermal sensors, infrared vision and sonar-like echo location to enable them to see clearly in the murkiest of water (no penalties for being in total darkness). They also have an excellent sense of smell. Ukt Water Serpents are found mostly in large freshwater lakes and rivers (in North America that includes the Great Lakes, Lake Nipagon, Lake Manitoba, Great Slave Lake and Great Bear Lake), but some make their homes in salty oceans and gulfs, including the Gulf of Mexico.

The huge creatures are allied to the deep water god, *Uktena* (see the *Gods of the Native Americans* for details). According to legend, the Ukt are his descendants, spawned from mating with a dragon while in his serpent form, but the true origin of these creatures is unclear and may be more mundane. Still these water serpents do have a number of things in common with the deep, water god, including a preference for deep murky waters, as well as their long serpentine forms, and an eternal enmity with Thunderbird and his children (see the Gods section for information on Thunderbird).

Thunderbirds hunt water serpents the way eagles fish for salmon and trout, swooping low over the water to scoop them out. It is an ages-old enmity whose origins are lost, but most believe that the two creatures symbolize opposites. The Ukt water serpent symbolizes the deep, mysterious waters that covered the Earth in the time before men. By contrast, the Thunderbird is a symbol of the clear, illuminating light above. Regardless of the symbolism, these creatures are ancient enemies and will battle to the death at the mere sight of each other. The Coalition States and its fledgling Navy have also engaged these monsters on numerous occasions. Meanwhile, the *Splugorth's* Minions sometimes enlist them as native guides, assassins and mercenaries for spying operations and slave raids.

Water serpents are as dark and dangerous as the waters they call home. All are evil, scheming creatures that seek the corruption or destruction of those around them. Although they are unable to assume a human form for their machinations, they will use telepathy and other abilities to misguide and doom others. Humans are usually eaten on sight, unless there are a number of them, or the serpent knows they will be useful in other ways. Humans and D-bees are also sometimes captured and enslaved as playthings or for torture.

Ukt Water Serpent NPC Monster

Alignment: Any, but good alignments are almost unheard of; most water serpents are evil, occasionally anarchist.

Attributes: I.Q.: 3D6, M.E.: 3D6+3, M.A.: 3D6, P.S.: 4D6+12, P.P.: 3D6+2, P.E.: 3D6+8, P.B.: 1D4+2, Spd: 3D6+10 on dry land; swimming Spd. of 135 or about 90 mph (140 km). All physical attributes are supernatural.

Size: Typically stand at about 12 feet (3.6 m) tall, coiled like a Cobra ready to strike. The overall length of the body is 60 to 100 feet long (18.3 to 30.5 m).

Weight: 1 to 2 tons.

Average Life Span: 300-500 years.

P.P.E.: 3D6×10 +20 per level of experience.

M.D.C.: 240 +P.E.x10, plus 1D4×10 per level of experience.

Horror Factor: 15

Average Level of Experience: 5-10th level; use the dragon experience table — often considered a lesser dragon.

R.C.C. & Skills: W.P. sword, W.P. blunt, prowl, wilderness survival and all Wilderness skills at +10%; basic math 95% and speaks Dragonese, Gobblely and American at 90%. Another eight skills may be selected from the following categories: Domestic, Espionage, Military, Rogue, Technical and W.P.

Natural Abilities: Survive depths of up to 3 miles (4.8 km), dive up to 1000 feet (305 m), breathe underwater and on dry land, nightvision 1000 feet (305 m), infrared vision and thermal sensors to see through muddy waters (and smoke), sonar-like echo location (same as dolphin), track by smell alone 60%, impervious to cold and disease and bio-regenerates 3D6 M.D.C. per melee round. The tail, fins, and limbs can be regenerated in 3D4 days.

Coiling Body (special): The serpent can use its long, thin body and/or tail to entangle on a natural roll of 17-20, and can use *constriction* to crush (5D6 M.D. per constriction) or strangle its ensnared prey (each constriction of muscles counts as one melee attack), or simply hold the captive pinned and helpless. Worse, those ensnared (as many as two; one by the body, another with the tail) may be dragged into the depths and sea pressure they cannot survive. A P.S. at least three P.S. points greater than the monster is required to pry a captive free from its coils.

Prehensile Tail (special): The tail is prehensile and can be used like a snaking tentacle to grab, ensnare, strangle, or strike like a whip (full P.S. damage).

Venomous Bite (special): The bite alone does 4D6 M.D., but the fangs can release at will (as often as once per melee round), a powerful venom that does 1D6×10 damage (half if a save vs lethal poisons is made; 14 or higher). This poison is so lethal that it will affect dragons and supernatural beings, and kill most mortals (unprotected by body armor) instantly. The venom can be considered a magic potion. Only other Ukt, Uktena and the Animal Shaman are immune to it.

Also see psionics, magic, combat and bonuses.

Psionics: Choose ten abilities from any of the three lesser categories and three super-psionic abilities.

I.S.P.: 2D4x10+M.E. attribute number and 10 points per E.P. level.

Magic: Ukt possess all water elemental spells levels from 1-5!

Vulnerabilities: None per se, other than their greed and penchant for mischief and cruelty.

Combat: Six physical or psionic attacks per melee, two by magic.

Damage: As per supernatural P.S.

Bite: 4D6 M.D.

Talons: add 1D6 M.D. to supernatural P.S. damage.

Bonuses: All bonuses are in addition to attribute and other bonuses: +3 on initiative, +3 to strike, +3 to parry, +2 to dodge, +2 to roll with impact, +2 to pull punch, +2 to save vs magic, +6 to save vs poison and drugs, and +4 to save vs horror factor.

Allies: Have been known to serve as the minions of the God Uktena and the **Splugorth**, and may ally themselves with true dragons, powerful supernatural beings or powerful sorcerers (including the evil factions of the Federation of Magic).

Enemies: Humans in general, the Coalition Army specifically, and the enemies of their master.

Habitat: Can be encountered anywhere there is water nearby.

Note: These monsters tend to rely on their innate powers and magic, but frequently use advanced weapons and love magic items.

Wendigo

Most Native Americans believe the Wendigo are forest spirits of some kind because of their closeness to nature and uncanny ability to appear and disappear/fade into their surroundings. In fact, the Wendigo are not spirits at all, but a race of large humanoids native to North America (US and Canada; and unknown to most, northern Russia — crossed the Bering Strait from Alaska, thousands of years ago). They are large, powerfully built creatures with thick brown fur covering all of their bodies. Their faces appear to be human, surrounded by a beard (no mustache) and a thick mane of hair that grows right up to the edge of the face. Some Wendigo have thick eyebrow ridges and wide noses, but most (60%) have average human-looking features. The hands and feet are long and human-looking, but the tops are covered in hair and hide sharp, retractable claws. Their arms are slightly longer in proportion to a human's, but their stance is fully upright. Wendigo commonly dress in little more than a loincloth, and belts with pouches, although they may wear Indian armor or even partial M.D.C. armor. The life span of a Wendigo is about the same as that of an Elf, which results in a less than rapid population growth. As a result, Wendigo live in small villages or clans (typically with populations of less than 70) hidden deep in the wilds, away from the larger populations of man. These villages are often built near or around sacred sites, many of which have portals to the Spirit Realm in them. For centuries, they have been the keepers of some of the most important spirit portals, and one tribe is said to guard a Medicine Lodge fetish. They are some of the most loyal mortal allies of the spirits and are frequently visited by the Nunnehi and others. Wendigo often deliver messages and perform services for the spirits, which can result in them traveling with Spirit and Totem Warriors to hunt monsters or to rescue captive maidens and heroes.

Wendigo are master survivalists and woodsmen who live in the deepest and most remote forests and mountain slopes. Find-

ing them is very rare and nearly impossible, but wander too close to their territories and they will definitely find you. Nonthreatening or harmless huntsmen, wilderness scouts, Indians and adventurers will be watched, but left alone unless they are too close to a village or sacred area. Woodsmen who make regular visits to a Wendigo's territory may be approached and given aid in times of distress or befriended if they are deemed worthy. Through this method, the Wendigo are able to keep general tabs on the happenings of humankind. Threatening trespassers and despoilers, such as those hunting for sport, destroying



the forest, and large numbers of armed men, will be watched carefully and, if possible, lured away from the area. If all else fails, attempts will be made to drive the violators off, but those that prove to be a genuine danger to the Wendigo, their sacred sites, friends and innocents will be attacked and killed. Likewise, evil supernatural beings are chased away or destroyed.

Wendigo — NPC and Optional R.C.C.

Also known as Sasquatch and Big Foot.

Alignment: Any, but most are of good alignment. Tend to be gentle, compassionate and caring.

Attributes: I.Q.: 3D6, M.E.: 3D6+2, M.A.: 3D6+4, P.S.: 3D6+10, P.P.: 3D6, P.E.: 3D6+4, P.B.: 2D6+4, Spd: 3D6+6. All physical attributes are supernatural.

Size: 7 to 8 feet (2.1 to 2.4 m) tall.

Weight: 250 to 400 pounds (112.5 to 180 kg).

M.D.C.: P.E.x5 plus 1D6 per level of experience (they were hit point and S.D.C. creatures until the Coming of the Rifts).

Horror Factor: 10

Average Life Span: 650 years.

P.P.E.: P.E. x3 plus 2D6 per level of experience.

Average Level of Experience (NPC): 1D4+3

Available O.C.C.s: Plant, Animal or Elemental Shaman, or Tribal or Totem Warrior (same as Indians). They can also elect Wilderness Scout, Vagabond, Bandit, or Farmer with half the usual *Related O.C.C. skills* and tend to lean away from extremely high-tech skills. They never even consider artificial augmentation of any kind.

R.C.C. Skills: Regardless of the Wendigo's O.C.C., all possess the following R.C.C. skills: Swim, climb, camouflage, wilderness survival, and detect ambush, all at +20%, and prowl at +10%.

Natural Abilities: Nightvision 1000 feet (305 m), infrared and thermal vision 1000 feet (305 m), keen eyesight, hearing and heightened sense of smell, track by smell 40% +5% per level and recognize scent 30% +4% per level, cold does half damage, and they heal twice as fast as humans.

Minor Dimensional Doorway (special): This is a very limited form of teleportation that allows the Wendigo and anything or anyone he is carrying to pop from one place to another. The range is limited to places clearly visible to the Wendigo. If the ground or location cannot be seen, the teleport will still work, but the character appears in the space that was visible (typically in a tree or airborne), and may fall to the ground. Game Masters should be careful with this ability and remember that the destination must be clearly visible. The horizon is not a clearly visible area, neither is the bottom of a lake. However, a ledge, tree branch or roof clearly visible overhead or nearby are as good a location as any. Popping into thin air when one cannot see the ground is extremely dangerous, and one or two instances of injury should curb the abuse of this ability.

Limitations: The doorway can be used once per day per level of experience. Maximum range: 100 feet (30.5 m) +20 feet (6 m) per level of experience. Each use counts as one melee action. P.P.E. cost is 10 points.

Also see R.C.C. skills, magic, combat and bonuses.

Psionics: Standard; same as humans (see page 12 of the *Rifts*® RPG).

Magic (special): Wendigo possess a certain number of natural magic powers that include death trance, chameleon, shadow meld, escape, concealment, detect concealment, dowsing, repel animals, and purification of food and water.

Vulnerabilities: None per se. Dislike the cities and confined or crowded places.

Combat: As per O.C.C.

Damage: As per supernatural P.S.

Bonuses: All bonuses are in addition to attribute and O.C.C. bonuses: +1 attack/action per melee round, +2 to initiative, +1 to dodge, +2 to roll with impact, +3 to pull punch, +2 to save vs poison and disease, +1 to save vs magic, +2 to save vs possession, and +3 to save vs horror factor.

The Spirits

By Wayne Breaux Jr. and Kevin Siembieda

Nobody knows exactly where or what the **Spirit Realm** really is. Some have speculated that it is some sort of parallel dimension or an energy version of our world. A few have even suggested that it exists only in our dreams. Most believe the Spirit Realm exists in the infinite *Astral Plane* and represents the magical, spiritual and physical all shaped into sprawling Astral Kingdoms by each individual "spirit" or group of spirits. If the latter is true, could these "spirits" be Astral Beings? Or are they something more? Again, the complete truth is never likely to be learned (or understood) by humans.

Differences between Spirits & Gods

The distinctions between the Native American "spirits" and the "gods" are subtle but important. While the spirits can possess god-like powers and appear to be immortal, most seem to be linked to nature and the elements, as well as seeming to be inexplicably linked or drawn to the planet Earth and the Native American people. Whether they have worshippers on other worlds is unknown, but it seems unlikely, and if they do, there are only a few such worlds. The spirits of Indian myth and legend are creatures of energy and/or elemental forces and magic. They may be able to make or inhabit a physical body, but their natural state of being is that of intelligent energy or spiritual life essence. Supernatural yes, but not physical beings — energy beings or ghost-like intelligences.

By contrast, most of the "gods" are supernatural beings or creatures of magic who possess a physical form. Although they may understand, wield and control various forms of energy, and even be able to separate parts of their life essence, they are other-dimensional beings (like dragons and **Splugorth**) rooted in the physical world. Many can change their shape, and some straddle both the physical and spiritual/mystical worlds, but the vast majority have a physical shell that anchors them to the world of mortals. Unlike the Native American spirits who seem devoted to (fixated on?) the planet Earth and the Native American people, the gods are multi-dimensional beings who traverse the Megaverse. They are known to many people on many worlds, in numerous dimensions. Most gods seek and even demand worship, while most "spirits" seek only respect and appreciation, although many are worshipped and may be considered gods.

The Spirit Realm

According to Indian myth, there exists magical entrances from Earth to the Spirit Realm. These entrances are secret and hidden deep within caves, rivers, hills, and forests that are sacred to the Native Americans.

The Spirit Realm is said to be a mix of scenery ranging from breathtaking rust-colored canyons to lush forests and deep lakes and rivers. Throughout the Realm live the spirits. Spirits who may be present range from lowly animals and plants to the powerful elementals, greater spirits and even the gods. Many of the living things in the Spirit Realm are intelligent and can speak, including some of the trees, rocks and water (elemental spirits). However, spirits are not the only residents of the Spirit Realm. There are humans and the occasional D-bee living here too. Like Many-Horses in the opening story, these people are usually brought to the Realm by the spirits for some specific reason (protection, tutelage, Spirit Quests, etc.). Some, as mentioned in the Kachina entry of the spirits section, are brought there to preserve some secret of the gods. Others are kidnapped when they catch the fancy of a god or godling. Most are temporary visitors, but some are friends and companions who have been asked to stay by the spirits.

Humans do not age in the Spirit Realm, and are free of disease and inclement weather. Such visitors cannot produce children unless the gods allow it, thus, the population of humans is kept to manageable levels, allowing their hosts to better care for and watch over them. Those who have been there insist the Spirit Realm is at least the size of North America, perhaps larger, duplicates many of the Earth's landmarks, and is home to nearly one million chosen Native Americans and millions of spirits.

Besides the spirits and man, the Realm is home to normal animals and plants that have been brought there for their safety or preservation, and to feed the humans. These creatures flourish within the pure, clean environment of the Realm, and include the Passenger Pigeon, buffalo and a handful of other animal and plant species extinct or near extinction on Earth. Visitors are welcomed to help themselves if they need anything, including hunting animals for food, but just as the Native Americans on



Earth must ask the animal's/spirit's permission in a hunt, so too must a person here ask to hunt or harvest. Permission can be given by any spirit that is the same species as the needed one or by the great spirits or gods. If something in the Spirit Realm is

hunted or harvested without permission, the Realm itself will strike down the offender as a despoiler and villain.

Modern weapons and equipment will not function in the Spirit Realm, including vehicles, robots, power armor, vibro-weapons, conventional firearms, energy weapons, explosives, etc. Only the gods and greater spirits can use such items here, and they rarely do so. The only exceptions to this are modern weapons augmented by fetishes which enable them to function normally. Magic, psionics, and ancient weaponry (bow and arrow, knife, sword, club, etc.) function, but spells and psionics do not have full effect on the *spirits* of the Realm. All magic and psionics directed at spirits have only half the normal duration and inflict half the normal damage. If a saving throw is successful, the spirit suffers no ill effect whatsoever.

All spirits are able to draw P.P.E. from the Spirit Realm as if they were on a ley line, and the greater spirits and gods can draw energy as if they were on a nexus point (humans do not have access to either of these resources). There is also an additional pool of 1,000 P.P.E. that refreshes itself every 24 hours, from which the gods and greater spirits can draw energy (this is a single P.P.E. pool, each being does not have its own). This pool is nearly always kept in reserve for use after a great spirit or god's personal supply of energies runs low. No other lesser spirits have access to this energy pool.

Note: The Astral Plane, Astral Magic, Astral Kingdoms and Dreamstream™, along with numerous creatures of the Astral Plane, are presented in detail in **Nightbane™ World Book One: Between the Shadows™**. Players and G.M.s interested in such things should take a peek at this sourcebook. The **Nightbane™** series uses the same Megaversal system and is easily adapted to Rifts. Note that Astral Travelers have *never* reported finding the Native American's mythological Spirit Realm in the Astral Plane, however, this does not mean it doesn't exist there somewhere.

Getting to the Spirit Realm

Getting to the Spirit Realm is not easy. Located at a handful of the most sacred Native American sites, such as the caves under *Bear Butte*, certain areas in the *Black Hills*, and at the center of the Wyoming Medicine Wheel (requires a special ritual), are portals that lead directly into the Realm. Normal humans with no psionic or magical abilities can simply walk through these dimensional portals and physically enter the Spirit Realm! However, these portals are invisible, and detection is difficult without foreknowledge of their existence or the proper spells and psionics to locate them. Similarly, a person who accidentally stumbles across such a portal can rarely ever find it again.

The only other two ways of accessing the Spirit Realm are to be taken there by a spirit or god, and when a Shaman (or other select character) goes on *Spirit Quests* (see magic section for details about this ritual). If the character who has made it to the Spirit Realm shouldn't be there or it is not right for them to proceed, the spirits will contact them and tell them to leave (or else). Those who are lost in the Spirit Realm will be led out.

Unwanted invaders, enemies and violators will be attacked by the many spirits, friends and magic in the Realm. If the spirits do not invite a human (or character of any race; mortal or supernatural) into their Realm, they are rather strict on what the visitor can do. Taking the time to enjoy the scenery is one thing, but

trying to get a personal audience with a great spirit, coming to steal spirit energy (see Man-Monsters), seeking revenge or hurting or enslaving the inhabitants, or despoiling the land, is quite another.

Anyone trying to enter the Spirit Realm without permission or proper observance of rituals will have a tough time. First, the only way in is through a portal or access from a powerful rival and evil god. Second, invaders who do manage to get into the Spirit Realm will become known to all the spirits of the Realm within 3D4 minutes and invoke their wrath. Storm clouds will appear overhead and one or more spirits will appear to demand they leave immediately (the spirits can escort them out if necessary). Those who refuse and/or retaliate with force will find themselves engulfed in a battle with 1D4×100 lesser spirits (many times more if an army has invaded, but this has *never* occurred). If this battle is going poorly for the lesser spirits, 2D6 greater spirits or 1D4 Native American gods may appear to join the fray. As many as 1D4×100 lesser spirits and 2D6 greater spirits can join the battle every five minutes, but this occurs only if they are summoned by their compatriots or if the invaders are wreaking (or represent) incredible danger and destruction to the inhabitants of the Realm. All the spirits' natural and magic powers are at their disposal. If any maleficent invader(s) manage to escape into the Spirit Realm, they will be hunted down and forced to leave or be slain.

Native American Spirits

Native American "spirits" are said to be native to the mysterious *Spirit Realm* (a place many believe is located in the Astral Plane). The spirits are said to be able to watch the people of Earth from their Realm (further fueling the speculation about the Astral Plane), however, only the gods and Greater Spirits can move freely between the Spirit Realm and the Earth. The lesser spirits must get permission (and the assistance of the Greater Ones?) to cross from the Spirit Realm into the physical world of men.

When they do leave their Realm, all spirits must create a physical body or possess a person, animal or tree to anchor themselves to the material world. Otherwise, they can only exist in their energy/spirit form for 1D4 hours before being drawn back to the Spirit Realm. Despite myths and teachings to the contrary, this would suggest that the spirits or spirit potential of all animals and plants on Earth are *not* actually fragments of the spirit-beings known to the Indians. It is the mysterious spirit-beings from the Spirit Realm who possess, or assume the appearance of, plants and animals who are the root of these beliefs. The spirits' link to nature and elemental and magical powers that affect, shape or nurture plants, animals and humans only add to the appearance that the spirits are one with the forces of nature and life.

Whether these (mostly) benevolent (sometimes mischievous) spirits *must* assume physical forms identical to the life forms on Earth is by choice or necessity is another mystery surrounding these creatures. It may even be possible that the "spirits" originated from Earth or an Earth-like parallel world, and that these life forms are natural and comfortable to them. Or it may have to do with their ability to anchor themselves to Earth — the necessity to become, in some small way, a part of this world. In its *material form* on Earth, be it animal or plant, the spirit has su-

pernatural attributes, M.D.C., and regeneration, and most also possess some form of magical powers.

In the alternative, the spirits may possess a normal animal, which makes them an S.D.C. creature with normal animal attributes and helps to conceal their supernatural nature (however, intellect, magic and psionic abilities are retained and could be detected).

Traits Common to all Spirits

All spirits have some abilities and limitations in common, they include:

1. Totem: All spirits must be identified with a particular species of animal or plant. In the case of plants, that totem is divided into three general and very broad categories: "trees," "shrubs/bushes," and "plants" (flowers and vines). All such animals and plants must be common to (like horses) or indigenous (native) to the North American continent. Only some greater spirits and gods can assume the form of man (typically that of a Native American).

Generally speaking ...

Lesser spirits tend to represent birds, small animals, grazing animals, and small predatory animals, plants and shrubs/bushes.

Greater spirits tend to represent predatory birds, predatory and (aggressive) large animals (horse, buffalo, ox, elk, moose, bear, etc.) and trees. However, lesser and greater spirits can select virtually any animal or plant they like, the above is simply a general rule and common division. Once a totem is selected it cannot be changed. An extensive listing of normal animals can be found in the **Monsters & Animals** supplement for the *Palladium Fantasy RPG series*, which is suitable for use in any of Palladium's (and other) role-playing games.

2. Natural Spirit Energy Form & Abilities: The spirits are beings of pure psychic energy. In their natural state, they share many of the traits and vulnerabilities of Astral Travelers and, when in the Astral Plane, the character can run, float and glide at his attribute speed.

When on Earth as an energy being, they are invisible to the average person; only psychics, young children under the age of 13, Shamans and some supernatural creatures can see them, unless the spirit wants to be seen.

Spirits can make themselves visible for 10 minutes at a time for the cost of 15 P.P.E. per each period of visibility — they look like a glowing, semi-transparent, ghostly version of the totem animal (or plant, or human) that they normally represent.

They are M.D.C. creatures whenever they come to a magic rich or mega-damage environment like Rifts Earth.

The energy being can regenerate damage at a rate of 4D6 points per minute or 1D4×10 points for every 10 P.P.E. expended on instant healing/rejuvenation (not applicable to the physical forms).

Ethereal outside the Spirit Realm: As an energy being, the spirits fly at incredible speeds (up to **Mach 1** or **675 mph/1074 kph**), and go through walls and other physical barriers like a ghost. Also see the psionic power of Astral Travel.

To stay on Earth for more than 1D4 hours, they must create or possess a physical body; see possession and materialization below.

In the Spirit Realm: Ironically, in the Spirit Realm, they have what appear to be human, animal or plant bodies that glow with magical energy — sort of like a solid, luminous ghost. They can fly, float, move, touch and talk in this M.D.C. form, as well as turn invisible at will, use their psionic and magic powers and use any of the appropriate animal or plant abilities for their totem species form (only some greater spirits and gods can take human form).

Strengths & Weakness of the Natural "Energy" Form: All spirits are impervious to cold, heat, normal fire, poison, drugs, gases, and disease. All spirits are immune to possession and all types of mind control, but they are still affected by mental stun and confusion attacks, empathy, empathic transmission, telepathy, mind bond, mind wipe, and other types of psionic communication, attacks (mind bolt, electro-kinesis, etc.) and effects (see aura, see the invisible, etc.); +6 to save vs magic illusions.

Most types of energy attacks — psionic, magic, and mega-damage energy like lasers, ion blasts, particle beams, and plasma attacks — do full damage to the spirit even in its natural energy form. However, physical punches, strikes, and attacks of all kinds from S.D.C./hit point and M.D. damaging fists, guns, rail guns, explosives, arrows, swords, etc., as well as psionic and magic attacks that affect or injure a *physical* body (bio-manipulation, paralysis, sickness, healing touch, etc.), have *NO* effect on the spirit beings while they are in energy form.

3. Special bonuses and limitations of a "Physical" Body for a Spirit: Once a spirit adopts a physical body, that body is vulnerable to physical attacks.

In the case of *possession* (see below), the spirit only has the physical abilities and resources (natural abilities, attributes, hit points, S.D.C., A.R., Horror Factor, etc.) of that plant or animal, plus it retains the ability to speak and use its psionic and magical powers including spell casting. A successful exorcism ritual *may* force the spirit from the body.

Physical materialization (see below) creates the physical form of the totem animal or plant that the spirit represents to Native Americans (wolf, bear, cat, oak tree, etc.). The spirit will appear as that animal (either average size or twice normal size) but beyond its appearance, the animal is the physical manifestation of the Spirit, which makes a mega-damage creature with supernatural physical attributes. Furthermore, the spirit in physical form retains all of its P.P.E. and can perform any magic or psionics that are normally available to it. M.D.C. is the energy being's combined S.D.C. and hit points, so if it had 21 S.D.C. and 30 hit points it would have 51 M.D.C. When all M.D.C. is destroyed, the physical body vanishes and the spirit is forced to return to the Spirit Realm.

4. Materialization: The spirits are able to temporarily manifest into a physical form. The appearance of this physical form is limited to the "totem" animal or plant represented by the spirit. Each spirit represents a particular totem animal, tree, shrub/bush or small plant. These creatures are all indigenous to North America (including some extinct species like the Carrier Pigeon and King Condor) and often includes a particular *species* of animals rather than one specific animal. Thus, an animal-spirit who represents the dog totem can turn into any type of dog (including



the wolf), a fox-spirit can turn into any type of fox (but not dogs or wolves; the fox is a different species than the canines), a Blue-Jay-spirit into any type of Jay, a Golden Eagle into any type of eagle, a horse-spirit into any type of horse, an oak tree-spirit into any type of oak, a rose bush-spirit into any sort of bush, and so on.

In the case of gods and a few great spirits, the material form can include human (typically Native American), as well as animal or plant (without limitation to totems), whichever the powerful being desires.

M.D.C. of the Physical Shell: Same as the energy essence.

P.P.E. Cost & Duration: Lesser Spirits: One hour per level of the spirit's power/experience (listed in each description), plus each hour requires the expenditure of 10 P.P.E. to maintain the materialization.

Greater Spirits: Two hours per level of the spirit's power/experience (listed in each description), plus each hour requires the expenditure of 10 P.P.E. to maintain the materialization.

Gods: Indefinitely; needs to expend 100 P.P.E. per day.

Other Limitations & Considerations: The physical forms of lesser and most greater spirits are limited to their totem species; generally only gods and a few greater spirits can assume the shape of humans.

Physical Abilities (unless stated otherwise): The basic capabilities of the material form are restricted by the physical animal or plant, i.e. a bird materialization can fly and peck, but is small and has taloned claws; a dog materialization cannot fly, but can bite and run with the speed of that animal; while a plant is stationary but virtually unnoticeable as anything out of the ordinary. The spirit's natural powers to fly or pass through walls as an energy being are lost while in physical form and the body is subject to the basic physical laws of Rifts Earth. All physical attributes are supernatural, the mind/intelligence and personality of the spirit remains, it can verbally communicate in any form (even plant and in all languages), and can perform its natural range of psionics and magic.

M.D.C.: On Rifts Earth, the physical body created via materialization is a mega-damage structure (M.D.C.).

Physical Bonuses (unless stated otherwise): Same as those of the animal, plus the following: +2 on initiative, +1 attack per melee round, +2 to save vs horror factor, and the spirit retains its mind, personality and the ability to speak (any language), use its psionics, and cast magic. In addition, the magical manifestation is impervious to disease, fatigue, poison and drugs (is vulnerable to magic potions).

Note: Most spirits, especially greater spirits, prefer their natural energy state and usually assume a material form only for special events, for a short period.

5. Possession: All spirits are able to possess a creature of their "species," i.e. the Totem they represent. A spirit that represents the wolf totem can possess a wolf or a dog, but not a human, feline, bird, etc. A spirit that represents trees can possess any type and size of tree, those who represent smaller shrubs can possess any type of bush-like plant, while a plant spirit can inhabit any type of small plant, from a daisy or dandelion to a vine.

Possession is typically used by lesser spirits because they can stay in the material world longer in that form, to better hide its supernatural nature, or when it plans to sacrifice the animal as food for humans. Stories of deer standing still for starving hunters, or stepping into the open to be killed, are no doubt instances of spirit possession.

When a possession is attempted, the target creature is allowed a save vs psionic attack (humans save on a roll of 1-15, animals save on a roll of 1-12; plants on a roll of 1-8). While possessed, the creature has no control over its actions. Humans cannot be possessed in this fashion, except by the occasional greater spirit or god. Most benevolent spirits try not to permanently injure or kill the host body, even if it is an animal or plant.

P.P.E. Cost & Duration: One day for every five P.P.E. spent on possession. Even lesser spirits can maintain this anchor to the material world of men indefinitely. Animals (not plants) also get to roll a saving throw every day. A successful roll means the possessing spirit is forced out and has one hour to find a new body to possess. Each possession attempt requires the expenditure of five P.P.E.

Limitations: The lesser spirit can only possess the living organism represented by its totem. Lesser spirits cannot possess humans, but gods and some greater spirits can. Physical capabilities are limited to the body being possessed. Mental faculties, P.P.E., psionics, and/or magical powers are those of the possessing spirit.

Physical Abilities (unless stated otherwise): Same as those of the animal, +1 on initiative, +1 attack per melee round, and the spirit retains its mind, personality and the ability to speak (any language), use its psionics, and cast magic.

Note: Lesser spirits seem to like being around Native Americans and use possession of plants and animals much more frequently than their greater cousins.

6. Destruction of the Physical Body: Destroying the magical material shell of a spirit simply destroys its anchor to the material world and instantly sends it back to the Spirit Realm. Although this event is far from lethal, it is traumatic and prevents the spirit from immediately returning. The same is true when an

animal or plant (or human) possessed by a spirit is destroyed; the creature is killed and the spirit is immediately sent back to the Spirit Realm.

Lesser Spirits cannot return to the world of men for 4D4 weeks, greater spirits and elementals for 1D4 weeks, and Native American Gods 1D4 days.

7. Death: Although immortal, a spirit that loses all of its M.D.C./hit points/S.D.C. while in energy/spirit form is destroyed! On Rifts Earth and similar magic rich environments, the energy form is an M.D.C. structure.

8. Psionic Abilities: All spirits possess psionic abilities. Even the lowliest of spirits have many of the Psionic Sensitive powers, and the more powerful spirits will possess some of the Physical and/or Healing **psi-abilities**, or even a few super-psionic powers. Each specific entry will detail the psionic abilities of that spirit. **I.S.P.** is always at least 2D4×10. These psi-powers can be used in all physical and energy manifestations.

9. Spell Knowledge is diverse among the specific spirits, but usually fairly limited. Most spirit magic will be helpful and defensive in nature rather than offensive and damage inflicting.

Lesser spirits will have 2-4 spells from each level equal to their own level of experience, i.e. a 4th level spirit will know 2-4 spells from levels 1, 2, 3, and 4 of the appropriate type of magic (typically wizard/common spell magic or elemental magic), or as listed in the spirit's description.

Greater spirits will have proportionally greater magical abilities and P.P.E.

These magical powers can be used in all physical and energy manifestations.

10. Inexplicable link to Native Americans: For reasons unknown, perhaps even to the spirits themselves, they are concerned only with the welfare and prosperity of Native Americans and the forces, plants and animals of the North American continent.

11. Spirit Astral Travel: A spirit can use a sort of Astral Travel to enter the world of men for brief periods of time. The silver cord is linked to the Spirit Realm — their place of origin and the home to which they must return.

Duration: Lesser Spirits: 10 minutes per power/experience level. Greater Spirits: one hour per power/experience level. Gods: indefinitely.

Limitations: The strange link to Native Americans and the North American continent limits their range of Astral Travel to them. That is to say, all lesser spirits and most greater spirits can travel anywhere in the Astral Plane, but when piercing the spirit veil and coming to Earth, they are limited to the North American continent. Their link to Indians typically draws them to these people rather than other humans or D-bees.

Lesser Animal Spirits

Lesser spirits may be considered the average person in the population of the Spirit Realm. For every one Greater Spirit, there are one hundred lesser ones (animal or plant). They are the comparatively, pedestrian spirits and are subservient to the greater spirits, elementals and gods. They share the same basic powers, abilities and limitations as noted previously and tend to represent the smaller, weaker animals, just as they are the



smaller weaker denizens of the Spirit Realm. Exactly how many exist is unknown. Most Shamans guess there are tens of thousands, perhaps a few hundred thousand, but only a tiny fraction are ever on Earth at any given time. Why they help Native Americans and other people who are close to nature and who seek a (relatively) peaceful co-existence with the natural world is also a mystery.

As Non-Player Characters (NPCs), the spirits, lesser and greater, can serve as messengers, helpers, teachers and allies to Native Americans, although they are always careful not to help too much, and have a nasty habit of disappearing when people could use them most (they feel the Native Americans must fight their own battles and learn through defeat and hardship as much as through victory).

Spirits are not recommended as player characters largely because they generally take a passive position in the background rather than a direct one in the forefront of action. They recognize their place is not among humans and animals but in the Realm of Spirit. Thus, their appearance on Earth are often short visits and usually just to enjoy nature and the feel of flesh and blood without any particular agenda. Although immortal, they retain a perpetual sense of wonder, innocence and joy about the Circle of Life. They like to feel alive, and investigate the feelings and struggle to survive that are known to all mortal animals. In many regards they can be considered faerie-like: in a way naive, curious, playful, innocent and generally **unintrusive**—by their very nature they are alien to the thinking and comprehension of hu-

mans, yet somehow attracted to mortal animals and humans nonetheless.

Lesser Animal Spirits NPCs

Animal Totem: Typically birds, small animals, grazing animals, and small predatory animals (crayfish, rats, weasels, ferrets, badger, etc.). Each Native American "animal" spirit represents a specific type of animal, as well as the general species or family to which that animal belongs.

All such animals must be indigenous or common to the North American continent (for example, horses are "common" to North America, not indigenous, because they were brought by the Europeans, while the Grizzly Bear is indigenous). For example, a spirit with the *specific totem* of the brown bat could materialize or possess all types of bats common to North America (which includes Canada and Mexico) — Vampire Bat, Fruit Bat, Smokey Bat, Red Bat, Mastiff Bat, etc. Note: Large animals (horses, buffalo, ox, etc.) and predatory animals (wolf, dog, bear, puma, etc.) are generally reserved for greater spirits. New M.D.C. animals are *not* included among available animals. There are hundreds, if not thousands of lesser spirits (as well as greater spirits) who represent the *same* animals, so duplication of animals is okay.

Alignment: Typically good or unprincipled, although about 10% are anarchist, 5% aberrant and 2% other evil.

Attributes: I.Q.: 2D6+4, M.E.: 2D6+4, M.A.: 2D6+4; physical attributes are roughly the equivalent of the totem animal. All physical attributes are supernatural when a body is *materialized*; mortal/S.D.C. when *possessed*. A materialized spirit can talk, regardless of its form. Also see psionics and magic.

Hit Points: Varies with the totem animal species, but is never less than 1D6 for tiny, 2D6 for small, 3D6 for medium (fox-size), and 6D6 for large (bear, elk, horse, etc.)

S.D.C.: Varies with the totem animal species, but is never less than 1D4 for tiny, 2D4 for small, 2D6 for medium (fox-size), and 5D6 for large — or see specific animal types in the *Palladium Book of Monsters & Animals*.

Mega-Damage Creature: When on Rifts Earth, spirits who magically create a "materialized" body have M.D.C. equal to the combined hit points and S.D.C. of the animal totem +18 points — spirits in energy form have this same amount of M.D.C.

Horror Factor: Typically reflects the H.F. of their animal totem +1 for being recognized as a spirit or magical animal. Typically an awe factor for most Native Americans, who consider encounters with spirits to be a blessing, not horrific or frightening.

Size: Varies with the totem animal species.

Weight: Varies with the totem animal species.

Average Life Span: Immortal, but can be destroyed while in energy form.

Average Level of Experience: 1D4+2; rarely higher. No experience tables are provided because spirits are NPCs and advance in experience differently than humans, taking thousands of years to go from one level to the next.

P.P.E.: 2D4×10 +20 per level of experience.

O.C.C.: Not applicable

R.C.C. Skills: Basic Math, land navigation, track animals, skin and preserve hides, preserve food, dance, sing, intelligence, prowl, climb, lore: cattle/animals (see *Rifts® New West*), lore:

Indians (see *Rifts® New West*), and lore: demons and monsters, all at 80% +2% per level of experience; and magically understands and speaks all languages at 90%.

Physical Natural Abilities: Varies with the totem animal/species the spirit *possesses* or *materializes* itself into. See the descriptions for these two abilities in the previous section.

Energy Being Natural Abilities: See the description in the previous section regarding traits common to all spirits.

Psionics: Lesser animal spirits possess all of the psionic sensitive abilities plus one physical ability per level of experience. I.S.P.: M.E. x3 +10 per level of experience.

Magic: Lesser animal spirits know the spells *repel animal*, *dowsing*, *purification* (food and water), *familiar link* and *1D4+1* spells for each level of experience. Spells can be selected from both *Shamantic* magic (as described in this book) or common spells as presented in the *Rifts® RPG*; all selections are restricted to spells from levels 1-5. The majority of their magic will have to do with nature, the elements, and movement, rather than combat.

Vulnerabilities: See the description in the previous section regarding traits common to all spirits.

Combat Attacks per Melee: In energy form, the lesser spirit can cast two magic spells or four psionic attacks or perform four other actions/movements per melee round. Without physical form, they must rely on magic and psionics.

In physical form, the lesser spirit has the same number of attacks as is typical of its totem animal, plus any applicable bonuses (as noted in the previous section and below).

Damage: As per supernatural P.S. attribute or animal possessed.

Bonuses: All bonuses are in addition to attribute and other bonuses: +1 on initiative, +2 to pull punch, +1 to save vs magic, and +2 to save vs horror factor.

Allies: Other spirits (lesser and greater) and some Native American Gods, as well as Native American people in general, particularly Pure Ones and devoted Traditionalists.

Enemies: The forces of evil, dark spirits, evil Shamans, supernatural monsters, rivals and enemies of the Native Americans.

Habitat: Anywhere in the North American continent, particularly wilderness areas and regions inhabited by Native Americans.

Lesser Plant Spirits

Lesser spirits whose totems are plants tend to be very similar to their animal and great cousins. The main differences are that they tend to be more aloof, passive and secretive — always in the background, and somehow unnoticed or lost among the other plants.

Lesser Plant Spirits NPCs

Animal Totem: Plant totems are divided into three general and very broad categories: trees, *shrubs/bushes*, and plants (smaller types of vegetation such as flowers and vines). As a rule, most lesser plant spirits restrict themselves to *shrubs/bushes* and small plants, flowers and vines. Each Native American "plant" spirit represents a specific type of plant, as well as the general species or family to which that plant belongs.

All such plants must be indigenous or common to the North American continent. For example, a spirit with the *specific totem* of the Morning Glory (a flowering vine) as its totem can materi-

alize into or possess most other flowering vines. A spirit whose totem is the raspberry plant (sometimes wrongly referred to as a "bush" when it's really a vine) can materialize into similar fruit bearing vines such as blackberry vines, grape vines, and so on. There are hundreds, if not thousands of lesser spirits (as well as greater spirits) who represent the same plants, although *trees* are usually reserved for greater spirits.

Alignment: Typically good or unprincipled, although about 8% are anarchist, 4% aberrant and 1% other evil.

Attributes: I.Q.: 2D6+3, M.E.: 2D6+6, M.A.: 2D6+2; most physical attributes are roughly the equivalent of the totem plant. All physical attributes are supernatural when a body is *materialized*; *mortal/S.D.C.* when *possessed*. A materialized spirit can talk, regardless of its plant form, and can also move as if animated, and even scurry or pull itself along at the slow pace of a speed attribute of 2 for small plants and bushes, 4 for trees. Plants that are possessed can also move as if animated but cannot uproot themselves to walk (but can be uprooted, put in a container with soil and water and carried by others). Also see psionics and magic.

Hit Points: Varies with the totem plant species, but is never less than 1D4 for tiny flowers, mushrooms and plants, 2D4 for small plants, 3D6 for bushes/shrubs and vines, 2D4×10 for large bushes, sprawling networks of vines and saplings, and 5D6×10 for average trees. Old or tall trees (40 feet/12.2 m or more) will have 3D6×100 or more.



S.D.C.: Varies with the totem plant species, but is never less than one for tiny flowers, mushrooms and plants, 1D4 for small plants, 1D6 for bushes/shrubs and vines, 4D6 for large bushes, sprawling networks of vines and saplings, and 3D6×10 for average trees.

Armor Rating: An A.R. is suitable to most vegetation: A.R. 4 for small plants and flowers, A.R. 7 for bushes/shrubs and vines, A.R. 8 for large bushes, sprawling networks of vines and saplings, A.R. 9 for small trees, and A.R. 10-12 for large trees, depending on the type of tree and wood.

Mega-Damage Creature: When on Rifts Earth, spirits who magically create a "materialized" body have M.D.C. equal to the combined hit points and S.D.C. of the plant totem +20 per level of the spirit —spirits in energy form have this same amount of M.D.C.

Horror Factor: Typically none, unless recognized as a spirit or magical creature, then H.F. 10. Typically an awe factor for most Native Americans, who consider encounters with spirits to be a blessing, not horrific or frightening.

Size: Varies with the totem plant.

Weight: Varies with the totem plant.

Average Life Span: Immortal, but can be destroyed while in energy form.

Average Level of Experience: 1D4+1; rarely higher. No experience tables are provided because spirits are NPCs and advance in experience differently than humans, taking thousands of years to go from one level to the next.

P.P.E.: 3D4×10 +15 per level of experience.

O.C.C.: Not applicable

R.C.C. Skills: Basic Math, astronomy, identify plants and fruits, carpentry, botany, preserve food, cook, camouflage, lore: cattle/animals (see *Rifts® New West*), lore: Indians (see *Rifts® New West*), and lore: demons and monsters, all at 80% +1% per level of experience, plus holistic medicine at 70% +1% per level of experience and magically understands and speaks all languages at 90%.

Physical Natural Abilities: Varies with the totem plant/species the spirit *possesses* or *materializes* itself into. See the descriptions for these two abilities in the previous section.

Energy Being Natural Abilities: See the description in the previous section regarding traits common to all spirits.

Psionics: Lesser plant spirits possess five healing and five psionic sensitive abilities plus one additional ability per level of experience selected from either of these categories.

I.S.P.: M.E. ×3 +10 per level of experience.

Magic: Lesser plant spirits know the spells dowsing, spirit's blessing (plant), nourish plants, animate forest floor, chameleon, and 1D4 spells for each level of experience. Spells can be selected from both *Shamantic* magic (as described in this book) and common spells as presented in the *Rifts® RPG*; all selections are restricted to spells from levels 1-5. The majority of their magic will have to do with nature, the elements, and movement, rather than combat.

Vulnerabilities: See the description in the previous section regarding traits common to all spirits. Possessed plants are vulnerable to poison and physical attacks which will kill the host body and send the energy being back to the Spirit Realm.

Combat Attacks per Melee: In energy form, the lesser spirit can cast two magic spells or perform three psionic attacks or three other actions/movements per melee round. Without

physical form, they must rely on magic and psionics.

In physical form, the lesser spirit has the same number of attacks/actions as its energy form but can actually use its plant limbs and vines to grab or strike an opponent plus any applicable bonuses (as noted in the previous traits section and below).

Damage: As per supernatural P.S. attribute, psionics or magic.

Bonuses: All bonuses are in addition to attribute and other bonuses: +1 to save vs psionics, +2 to save vs magic, and +2 to save vs horror factor.

Allies: Other spirits (lesser and greater) and some Native American Gods, as well as Native American people in general, particularly Pure Ones and devoted Traditionalists.

Enemies: The forces of evil, dark spirits, evil Shamans, supernatural monsters, rivals and enemies of the Native Americans.

Habitat: Anywhere in the North American continent, particularly wilderness areas and regions inhabited by Native Americans.

Lesser Elemental Spirits

Elemental Spirits are the trusted servants of the Great Elementals sent to the middle realm to help their human devotees. They often operate as the field agents of the Great Elemental spirits and gods to run errands and carry out orders. They also answer the calls of human Shamans who require their assistance or the aid of great spirits and gods. Most Elemental Spirits are friendly and helpful as long as the Shaman or Native American they are associating with is honest and has a genuine need for them.

Lesser Elemental Spirits are fundamentally the same as the other lesser spirits except they are a bit more intelligent, powerful and draw their powers from the four elements. This means they bear little resemblance to the creatures of earth, air, fire, and water known to Warlocks and most people when they think of *True Elementals*. Unlike the alien, robot-like creatures of the elementals who find humans incomprehensible, these "spirits" understand humans well and have active thoughts and emotions.

They can physically link with or **possess** a summer breeze, a pool of water, a campfire, burning embers, or a rock or mound of earth (no saving throw to possess these "elements"; automatic), which have spawned legends of talking rocks and whispering winds. Once linked to the physical plane, they can speak to humans and animals in words or via telepathy, as well as use their magic and/or psionic powers. However, they are limited by their form and elemental nature, often preventing travel except in their natural energy form (standard fare as noted earlier) or as a magical materialization.

As a **materialization**, the Lesser Elemental Spirit magically creates a physical body (duration is 90 minutes per level of the spirit's power/experience, plus each 90 minutes requires the expenditure of 15 P.P.E. to maintain the materialization). The appearance of this material body is limited as follows:

Air: Any type of bird.

Fire: Any type of predatory animal.

Water: Female Native American.

Earth: Male Native American.

These manifestations are totally indistinguishable from normal animals and humans, except for a unique aura of power that may be recognized by some psychics, Dog Boys, and Psi-Stalkers, but which all Elemental Shamans, Warlocks, and fellow Elemental Spirits (lesser and greater) recognize immediately.

Warlocks cannot summon Elemental "Spirits" unless they are Native Americans, but Elemental Spirits that are encountered by Warlocks will see them initially as a potential friend and ally until the spirits can discover if the Warlock is evil or selfish (both are seen as dangerous). Elemental Spirits are willing to help a Warlock just as a human might be favorably inclined to aid a traveler from the same town, but Warlocks cannot command them in any way — whatever an Elemental Spirit does, it does of its own free will or on behalf of its "Greater" Masters. "Asking" the spirit for aid or information, or better yet, sharing information will get the best response. Elementals will be similarly inclined toward Native American Shamans, but even the Elemental Shaman cannot command an Elemental Spirit. Elemental spirits act, react, and interact with Elemental Shamans as their "spirit brothers" — mortal beings who share their understanding and respect of the powers of nature and the elements. This means the Shamans are regarded as highly intelligent and friendly humans who are effectively members of the same brotherhood or fraternity.

Lesser Elemental Spirits — NPCs

Elemental Totem: Air is typically represented by all types of birds; fire by all types of predatory animals and animals known to have a "fiery" temper or disposition; water by female Native Americans, always young and beautiful; earth by male Native Americans, always young, strong and handsome.

Alignment: Typically good or unprincipled, although about 5% are anarchist, 3% aberrant and 1% other evil.

Attributes: I.Q.: 2D6+6, M.E.: 2D6+6, M.A.: 2D6+8, P.S.: 3D6+8, P.P.: 2D6+8, P.E.: 3D6+6, P.B.: 3D6+6, Spd. 3D6+6; physical attributes are applicable only when in a *materialized* body and are supernatural. A materialized spirit can talk, regardless of its form. Also see psionics, magic and natural abilities.

Hit Points: P.E. x10; +40 for fire and +100 for earth.

S.D.C.: P.E. x3

Mega-Damage Creature: When on Rifts Earth, spirits who magically create a "materialized" body have M.D.C. equal to their combined hit points and S.D.C. — spirits in energy form have this same amount of M.D.C.

Horror Factor: 13; typically an awe factor for most Native Americans, who consider encounters with spirits to be a blessing, not horrific or frightening.

Size: Same as the normal animal or human it is imitating.

Weight: Roughly 20% more than the normal animal or human it is imitating.

Average Life Span: Immortal, but can be destroyed while in energy form.

Average Level of Experience: 1D4+2; rarely higher. No experience tables are provided because spirits are NPCs and advance in experience differently than humans, taking thousands of years to go from one level to the next.

P.P.E.: P.E. x6 +20 per level of experience.

O.C.C.: Not applicable

R.C.C. Skills: See individual entries under Natural Abilities.

Physical Natural Abilities: All Lesser Elemental Spirits have the standard abilities/traits common to all spirits, including energy form, materialization, and possession (see spirit traits for details).

Bio-Regeneration: 1D4x10 M.D.C. (or hit points as the case may warrant) per minute.

Understand the language of True Elementals: Elemental spirits do not normally use the secret language of "True" Elementals, but they understand it perfectly, and can serve as translators for those who have trouble with the language themselves.

Sense Elemental Forces: The Elemental Spirit has a 01-80% chance to sense other invisible spirits, Astral beings, True Elementals, and creatures spiritually or magically linked to Elementals, including Warlocks, other Elemental Spirits, the Jinn and Spirits of Light. They will instantly recognize such creatures when they see them and will sense their presence within a 500 foot (152.2 m) radius. Native American Elemental Shamans and their elemental allegiances are instantly known to these spirits, just as the Shaman will instantly recognize the spirit and what elemental force it wields.

Also see magic and psionics.

Abilities Specific to each Element:

Lesser Air Spirit: Skills: Astronomy, navigation, land navigation, basic and advanced mathematics, chemistry, intelligence, surveillance: tailing, detect concealment, detect ambush, prowl, lore: cattle/animals (see *Rifts® New West*), lore: Indians (see *Rifts® New West*), and lore: demons and monsters, all at 76% +2% per level of experience. Magically understands and speaks all languages at 92%.

- Knows the time and direction by scanning the heavens at 80% +1% per level of experience.
- Sense wind direction, changes in wind direction, the approach of storms and atmospheric disturbances at 80% +1% per level.
- Sense impurities, smoke, fire, chemicals in the air at 75% +1% per level.
- Recognize common odors at 75% +1% per level.
- Identify scent of specific animals and people at 70% +1% per level.
- Nightvision to 1,000 ft (305 m).
- Impervious to even hurricane and tornado winds, rain, lightning, cold, disease, and toxins.

Lesser Earth Spirit: Skills: Land navigation, basic mathematics, holistic medicine, identify plants and fruits, wilderness survival, track animals, climb, lore: magic/geomancy/ley lines (see *Rifts® Japan* or *Coalition War Campaign*), lore: Indians (see *Rifts® New West*), and lore: demons and monsters, all at 80% +2% per level of experience. Magically understands and speaks all languages at 90%.

- Recognize/identify any mineral on sight at 80% +1% per level of experience.
- Sense and identify seismic disturbances, including earthquakes, explosions, mining, or movement of heavy equipment (like troops or giant robots) in a radius of 50 miles (80.4 km) +10 miles (16 km) per level of experience at 75% +1% per level.

- Sense and predict (within 1D6×10 minutes) the coming of an earthquake, volcanic eruption or other natural disturbance in the earth's crust at 60% +1% per level of experience.
- Sense dangers in the earth or rock, such as loose dirt/rocks, mud slides, quicksand, land mines, and creatures in burrows at 70 +2% per level.
- Suffer half damage from falls and all kinetic attacks such as punches, kicks, sword strikes, bullets, rail guns, explosions, and rock slides.
- Nightvision to 600 ft (183 m).
- Impervious to cold, heat, disease, and toxins. Resistant to lightning and fire (half damage).

Lesser Fire Spirits: *Skills:* Land navigation, basic mathematics, interrogation, dance, sing, cook, climb, lore: Indians (see *Rifts® New West*), and lore: demons and monsters, all at 80% +2% per level of experience. Magically understands and speaks all languages at 88%.

- Precisely estimate air, body and surface temperatures at 88% +1% per level of experience, as well as detect temperature changes.
- Recognize/identify the nature of any fire, including how it started, chemical composition, temperature, speed, direction, and approximate time it will take to burn itself out at 70% +1% per level of experience.
- Sense and locate any fires in a radius of 50 miles (80.4 km) +10 miles (16 km) per level of experience at 75% +1% per level.
- Sense and recognize fire hazards at 85% +1% per level.
- Infrared and thermo-imaging vision and can see perfectly in smoke. Range: 3000 feet (914 m). Track via heat-signatures at 70% +1% per level of experience (-40% in temperatures of 90+ degrees Fahrenheit).
- Impervious to heat, fire (even magic and M.D. plasma), smoke, gases, and disease. Cold and water based attacks and most spell magic and magic weapons do double damage.

Lesser Water Spirit: *Skills:* Swim, boat building, pilot sail and row boats (including canoes), navigation (on water), brewing (see *Rifts® New West*), lore: cattle/animals (see *Rifts® New West*), lore: Indians (see *Rifts® New West*), and lore: demons and monsters all at 80% +2% per level of experience. Magically understands and speaks all languages at 88%.

- Knows the time and direction by scanning the heavens and tides at 80% +1% per level of experience.
- Sense the direction and speed of water currents and tides, changes in the currents and tides, and underwater disturbances at 80% +1% per level.
- Sense the approach of tidal waves, rain storms, hurricanes and atmospheric disturbances involving water at 80% +1% per level.
- Sense impurities, chemicals, poisons, and particles in the water at 76% +1% per level.
- Dowsing; same as the spell, only triple the range.
- Nightvision to 1,000 ft (305 m) and see through fog and mist without impairment of vision.
- Impervious to ocean depths, tidal waves, lightning, cold, and disease.

Energy Being Natural Abilities: See the description in the earlier section regarding traits common to all spirits.

Psionics: All have telepathy plus the following:

Air: All psi-powers from the sensitive category plus electrokinesis.

Fire: Pyro-kinesis, bio-manipulation, hypnotic suggestion, and mind block.

Water: All psi-powers from the healing category plus hydrokinesis.

Earth: All psi-powers from the physical category plus psi-sword.

I.S.P.: M.E. x4 +12 per level of experience.

Magic: Note that Warlock spells (and True Elementals) can be found in *Rifts® Conversion Book (one)* and (spells) in *Federatation of Magic*. Lesser Elemental Spirits also know how to make and activate minor fetishes.

Air: All Air Warlock spells levels 1-5.

Fire: All Fire Warlock spells levels 1-5.

Water: All Water Warlock spells levels 1-5.

Earth: All Earth Warlock spells levels 1-5.

Vulnerabilities: See the description in the previous section regarding traits common to all spirits.

Combat Attacks per Melee: In energy form, the Lesser Elemental Spirit can cast two magic spells or four psionic attacks or perform four other actions/movements per melee round. Without physical form, they must rely on magic and psionics.

In physical form, the spirits have four attacks/actions per melee round, plus any applicable bonuses (as noted in the previous section and below).

Damage: As per supernatural P.S. attribute, psionics or magic.

Bonuses: All bonuses are in addition to attribute and other bonuses:

Air: +1 attack per melee round, +2 on initiative, +3 to dodge, +3 to pull punch, +1 to save vs magic, and +1 to save vs horror factor.

Fire: +2 attacks per melee round, +3 on initiative, +2 to strike, +1 to pull punch, +1 to save vs magic, and +5 to save vs horror factor.

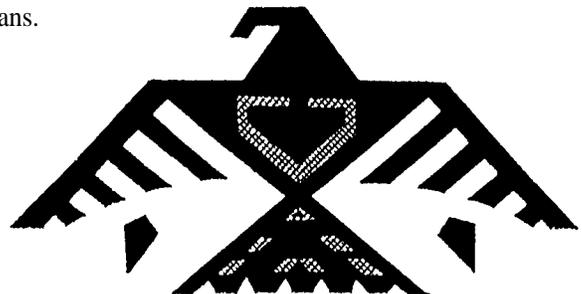
Water: +2 on initiative, +1 to parry and dodge, +4 to pull punch, +1 to save vs magic, and +2 to save vs horror factor.

Earth: +1 attack per melee round, +1 on initiative, +1 to strike, +2 to pull punch, +8 to supernatural P.S. damage, +1 to save vs magic, and +3 to save vs horror factor.

Allies: Other spirits (lesser and greater) and some Native American Gods, as well as Native American people in general, particularly Pure Ones and devoted Traditionalists.

Enemies: The forces of evil, dark spirits, evil Shamans, supernatural monsters, rivals and enemies of the Native Americans.

Habitat: Anywhere in the North American continent, particularly wilderness areas and regions inhabited by Native Americans.



Great Little Ones

The Great Little Ones are some of the most powerful of the friendly spirits known to Native Americans. Their diminutive size (they are only 12 inches/0.3 m tall) and magical power make them reminiscent of faerie folk, but these pint-sized spirits are more serious and powerful than most faeries. They are said to know many rituals and secrets of agriculture and hunting, and some tribes attribute them with being the first spirits to introduce those secrets to Native Americans. The Great Little Ones are steadfast friends of Native Americans, and supporters of humans in general, and often try to help and protect them whenever appropriate. Their relationships with some Indian tribes are much stronger than even that of the Nunnehi, and like the Nunnehi, the Great Little Ones kept Pure Ones safe in their Spirit Realm for centuries before returning them to Earth after the Great Cataclysm. The stories of "little people" living beneath the Great Medicine Wheel in the Big Horn Mountains of Wyoming (as related by Erin Tarn) actually refers to a settlement of Great Little Ones located in that area. Settlements of these tiny spirits can have dozens of inhabitants from each of the three tribes. However, such settlements or tribal encampments are comparatively rare. An adventurer is much more likely to encounter a pair or a group of 3D4 in the wilds or when exploring the 'Burbs and back alleys of cities. There are three distinct tribes of Great Little Ones: Hunters, Stone Throwers, and the Nurturers. Each tribe has its own special abilities and responsibilities. They are believed to be ancestor spirits that return to the Middle Realm to help humans. It is their charge to teach their skills and knowledge to Native Americans to ensure their survival and advancement. In the old days, they passed on rituals, spells, hunting knowledge, animal lore, secrets of the gods, planting and harvesting techniques, recipes, and wilderness lore, but in the current situation on Rifts Earth, they also give Native Americans information on monster lairs and hunting grounds, demon and monster lore, locations of artifacts, and directions to sacred locations and old tribal lands. They also provide fetishes to Native American heroes. The descriptions and abilities of each of the three tribes of Great Little Ones are presented below.

The Hunters

The Great Little Ones known as the Hunters are the keepers of knowledge on animals, monsters, meat, skins, bones, and animal fetishes. Despite their size, they are as strong as the strongest man, and their small weapons do the damage of man-sized weapons. They are the masters of stealth and of the hunt and are believed to be responsible for keeping the Great White Buffalo in check beneath the ground (an honor supposedly shared by the Nunnehi).

Hunters appear as 12 inch (0.3 m) tall Native Americans in full war or hunting paint and appropriate feathers, skins, and armor. They carry tiny knives, spears, bows and arrows, and miniature flintlocks or repeating cavalry rifles of the late 1800s. Each of these weapons is a powerful spirit fetish that inflicts incredible damage for its size. In addition, the weapons are magical and will harm any creature or object they hit, regardless of most immunities or vulnerabilities (this includes werewolves, vampires, other spirits, energy beings, ghosts, Astral Travelers, invulnerable characters from **Heroes Unlimited™**, robots, and



Cosmo-Knights). The weapons inflict either S.D.C. or M.D. — whichever is appropriate against that particular type of creature. For example, when a spear is used against a human or D-bee without M.D. protection, the weapon inflicts 2D6 hit point/S.D.C. damage, but when used against a mega-damage demon or dragon the very same spear does 2D6 M.D. The Hunters are not aggressive or violent, they are simply the hunters and caretakers of their people and woodland creatures.

The Great Little Hunters are attracted to hunters and warriors of all kinds, particularly Native Americans. The sound of combat will also attract their attention (over a hundred watch the events unfolding at Tolkeen). They will often follow a known hero or group of hunters or warriors and quietly watch from the shadows and underbrush, unseen and unheard. Those being followed seldom know they are being watched by ancient spirits. In times of need, the Great Little Hunters *may* lend their hands to heroes, but even then, they usually do so in secret, causing seemingly random or lucky things to happen to help the mortal champions. Such intervention could come as a rock-slide or tree suddenly toppling over to impede or even strike enemy pursuers; power suddenly going out (sabotage), a tear in a fence, a broken axle or punctured tire or similar damage to an **enemy's** vehicle, a pursuer trips and falls over a rock or branch (really a Little Hunter), or a noise or voice draws attention to something important, and countless similar things. On occasion, often during times of great desperation, danger, or heroics/sacrifice, one or more Hunters *may* appear to great and noble heroes of any race. If a Hunter deems a human noble, heroic, and deserving, the spirit may offer to teach him a hunting or combat skill (if appropriate for the character). Any skill taught by the Hunter starts at the base percentage and progresses normally, but it is **taught/learned** in only two days, 48 hours! Only one skill per year will be taught this way. In the alternative, the warrior spirit may grant deserving warriors and defenders of the innocent the gift of a sacred fetish; typically **hunting/tracking** fetishes.

The Hunters also make a habit of tending to injured animals, especially those that are wounded by careless hunters. In addition, they will avenge animals injured by drunken fools and slothful hunters, as well as defend animals and attack hunters who slaughter animals for sport or for one small component like a horn, tooth, tongue or hoof. These villains (in the eyes of the Great Little Ones) are typically attacked with hurled stones, branches and/or magic, beaten and/or chased from the region — sometimes chased and harassed for miles! Similarly, weapons, vehicles and equipment may be stolen, broken or sabotaged and other lesser spirits may be brought in to help.

The Hunter Great Little Ones — NPC

Note: Unlike most spirits, the Great Little Ones do not have an energy form and cannot magically possess or materialize a different **form/body** — they are what **they** are — spirits in the form of tiny Native Americans, male or female.

Elemental Totem: Earth and Air.

Alignment: Principled or Scrupulous only.

Attributes: I.Q.: 3D6, M.E.: 3D6+6, M.A.: 3D6+3, P.S.: 2D6+8*, P.P.: 3D6+4, P.E.: 3D6+4, P.B.: 2D6+8, Spd: 4D6+ 58 (typically 50 mph/80 km). All physical attributes are supernatural. * If a 19-20 is rolled, add the roll of an additional 1D6 to the P.S. attribute.

Mega-Damage Creature: 1D6×10 +P.E. attribute number and 2D4 per level of experience.

Size: 12 inches (0.3 m)

Weight: 2 pounds (0.9 kg)

Horror Factor/Awe: 10

Average Life Span: Immortal, but can be destroyed through violence. However, to do so, the spirit's M.D.C. must be reduced to 60 points below zero or it must be decapitated, otherwise it will regenerate and recover.

Average Level of Experience: 1D4+2; rarely higher. No experience tables are provided because spirits are NPCs and advance in experience differently than humans, taking thousands of years to go from one level to the next.

P.P.E.: P.E. ×6 +20 per level of experience.

O.C.C.: Effectively a hunter and wilderness scout.

R.C.C. Skills: All wilderness skills at 90%, plus basic math, cook, fishing, dance (ritual), sing (ritual chants), streetwise, camouflage, detect ambush, detect concealment, escape artist, intelligence, track humanoids, wilderness survival, prowling, swim, climb, gymnastics, and horsemanship: exotic (in this case, all types of small animals such as squirrels, chipmunks, mice, rats, weasels, frogs, etc.; -20% when riding birds), all at the skill proficiency of 74% +2% per level of experience. Also knows archery, paired weapons, can use all ancient weapons, flint-lock guns (tiny) and Cavalry Repeating rifles (tiny), and magically understands and speaks all languages at 94%. Also see natural abilities, magic, psionics and bonuses.

Natural Abilities: Hunters are able to outrun all game animals, heal quickly (recovering 1D6 points every two hours), nightvision 400 feet (122 m), can breathe without air (indefinitely), and are impervious to fatigue, heat, cold, disease and possession.

Psionics: All sensitive abilities, plus psychic diagnosis, psychic surgery, deaden pain, group mind block, and mind block auto-defense. I.S.P.: 2D6×10 +M.E. attribute number and 1D6 per level of experience.

Magic: Astral projection (takes entire physical form to the Spirit Realm plus one additional person for each 20 additional P.P.E. spent), sense evil, sense magic, death trance, chameleon, climb, commune with spirits, concealment, eyes of the wolf, invisibility: superior, multiple image, speed of the snail, summon and control canines, repel animals, and energy disruption.

Plus Great Little Hunters also know how to make and activate all minor fetishes and the major fetishes of great song, great speed, great tracking, wing-flight, great tooth & claw, and weapon fetishes.

Vulnerabilities: Nets of any size and made from any material (even a plastic aquarium net) will completely restrain a Hunter of the Great Little People and prevent use of the escape artist skill. The Hunter can try to dodge the net or destroy it before it can restrain him, but once caught inside, he is trapped and cannot inflict damage to the net to escape. The Hunter is also vulnerable to poison, toxins, drugs and alcohol.

Combat Attacks per Melee Round: Hunters have five physical or five psionic attacks per round, or they can combine the types of attacks as long as they do not exceed five attacks total; or two attacks by magic.

Damage: As per supernatural P.S. attribute, psionics or magic.

Damage from Great Little Ones Weapon Fetishes: The tiny fetish weapons of the Great Little Ones are a bit different than the ones used by humans, namely they inflict greater M.D. when facing a mega-damage or supernatural opponent. However, this amazing amount of damage is inflicted only when in the hands of the Little Great Ones. Any other being who uses them (like faeries) will only inflict 1D4 to 1D6 S.D.C. damage.

Little Fetish bows (tiny) fire spirit arrows, although they can fire normal arrows as well; range 500 feet (152.4 m). All that is needed to fire it is to draw back on the string, concentrate on the fetish and the target, and a shaft of pale blue energy will appear. Damage is either 4D6 S.D.C. against mortal opponents or 4D6 M.D. against supernatural and mega-damage opponents. Each spirit arrow creation and shooting of an arrow counts as one melee attack.

Little flint or obsidian knives: 2D6 S.D.C. or 2D6 M.D.; throwing range is 40 feet (12.2 m).

Little flint or obsidian axes (small) or Tomahawks: 3D6 S.D.C. or 3D6 M.D.; throwing range is 40 feet (12.2 m).

Little flint or obsidian axes (large): 4D6 S.D.C. or 4D6 M.D.

Little bone, tooth or wood war clubs: 3D6 S.D.C. or 3D6 M.D.

Little staffs: 3D6 S.D.C. or 3D6 M.D.; throwing range is 20 ft (6m).

Little spears: 3D6 S.D.C. or 3D6 M.D.; throwing range is 100 ft (30.5 m)

Little Flintlock Guns (special): Range: 140 ft (39 m), damage: 4D6, rate of fire: one per melee.

Little Repeating Cavalry Rifles (special): Range: 300 feet (91.5 m), damage: 3D6, rate of fire: equal to the number of hand to hand attacks per melee round.

Note: All do double damage to alien intelligences and their essence fragments including vampires.

Bonuses: In addition to any attribute bonuses, the Hunter is +5 on initiative, +3 to strike, +1 to parry, +3 to parry using any ancient weapons, +3 to dodge, +3 to disarm, +6 to roll with impact, punch or fall, +1 to save vs psionic attack, +4 to save vs horror factor, +2 to save vs poison and magic.

Allies: Other spirits (lesser and greater), especially fellow Great Little Ones, and some Native American Gods, as well as Native American people in general, particularly Pure Ones and devoted Traditionalists.

Enemies: The forces of evil, dark spirits, evil Shamans, supernatural monsters, rivals and enemies of the Native Americans.

Habitat: Anywhere in the North American continent, particularly wilderness areas and regions inhabited by Native Americans.

Stone Throwers

Stone Throwers are the guardians and defenders of the three tribes of the Great Little Ones. They are named for their great strength, despite their small size, that rivals that of superhumans, supernatural beings, and machines like 'borgs. The Stone Throwers have powerful ties to the Deep Earth and can channel it through their minuscule limbs to generate enormous strength.

The abilities of these small men have kept the Great Little Ones and their spirit world safe for countless ages. They get their name from their common fondness for hurling stones and boulders at enemies and causing rock-slides. Stone Throwers are not limited to stones and can uproot trees, toss small vehicles or heavy equipment and so on.

Stone Throwers look like tiny, powerfully built, Native Americans. They typically wear loincloths and leather leggings with soft moccasins and bare chests. Many of them wear face and body paints, and all carry a number of stone throwing axes. Like the miniature weapons of the Hunters, these axes are powerful spirit items that do incredible damage for their size. Although not as fast or sneaky as the Hunters, the Stone Throwers are capable fighters who use cunning, and strategy and tactics as well as muscle.

In contrast to the open friendliness and exuberance of the Nurturers and even the Hunters, the Stone Throwers are more reserved and quiet — gentle giants among the Great Little Ones. They tend to keep to themselves, offering advice, suggestions, and comments only when it is asked or necessary. This is not to say that they are detached or anti-social, rather, they prefer to watch and enjoy things as they happen around them and react when necessary.

If a Stone Thrower finds a human particularly courageous and deserving, the spirit may offer to teach him a new skill (if appropriate for the character). Any skill taught by the spirit starts at the base percentage and progresses normally, but it is taught/learned in only two days, 48 hours! Only one skill per year will be taught this way. In the alternative, the warrior spirit may grant deserving warriors and defenders of the innocent the gift of a sacred fetish; typically an armor, strength or weapon fetish, minor or major.

The Stone Thrower Great Little Ones — NPC

Note: Unlike most spirits, the Great Little Ones do not have an energy form and cannot magically possess or materialize a different form/body — they are what they are — spirits in the form of tiny Native Americans, male or female. In the case of these spirit warriors, they usually appear as tall, muscular males.

Elemental Totem: Earth and Fire.

Alignment: Most are scrupulous, a few principled, or unprincipled.

Attributes: I.Q.: 3D6, M.E.: 3D6+2, M.A.: 3D6+2, P.S.: 2D6+20*, P.P.: 2D6+7, P.E.: 2D6+8, P.B.: 3D6, Spd: 3D6+6. All physical attributes are supernatural. * If a 28-32 is rolled, add the roll of an additional 1D6 to the P.S. attribute.

Mega-Damage Creature: 2D6×10 +P.E. attribute number and 2D6 per level of experience.

Weight: 4 pounds (1.8 kg)

Size: 13-15 inches (0.35 to 0.38 m)

Horror Factor/A we: 10

Average Life Span: Immortal, but can be destroyed through violence. However, to do so, the spirit's M.D.C. must be reduced to 80 points below zero or it must be decapitated, otherwise it will regenerate and recover.

Average Level of Experience: 1D4+1; rarely higher. No experience tables are provided because spirits are NPCs and advance in experience differently than humans, taking thousands of years to go from one level to the next.

P.P.E.: P.E. x5 +20 per level of experience.

O.C.C.: Effectively a Warrior.

R.C.C. Skills: All wilderness skills at 80%, plus anthropology, archeology, dance (ritual), sing (ritual chants), detect ambush, detect concealment, intelligence, track humanoids, wilderness survival, swim, climb, prowl, boxing, wrestling, and horsemanship: exotic (in this case, all types of small animals such as squirrels, chipmunks, mice, rats, weasels, frogs, etc.; -25% when riding birds), all at the skill proficiency of 74% +2% per level of experience. Prospecting, recognize weapon quality, military fortification, trap construction, trap/mine detection, whittling/sculpting (these skills can all be found in **Rifts**® New West) and basic math at 80% +2% per level of experience. Also knows archery, paired weapons, can use all ancient weapons, flint-lock gun (tiny) and Cavalry Repeating rifle (tiny, and magically understands and speaks all languages at 94%. Also see natural abilities, magic, psionics and bonuses.

Natural Abilities: Despite their size, Stone Throwers do not need leverage to pick up, throw, or carry the heavy weights their strength allows, regardless of the object's size; this is no doubt a magical ability having to do with the power of the Deep Earth coursing through them; this is not telekinesis. **Nightvision** 400 feet (122 m), and impervious to fatigue, heat, cold, disease, possession, and magical **petrification**.

Animal Affinity: Similar to the **Psi-Stalker** and **Simvan** psionic ability. In this case, it enables them to be accepted by animals as one of their own species (animals are never frightened or feel threatened by their presence) and enables the Great Little Ones to ride virtually any small, wild animal (including birds) as if it were domesticated. However, this power cannot be used to make the animal attack, it is simply a riding animal; besides, the spirits would not want to endanger the creature.

Psionics: All psionic abilities from the physical category, plus bio-regenerate, object read, sixth sense, mind bolt, **psi-shield**, and telekinesis (super). I.S.P.: 3D4x10 +M.E. attribute number and 2D6 per level of experience.

Magic: Astral projection (takes entire physical form to the spirit world plus one additional person for each 20 additional P.P.E. spent), commune with spirits, fool's gold, climb, ignite flame, concealment, chameleon, invisibility: simple, dispel magic barrier, impervious to energy, invulnerability, sense evil, sense magic, stone to flesh, **teleport**: lesser, and familiar link.

Plus Great Little Stone Throwers also known how to make and activate all minor fetishes and the major fetishes of Great armor, great body, supernatural damage, supernatural strength, great tooth & claw, and weapon fetishes.

Vulnerabilities: A Stone Thrower of the Great Little People will lose his supernatural strength and attributes, and spell casting abilities when removed from contact with the Earth (i.e. suspension by telekinesis, carried or thrown into the air, or being lifted from the ground by someone with a supernatural P.S. greater than that of the Stone Thrower). The spirit is also vulnerable to drugs, magic potions and alcohol.

Combat Attacks per Melee Round: Stone Throwers have six physical or six psionic attacks per round, or they can combine the types of attacks as long as they do not exceed six attacks total; or two attacks by magic.

Damage: As per supernatural P.S. attribute, psionics or magic.

Damage from Great Little Ones Weapon Fetishes: Same as those described under the Hunter.

Bonuses: In addition to any attribute bonuses, the Stone Thrower is +4 on initiative, +4 to strike, +2 to parry, +4 to parry using any ancient weapons, +4 to disarm, +4 to roll with impact, punch or fall, +4 to pull punch, +1 to save vs psionic attack, +5 to save vs horror factor, and +2 to save vs poison and magic.

Allies: Other spirits (lesser and greater), especially fellow Great Little Ones, and some Native American Gods, as well as Native American people in general, particularly Pure Ones and devoted Traditionalists.

Enemies: The forces of evil, dark spirits, evil Shamans, supernatural monsters, rivals and enemies of the Native Americans.

Habitat: Anywhere in the North American continent, particularly wilderness areas and regions inhabited by Native Americans.

The Nurturers

Although the other two tribes do have female members, the Great Little Ones known as the *Nurturers* have the largest percentage of females. Nurturers are responsible for awakening plants, their growth, the blossoming of flowers, and ripening of fruit. Anything there is to know about agriculture, fertility, or growth of plants is known to the Nurturers. They are also healers who know the secrets of holistic medicine as well as healing magic.

Nurturers are tiny, elegant, Native American women with long black hair. They typically wear a buckskin shirt, poncho and pants or skirt, with soft moccasins. Many also wear headbands made of beads or the seeds of plants, and flattering jewelry. If they carry a weapon, it is typically a knife and/or a wooden staff. Like the miniature weapons of the Hunters, these weapons are powerful spirit items that do incredible damage for their size. Although openly friendly and caring, the Nurturers are capable fighters who will battle to the death to defend a child, the innocent or those they care about.

Nurturers are the most friendly and personable of the three tribes, even seeking out the companionship of inoffensive humans who are not of Native American ancestry and D-bees. They will gladly help anyone in need and will always have food or know where to get it; typically wild nuts, fruit, vegetables and edible roots and bark. They are curious, kind, gentle and compassionate, especially toward children, the elderly, baby animals, small animals and butterflies.

If the spirit finds a human particularly compassionate, kind and deserving, the spirit may offer to teach him a new skill (if appropriate for the character). Any skill taught by a **Nurturer** starts at the base percentage and progresses normally, but it is **taught/learned** in only two days, 48 hours! Only one skill per year will be taught this way. In the alternative, the spirit may grant deserving healers and compassionate/merciful characters the gift of a sacred fetish; typically a healing or defense oriented one.

The Nurturer Great Little Ones — NPC

Note: Unlike most spirits, the Great Little Ones do not have an energy form and cannot magically possess or materialize a

different **form/body** — they are what they are — spirits in the form of tiny Native Americans. In the case of the Nurturers, they usually appear as females.

Elemental Totem: Earth and Water.

Alignment: Most are principled, a few scrupulous and unprincipled.

Attributes: I.Q.: 3D6, M.E.: 3D6+4, M.A.: 3D6+6, *P.S.: 2D6+6, P.P.: 2D6+7, P.E.: 2D6+8, P.B.: 3D6+6, Spd: 3D6+12. All physical attributes are supernatural. * If a 16-18 is rolled, add the roll of an additional 1D6 to the P.S. attribute.

Mega-Damage Creature: 1D4×10 +P.E. attribute number and 2D6 per level of experience.

Weight: 1-2 pounds (0.45 to 0.9 kg)

Size: 12 inches (0.3 m)

Horror Factor/Awe: 10

Average Life Span: Immortal, but can be destroyed through violence. However, to do so, the spirit's M.D.C. must be reduced to 40 points below zero or it must be decapitated, otherwise it will regenerate and recover.

Average Level of Experience: 1D4+2; rarely higher. No experience tables are provided because spirits are NPCs and advance in experience differently than humans, taking thousands of years to go from one level to the next.

P.P.E.: P.E. x6 +25 per level of experience.

O.C.C.: Effectively a **Healer/Doctor** and caretaker.

R.C.C. Skills: Botany, basic math, identify plants & fruit, preserve food, cook, holistic medicine, pathology, brewing, cattle/animal lore, breed dogs, and animal husbandry (the latter four skills are described in **Rifts® New West**) at 90% +1% per level of experience. Plus fishing, art, dance, sing, play wind instrument, cook, preserve food, skin and prepare animal hides, intelligence, land navigation, wilderness survival, all lores, swim, climb, prowl, acrobatics, and horsemanship: exotic (in this case, all types of small animals such as squirrels, chipmunks, mice, rats, weasels, frogs, etc., but prefers birds and other flying creatures; only -5% when riding creatures in the air) all at the skill proficiency of 76% +2% per level of experience. Magically understands and speaks all languages at 94%. Also see natural abilities, magic, psionics and bonuses.

Natural Abilities: Nurturers have nightvision 400 feet (122 m), and are impervious to fatigue, heat, cold, disease, poison, drugs and possession. They also have an innate (psychic or magical) sense that enables them to locate and recognize plants that are edible for humans and animals (grains, vegetables, fruit, nuts, mushrooms, roots, bark, and similar plant stuff). Range: 20 miles (32 km) +10 miles (16 km) per level of experience.

Animal Affinity: Similar to the Psi-Stalker and Simvan psionic ability. In this case, it enables them to be accepted by animals as one of their own species (animals are never frightened or feel threatened by their presence) and enables the Great Little Ones to ride virtually any small, wild animal (including birds) as if it were domesticated. However, this power cannot be used to make the animal attack, it is simply a riding animal; besides, the spirits would not want to endanger the creature.

Psionics: All psionic abilities from the healing category, plus see aura, empathy, **empathic** transmission, hydro-kinesis, bio-

regeneration (super), group mind block, **psi-shield**, and mind block auto-defense. I.S.P.: 3D4×10 +M.E. attribute number and 12 per level of experience.

Magic: Astral projection (takes entire physical form to the Spirit Realm plus one additional person for each 20 additional P.P.E. spent), commune with spirits, sense evil, sense magic, charismatic aura, ignite flame, fuel flame, extinguish fire, chameleon, impervious to energy, breathe without air, call lightning, heal wounds, cure illness, purification (food and water), water to wine, and all Plant Shaman magic spells!

Plus Great Little Nurturers also know how to make and activate the following minor fetishes: healing, heritage and self, luck, porcupine quill, song, swim, sure-footedness and wing fetish. They can also make the following major fetishes: Great healing, great luck, great song, medicine bundle, and shapechange.

Vulnerabilities: A lack of sunlight for more than 24 hours will prevent the spirit from casting shamantic plant magic. A week prevents her from casting any magic and psionics are at half their potency. Furthermore, all melee attacks/actions, speed and bonuses are half. After two weeks the Nurturer will begin to die, draining away her life at a rate of 2D4 M.D.C. per day, starting with the 15th day of darkness. If the Nurturer is returned to the sun before she dies, immediate healing (3D6 points) occurs within moments. They have a great tolerance to alcohol equal to that of the Saloon Bum (see *Rifts® New West*).

Combat Attacks per Melee Round: Nurturers have four physical attacks/actions or four psionic attacks per melee round, or they can combine the types of attacks as long as they do not exceed four; or two attacks by magic.

Damage: As per supernatural P.S. attribute, psionics or magic.

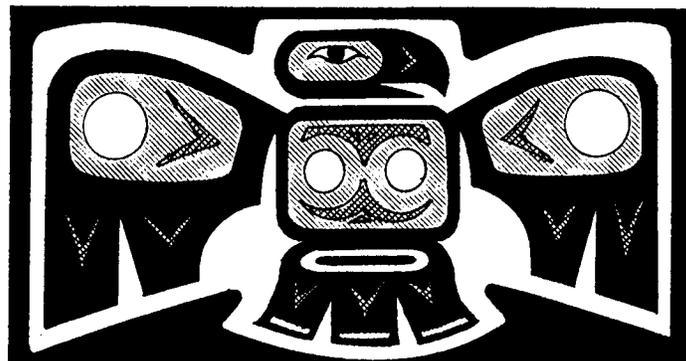
Damage from Great Little Ones Weapon Fetishes: Same as those described under the Hunter.

Bonuses: In addition to any attribute bonuses, the Nurturer is +2 on initiative, +1 to strike and parry, +3 to parry using a staff, +2 to disarm, +4 to roll with impact, punch or fall, +4 to pull punch, +1 to save vs psionic attack, +2 to save vs horror factor, and +1 to save vs magic.

Allies: Other spirits (lesser and greater), especially fellow Great Little Ones, and some Native American Gods, as well as Native American people in general, particularly Pure Ones and devoted Traditionalists.

Enemies: The forces of evil, dark spirits, evil Shamans, supernatural monsters, rivals and enemies of the Native Americans.

Habitat: Anywhere in the North American continent, particularly wilderness areas and regions inhabited by Native Americans.



Greater Spirits

Greater Spirits are immensely powerful compared to mortals, lesser spirits and most supernatural beings. Although some rival the power of the gods most are considerably weaker than true gods and are more in line with adult dragons, godlings and secondary gods. Greater spirits function as the Generals and trusted advisors and assistants to the gods and Greatest of Spirits. These are the beings who most often visit the Earth to spread information, reward or aid mortals, and punish or protect humans. These are the most powerful beings that can be summoned without calling upon the gods themselves.

The Great Kachinas & Lesser Kachina Spirits

The Great Kachina (pronounced ka-chee-na) spirits are actually Greater Earth Elementals whose powers border on the level of the gods. Consequently, they are considered *godlings* who serve as the lieutenants of the earth deities, **Standing-Mountain** and **Hard-Woman-Dancing**. Four of such earth godlings, two for each god, preside over the Kachina religion and rule over the lesser Kachina spirits (only another dozen Great Kachina godlings are believed to exist, two of which are aberrant evil, one anarchist, one miscreant, and three scrupulous). More than a thousand years ago, these "chosen four" were asked to represent and head the secret society of the *Kachina Dancers*. The godlings themselves are not to be worshipped directly — **Standing-Mountain** and **Hard-Woman-Dancing** are the official deities, but the four Great Kachinas were given permission to make the laws, and rules of the society. The Great Kachina Spirits were also given the power to grant special knowledge, abilities (through Kachina Shamans) and fetishes to the mortal members of the secret, Society of Kachina. The two gods have final approval of rules made by, and any actions taken by the godlings, and it is ultimately the two gods who grant spells to the humans who belong to the secret religion. This arrangement has resulted in some special abilities and restrictions to the *Kachina Dancer*, a sort of spiritual guide and pseudo-Shaman.

The most rigid of the secret society's restrictions is that the true identity of the Kachina Dancers be kept secret and their names *NEVER* spoken in public. Consequently, the Kachina Dancers always wear large masks and costumes in public (they look like giant Kachina Dolls) and come out in costume only during rituals and celebrations that require their services, counsel or honored presence. Thus, at least in theory, nobody knows who the Kachina Dancer really is, because that individual *NEVER* reveals his or her dual identity and *NEVER* acts or speaks in the capacity of Shaman unless he or she is in the concealing mask and ritual costume. Furthermore, without his mask and costume, the Kachina **Shaman/Dancer** is stripped of the power to call upon and command lesser Kachina spirits or to make Kachina Spirit Dolls. No matter how desperate the situation, the Kachina spirits will do nothing that might give away

the identity of their secret Shamans, nor make their presence known when an uncostumed Shaman is accused of being a Kachina Dancer, threatened or tortured (although they may send other spirit allies — most likely Great Little Ones or Elemental Spirits — to secretly and discreetly help their Shaman).

If a fellow Native American suspects or finds out that an individual *is* a secret Kachina Dancer, he is expected to keep that secret to himself. If the discoverer keeps silent, nothing will happen to him. However, if that Native American dares to utter the name *aloud* (or reveals it through public writing, video, computer messages, etc.) to anyone other than a Kachina Dancer himself, the Great Kachina Spirits and their two patron gods will hear. Any Native American (including Modern Indians) who reveals this sacred secret is considered to have committed an act of treachery and betrayal against his people and the gods, with terrible consequences — non-Indians are not held to the same high standards and suffer no retribution other than the disrespect of the spirits and gods. Thus, any Native American who utters aloud the identity of the Kachina Dancer to another individual or group more than once, or otherwise reveals his identity on more than one occasion and to more than a few people, will be swept from the Earth! No one knows where the spirits take these people, but they are never heard from again.

What happens to these traitors? Depending on the power level of the offending party, 2-12 lesser Kachina spirits (occasionally accompanied by one of the Great Kachina Spirits) will arrive that night to take the offending person to the Spirit Realm where he or she must spend the rest of his life. There is no torture or any other punishment except he is never to see the Earth and his loved ones again. Only the Kachina Dancer can intercede on the offender's behalf, provided there are extenuating circumstances (like he was tortured or acted to protect loved ones, etc.) and the offender must swear on his life that he will never reveal the secret again, no matter what. Whether the gods accept the Kachina Dancer's plea of leniency is ultimately up to the gods.

Kachina Dancers

About half of all Kachina Dancers are Earth Elemental Shamans, but they can also be Tribal Warriors, healers, leaders, elders, or respected members of a tribe or clan (typically a nonmagical O.C.C.). The prominent position held by many of these individuals may lead some people to suspect, or even know them to be Kachina Dancers, but such suspicions or knowledge is kept secret and never spoken or shared even under the threat of death.

The character chosen to be a Kachina Dancer retains all the O.C.C. skills, knowledge, and special abilities of his or her occupation, but also enjoys additional powers that come with the honor and responsibility of being a Kachina Dancer. Those chosen to join the Kachina sect as a Dancer, are usually already dedicated worshipers of Standing-Mountain and Hard-Woman-Dancing. Thus, they are asked to become emissaries and servants of the Great Kachina Spirits, and the two gods, and to lead other people to worship them and follow their ways. Although it is common for the entire clan or tribe to be worshippers of Standing-Mountain, Hard-Woman-Dancing and the Great Kachina, it is not unusual for a Kachina Dancer to be a representative of other gods as well. They can even be found in mixed

communities of predominantly non-Indians where the Dancers either belong to a Native American secret sect of Kachina worshippers/believers or are soliciting worshippers (usually among Native Americans, but sometimes among other nature oriented people).

Special Kachina Dancer Abilities: The following powers are available only when the Kachina Dancer is dressed in full ritual mask and costume. These are in addition to their usual O.C.C. abilities and background. Summonings are never taken lightly or done casually and involve a dancing ritual and singing chant that takes 2-10 minutes.

Summon Kachina Doll Spirit (Tectonic Entity) into Doll Form: 55% +5% per level of experience. See Kachina Dolls described elsewhere in this section. P.P.E. cost 50 points. A maximum of two lesser, Tectonic, Kachina Spirits can be summoned and turned into Spirit Dolls per level of the character's experience.

Summon Lesser Kachina Spirit: 35% +5% per level of experience. The summoned Kachina spirit will always look like a short Kachina Dancer (about 4-5 feet/1.2 to 1.5 m tall) that glows with a light reddish-yellow energy. These spirits are described elsewhere in this section. P.P.E. cost 60 points. A maximum of one lesser Kachina Spirit can be summoned per every two levels of the character's experience. They seldom linger for more than a day.

Summon Lesser Elemental Spirit: 20% +5% per level of experience, but such summonings are only possible when dressed in full Kachina Dancer mask and costume because the summoned spirit will always appear as a fully costumed Kachina Dancer (see the entry for Lesser Elemental Spirits for details and statistics). P.P.E. cost 70 points. Only one spirit can be summoned.

Prayer to the Great Kachina: 20% +3% per level of experience. This is a prayer of thanks or a bid for spiritual guidance or assistance to the four Kachina godlings. If they hear the prayer, these Great Spirits may assist the Kachina Dancer or those on whose behalf he prays, in any number of ways. This assistance is typically subtle and can come in the way of a dream, omen, or lucky coincidence, or more direct assistance from a lesser spirit. However, depending on the gravity of the situation, the Great Kachina may make an appearance in person (super rare occurrence).

The Spell Magic of the Kachina Dancer: Sense magic, chameleon, climb, ignite fire, energy field, impervious to energy, reduce self (costume and all; looks like a Kachina Doll), repel animals, swim as a fish, fly like the eagle, eyes of the wolf, mask of deceit, turn dead, exorcism, negate poison, heal wounds, purification (food and water), commune with spirits, tongues and oracles.

Fetish Magic of the Kachina Dancer: The Kachina Dancer can also create the following *lesser fetishes*: Luck fetish (looks like a tiny Kachina Doll), damage, healing, heritage/self and song. Other lesser, all major fetishes and the rare Legendary Fetishes must be provided by the Great Kachina Spirits or the gods themselves; this is done very sparingly and at the discretion of the gods.

For his/her personal use, the Kachina Dancer is given one lesser fetish (any) and one major fetish (typically Great Healing,

Medicine Bundle, or Great Armor Fetish, and the latter is incorporated into the ritual costume).

Bonuses for the Kachina Dancer: Applicable only when in mask and costume. Totally immune to illusions and holographic projections, +5 to save vs mind control (drugs, potions, psionics and magic), +10 to save vs possession, +5 to save vs horror factor, and, despite the weight, heat and stuffiness one would expect from wearing the costume, the Dancer is not affected by any of these things and, in fact, fatigues at half the usual rate while it is worn.

P.P.E.: When the costume is worn, the Dancer can call upon an additional 40 P.P.E. +12 P.P.E. per level of experience.

Penalties: The ritual mask and costume are a little bit clumsy for combat and adventuring and instill the following penalties: -1 to parry and dodge, reduce speed attribute by 10%, -10% to the skills climb, swim, prowl, acrobatics, and gymnastics; -5% to any other skills that require great physical dexterity or use of the hands and fingers (the hands are covered in mittens), such as palming, pick pockets, surgery, etc.

Note: The level of experience referred to in regard to the Kachina Dancer is the character's regular/first O.C.C. The Kachina Dancers identity and powers do not count as a Shamanic O.C.C. although the character can serve as a sort of Shaman or Priest.



Kachina Spirit Dolls

One of the powers of the Kachina Dancer is to summon one of the least of the Kachina spirits and place it into a physical receptacle, specifically the Kachina Doll. The doll is made of wood, straw, and cloth, with a head that looks like the Kachina Dancer and clothes that closely resemble the Dancer's costume. The colors of the fabric are tan or light brown with black and red highlights and designs.

The spirit summoned is the lowliest of the true spirits and nearly identical to the Tectonic Entity (see **Rifts® Conversion Book One** for details). These lowliest of the lesser spirits don't even have the power to leave the Spirit Realm on their own, and must be summoned by a Kachina Dancer, Shaman, Shifter, Greater Spirit or other powerful being. They are unable to maintain physical form in the Middle Realm (Earth) and must inhabit something in order to remain in the physical world of men. This can be any small inanimate object from a doll or toy to small mannequin, scarecrow or robot, provided it is not **taller/longer** than **five feet** (1.5 m) and weighs less than a 100 pounds (45 kg), and is preferably made from materials grown in or created by the earth (plants, straw, wood, rock, etc., as opposed to plastic or processed metals). In the case of the **Kachina Spirit Doll**, the body is made predominantly from wood and straw, covered in cloth, and typically 1-3 feet (0.3 to 0.9 m) tall.

When placed into a Spirit Doll, the lesser spirit will serve its creator (or "life giver" as they call them, because the Kachina Dancer has given them a body and life in the material world) as a helper and defender. As a helper, it will fetch and carry items for its master, clean the house, and assist in rituals and other functions. As a protector, it will hide and defend valuables from intruders, create noises or distractions and confuse troublemakers. The Spirit Doll will fight to the death (well, until the doll's destruction) to protect its life giver's secret identity as a Kachina Dancer, as well as protect its life giver's life or the life of the Dancer's loved ones. In a sense, the Kachina Spirit Doll can be considered a sort of spirit assistant and watchdog.

The Kachina Dancer who gives life to the doll can also bid it to spy on or steal items from evil beings and enemies, as well as guard important items, places and people. Those under the watchful eye and/or protection of a Kachina Spirit Doll may not even be aware of it — believing it to be an ordinary doll or a good luck charm. Kachina Dancers are sneaky in a way, often giving the doll to a person they wish to protect without revealing their identity or that the doll contains a good spirit who will watch and protect them.

When its services are not needed, or when its actions might jeopardize the secret identity of its life giver (or its magical nature if instructed to pretend to be an ordinary doll), the Spirit Doll rests inactive — for all intents and purposes looking to be nothing more than a toy Kachina Doll or Kachina luck fetish. An intruder or enemy can pick it up, shake it, stab it and throw it to the floor without eliciting the slightest reaction. One of the Spirit Doll's unique powers is to hide its living and magical essence and aura, so even a detection for magic or see aura will not reveal the spirit's presence within the doll. However, if something threatens its life giver or the person the Kachina Spirit Doll is charged to (secretly) protect, it will spring to life and either fight like a whirlwind or take some action to help (cause a commotion, get help, etc.).

The Kachina Spirit Doll can only be given specific commands from the Kachina Dancer who gave it life, but it will not — cannot — attack or take any direct action against any Kachina Dancer. Likewise, it may choose to cooperate with another Kachina Dancer, Shaman, warrior or adventurer whom the spirit believes has its life giver's best intentions at heart. When the Spirit Doll is destroyed, the spirit returns to the Spirit Realm. It does not die unless its spirit energy essence is destroyed (see the section on traits common to all spirits), and thus may be summoned at some future date to serve as a Spirit Doll again.

Note: The Kachina Tectonic Spirit is not limited to Kachina Spirit Dolls although the doll is by far the most common manifestation, particularly when summoned by Kachina Dancers. However it can inhabit any object that has some means of locomotion which the spirit can animate to move, i.e. arms or tentacle to pull itself along, legs, wheels, wings, etc. Most (90%) prefer to inhabit and animate objects with a human or animal shape, such as dolls, action figures, puppets, mannequins, and scarecrows.

Ordinary (no powers or spirits) Kachina Dolls that look exactly like or similar to the Kachina Spirit Dolls and Dancers, are made and given to children of worshippers as toys, and to older people as gifts that can symbolize good luck and/or the Great Kachina Spirits. These identical, powerless toys and icons are created primarily to help keep the identity of the Kachina Dancer secret. Without these other, ordinary dolls, anybody who had one would be recognized as a Kachina Dancer or under the protection of one. This way, there are so many that it's impossible to know whether the doll is an ordinary toy, good luck charm, symbol of the Great Spirits or a Spirit Doll.

Kachina Tectonic Spirit

Also known as the "Doll Spirit."

Totem: Kachina Spirit Doll; this is the only appearance they can take; their natural form is a small, warm, red sphere of energy.

Alignment: Typically principled or scrupulous, although 10% are unprincipled, 2% anarchist, and 2% aberrant evil.

Attributes: I.Q.: 2D6+4, **M.E.:** 2D6+6, **M.A.:** 1D6+4

Physical attributes apply only when inhabiting a Spirit Doll or other physical object; **P.S.:** 1D6+8 (maximum of 16), **P.P.:** 1D6+8, **P.E.:** 1D6+8, **Spd:** 2D6+12. All physical attributes are supernatural.

Hit Points: 2D6+6

S.D.C.: Varies with the doll, toy or inanimate object the spirit is animating. Small toys and dolls typically have around 2D6 S.D.C., those 13 to 24 inches (0.32 to 0.6 m) tall (medium-sized) have 3D6 (add another 1D6 if the toy is especially tough) and large-sized, 25 to 36 inches (0.62 to 0.9 m) tall: 6D6 — add 2D6 to large toys if made of solid wood (like a puppet) or other strong material.

Mega-Damage Creature: On Rifts Earth, the inanimate doll or similar object inhabited by the spirit becomes a mega-damage object; **M.D.C.** is equal to the combined hit points and **S.D.C.** In spirit energy form, this Tectonic spirit has 2D6+6 **M.D.C.**

Horror Factor: Typically reflects the H.F. of the object animated, typically between 9-11 — even a baby-doll come to life is frightening.

Size: Six inches to five feet (0.18 to 1.5 m) tall, but Kachina Spirit Dolls are typically 1-3 feet (0.3 to 0.9 m) tall.

Weight: Varies with the item animated. Kachina Spirit Dolls usually weigh between 3-8 pounds (1.4 to 3.6 kg) depending on their size.

Average Life Span: Immortal, but can be destroyed while in energy form. The spirit is immortal, but the Kachina doll bodies have to be replaced if they lose 75% of their M.D.C. (or hit points, as the case may be), or after 50 years of normal wear and tear. Minor repairs and replacements have no ill effect on the spirit or the doll, but the above conditions will require the body to be rebuilt and another spirit summoning to be performed.

Average Level of Experience: 1D4; rarely higher. No experience tables are provided because spirits are NPCs and advance in experience differently than humans, taking thousands of years to go from one level to the next.

P.P.E.: 1D4×10+10 per level of experience.

O.C.C.: Not applicable

R.C.C. Skills: Basic Math, land navigation, dance, intelligence, surveillance (tail only), prowl, climb, lore: Indians (see *Rifts® New West*), and lore: demons and monsters, all at 70 +2% per level of experience; and magically understands and speaks all languages at 90%.

Physical Natural Abilities: Movement and mobility will be limited by the doll or object it has *possessed*. Impervious to fatigue, poison, drugs, disease, heat and cold, doesn't breathe air or need to eat. The spirit regenerates damage at a rate of 2D6 per hour, although the doll body may need physical repairs.

Conceal aura and essence is a unique power to hide its living essence, aura, and magic energy, so even a detection for magic or see aura will not reveal the spirit's presence within the doll.

Also see R.C.C. skills, psionics, magic and bonuses.

Energy Being Natural Abilities: See the description in the previous section regarding traits common to all spirits, with the following exceptions. The "Doll Spirit" can only possess/inhabit Kachina Spirit Dolls or other inanimate objects with a means to make them mobile (primarily dolls and toys), cannot perform materialization, must be summoned to the physical world by a greater power, and cannot communicate verbally; it must use telepathy, although it does magically understand all languages.

Vulnerabilities: See the description in the previous section regarding traits common to all spirits. The M.D.C. Kachina Spirit Doll body is vulnerable to magic fire and M.D. fire and plasma, and suffers double damage from them.

Psionics: Healing touch, mind block, presence sense, see aura, see the invisible, sense evil, telepathy (communication only), alter aura, and summon inner strength.

I.S.P.: M.E. x2 +6 per level of experience.

Magic: Four first level Elemental Earth spells of choice and a total of six other earth spells selected from spell levels 1-3.

Combat Attacks per Melee: In energy form the lesser spirit can cast two magic spells or four psionic attacks or perform four other actions/movements per melee round. Without physical form it must rely on magic and psionics.

In physical form, the lesser spirit has four attacks/actions per melee round.

Damage: As per supernatural P.S. attribute.

Bonuses: All bonuses are in addition to attribute and other bonuses: +2 on initiative, +1 to strike, +1 to parry, +3 to dodge, +3 to pull punch, +5 to roll with impact, punch or fall, +2 to save vs magic, +3 to save vs earth and water elemental magic, and +10 to save vs horror factor.

Allies: Typically only other Kachina spirits (lesser and greater), Kachina Dancers and Standing-Mountain and Hard-Woman-Dancing.

Enemies: The forces of evil, dark spirits, evil Shamans, supernatural monsters, and the enemies of those who summon it.

Habitat: Anywhere particularly among Native Americans.

Lesser Kachina Spirit

These are lesser spirits that belong to the Kachina family of energy beings. They have all the usual spirit abilities and intelligence, but look like five foot (1.5 m) tall, glowing Kachina dolls in spirit form.

Lesser Kachina Spirit NPCs

Totem: The earth, but their *materialized* totem form is that of either a Kachina Doll or a burrowing animal (mole, groundhog, prairie dog, rabbit, badger, etc.). Likewise they can only possess burrowing animals.

Alignment: Typically principled or scrupulous, although 4% are unprincipled, 2% anarchist, and 2% aberrant evil.

Attributes: I.Q.: 2D6+6, M.E.: 2D6+6, M.A.: 2D6+8, P.S.: 3D6+10, P.P.: 2D6+6, P.E.: 3D6+4, P.B.: 2D6+6, Spd. 3D6+6; physical attributes are applicable only when in a *materialized* body and are supernatural. A materialized spirit can talk, regardless of its form. Also see psionics, magic and natural abilities.

Hit Points: P.E. x6 +50.

S.D.C.: P.E. x10

Mega-Damage Creature: When on Rifts Earth, spirits who magically create a "materialized" body have M.D.C. equal to their combined hit points and S.D.C. — spirits in energy form have this same amount of M.D.C.

Horror Factor: 12; typically an awe factor for most Native Americans, who consider encounters with spirits to be a blessing, not horrific or frightening.

Size: Same as the normal animal it is imitating.

Weight: Roughly 20% more than the normal animal it is imitating; typically 3-8 pounds (1.4 to 3.6 kg) as a doll.

Average Life Span: Immortal, but can be destroyed while in energy form.

Average Level of Experience: 1D4+2; rarely higher. No experience tables are provided because spirits are NPCs and advance in experience differently than humans, taking thousands of years to go from one level to the next.

P.P.E.: P.E. x5 +15 per level of experience.

O.C.C.: Not applicable

R.C.C. Skills: All wilderness skills plus basic mathematics, wilderness survival, climb, swim, prowl, lore: *magic/geomancy/ley* lines (see *Rifts® Japan* or *Coalition War Campaign*), lore: Indians (see *Rifts® New West*), and lore: demons and monsters, all at 70% +2% per level of experience. Magically understands and speaks all languages at 90%.

Physical Natural Abilities: All Lesser Elemental Spirits have the standard abilities/traits common to all spirits, including energy form, materialization, and possession (see spirit traits for details). Plus bio-regeneration: 4D6 M.D.C. (or hit points,

as the case may warrant) per minute, nightvision to 600 ft (183 m), impervious to fatigue, poison, drugs, disease, heat and cold, doesn't breathe air or need to eat.

Conceal aura and essence is a unique power to hide its living essence, aura, and magic energy so even a detection for magic or see aura will not reveal the spirit's presence within the animal or materialized form (looks normal).

Sense the presence of other Kachina Spirits, Tectonic, Lesser or Greater even when concealed inside a doll, object or possessed animal.

Also see magic and psionics.

Energy Being Natural Abilities: See the description in the earlier section regarding traits common to all spirits.

Psionics: Six psi-powers from the physical category plus mind block.

I.S.P.: M.E. x3 +10 per level of experience.

Magic: All Earth Warlock spells from levels 1-3. Lesser Kachinas cannot make or activate fetishes, although they may serve a greater spirit, god or Kachina Dancer to deliver a fetish.

Vulnerabilities: See the description in the previous section regarding traits common to all spirits.

Combat Attacks per Melee: In energy form, the Lesser spirit can cast two magic spells or four psionic attacks, or perform four other actions/movements per melee round. Without physical form, it must rely on magic and psionics.

In physical form, the spirits have four attacks/actions per melee round, plus any applicable bonuses.

Damage: As per supernatural P.S. attribute, psionics or magic.

Bonuses: All bonuses are in addition to attribute bonuses. +1 on initiative, +1 to strike, +4 to pull punch, +4 to roll with impact, punch or fall, +1 to save vs magic, +3 to save vs earth and water elemental magic, and +5 to save vs horror factor.

Allies: Typically only other Kachina spirits (lesser and greater), Kachina Dancers and Standing-Mountain and Hard-Woman-Dancing.

Enemies: The forces of evil, dark spirits, evil Shamans, supernatural monsters, and the enemies of those who summon it.

Habitat: Anywhere in the North American continent, particularly wilderness areas and regions inhabited by Native Americans.

Great Kachina Spirits

The Great Kachina Spirits are powerful greater elemental spirits. Although they each represent a particular element and consort with other Great Spirits and gods, only four serve as the lords of the Kachina and the loyal, right hand of Standing-Mountain and **Hard-Woman-Dancing**. These others are powerful beings relatively free to do as they please. While most are of good alignment, some are evil and/or self-serving. The good Great Spirits tend to look out for Native Americans, but those of selfish and evil alignments see them only as potential worshippers, minions and pawns. One such spirit, Dark-Hand (aberrant evil, 8th level) sees the white-man and all other non-Indians as invaders and despoilers to be forced off the North American continent or destroyed. He is constantly instigating war, slaughter, treachery and conflict between the red-man and all other people. Dark-Hand is also a regular enemy of the Kachina worshippers and the Great Spirits and gods they follow.

Totem: Elemental; pick one.

Alignment: Any, and most tend toward good, but at least one is known to be miscreant, two aberrant, and one anarchist.

Attributes: I.Q.: 3D6+8, M.E.: 3D6+10, M.A.: 3D6+12, P.S.: 3D6+20, P.P.: 3D6+10, P.E.: 3D6+12, P.B.: 2D6+18, Spd. 5D6+10 for water, +24 for Earth, +48 for fire, and +100 for air. Physical attributes are applicable only when in a *materialized* body and are supernatural. A materialized spirit can talk, regardless of its form. Also see psionics, magic and natural abilities.

Hit Points: P.E. x50 +100 for water and +200 for Earth.

S.D.C.: P.E. x20

Mega-Damage Creature: When on Rifts Earth, spirits who magically create a "materialized" body have M.D.C. equal to their combined hit points and S.D.C. — spirits in energy form have this same amount of M.D.C.

Horror Factor: 14; typically an awe factor for most Native Americans, who consider encounters with spirits to be a blessing, not horrific or frightening.

Size: 10 feet (3 m) or the same as the normal animal or human it is imitating.

Weight: Roughly 20% more than the normal animal or human it is imitating.

Average Life Span: Immortal, but can be destroyed while in energy form.

Average Level of Experience: 1D4+4; rarely higher. No experience tables are provided because spirits are NPCs and advance in experience differently than humans, taking thousands of years to go from one level to the next.

P.P.E.: P.E. x20 +50 per level of experience.

O.C.C.: Not applicable

R.C.C. Skills: See individual entries under Natural Abilities.

Physical Natural Abilities: All Great Kachina Spirits have the standard abilities/traits common to all spirits, including energy form, materialization, and possession (see spirit traits for details). Plus the following:

Bio-Regeneration: 1D6x10M.D.C. (or hit points as the case may warrant) per minute.

Understand the language of True Elementals: They do not use the secret language of "True" Elementals, but they understand it perfectly, and can serve as translators for those who have trouble with the language themselves.

Sense Elemental Forces: The Great Kachina Spirits have a 01-80% chance to sense other invisible spirits, Astral beings, True Elementals, and creatures spiritually or magically linked to Elementals, including Warlocks, other Elemental Spirits, the Jinn and Spirits of Light. They will instantly recognize such creatures when they see them and will sense their presence within a 500 foot (152.2 m) radius. Native American Elemental Shamans and their elemental allegiances are instantly known to these spirits, just as the Shaman will instantly recognize the spirit and what elemental force it wields.

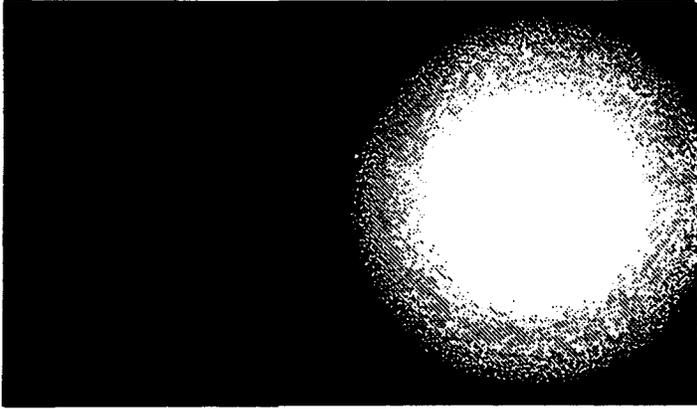
Summon Tectonic Kachina & Create Spirit Dolls: 80% +2% per level of experience. See Kachina Dolls described elsewhere in this section. P.P.E. cost is only 20 points. A maximum of four lesser Tectonic Spirits can be summoned and turned into Spirit Dolls per level of the character's experience.

Summon Lesser Kachina Spirit: 56% +2% per level of experience. These spirits are described elsewhere in this section.

P.P.E. cost is only 30 points. A maximum of two lesser Kachina Spirits can be summoned per every two levels of the character's experience. They seldom linger for more than a day.

Summon Lesser Elemental Spirit: 10% +2% per level of experience. The Kachina Dancer has a better chance due to the powers granted to him by the gods. P.P.E. cost 70 points. Only one spirit can be summoned.

Also see magic and psionics.



Abilities Specific to each Element:

Great Kachina Air Spirits: *Skills:* Astronomy, navigation, land navigation, basic and advanced mathematics, chemistry, intelligence, surveillance: tailing, detect concealment, detect ambush, concealment, palming, pick pocket, escape artist, prowl, and all lore at 80% +2% per level of experience. Magically understands and speaks all languages at 96%.

- Knows the time and direction by scanning the heavens at 90% +1% per level of experience.
- Sense wind direction, changes in wind direction, the approach of storms and atmospheric disturbances at 88% +1% per level.
- Sense impurities, smoke, fire, and chemicals in the air at 88% +1% per level.
- Recognize common odors at 88% +1% per level.
- Identify the scents of specific animals and people at 70% +1% per level.
- **Nightvision** to 4,000 ft (1200 m).
- Impervious to even hurricane and tornado winds, rain, lightning, cold, disease, and toxins.

Great Kachina Earth Spirits: *Skills:* All wilderness skills, plus botany, breed dogs, animal husbandry (see *Rifts® New West*), holistic medicine, wilderness survival, climb, basic mathematics, lore: animals and cattle, lore: **magic/geomancy/ley** lines (see *Rifts® Japan* or *Coalition War Campaign*), lore: Indians (see *Rifts® New West*), and lore: demons and monsters, all at 80% +2% per level of experience. Magically understands and speaks all languages at 96%.

- Recognize/identify any mineral on sight at 90% +1% per level of experience.
- Sense and identify seismic disturbances, including earthquakes, explosions, mining, or movement of heavy equipment (like troops or giant robots) in a radius of 100 miles (160 km) +50 miles (80 km) per level of experience at 84% +1% per level.

- Sense and predict (within 1D6×10 minutes) the coming of an earthquake, volcanic eruption or other natural disturbance in the earth's crust at 80% +1% per level of experience.
- Sense dangers in the earth or rock, such as loose dirt/rocks, mud slides, quicksand, land mines, and creatures in burrows at 80 +2% per level.
- Suffer half damage from falls and all kinetic attacks such as punches, kicks, sword strikes, bullets, rail guns, explosions, and rock slides.
- **Nightvision** to 4000 ft (1200 m).
- Impervious to cold, heat, disease, and toxins. Resistant to lightning and fire (half damage).

Great Kachina Fire Spirits: *Skills:* Land navigation, basic mathematics, interrogation, acrobatics, dance, sing, cook, climb, lore: Indians (see *Rifts® New West*), lore: magic, and lore: demons and monsters, all at 80% +2% per level of experience. Magically understands and speaks all languages at 94%.

- Leap 10 feet (3 m) per level of experience.
- Precisely estimate air, body and surface temperatures at 90% +1% per level of experience, as well as detect temperature changes.
- Recognize/identify the nature of any fire, including how it started, chemical composition, temperature, speed, direction, and approximate time it will take to burn itself out; 80% +1% per level of experience.
- Sense and locate any fires in a radius of 100 miles (160 km) +50 miles (90 km) per level of experience at 86% +1% per level.
- Sense and recognize fire hazards at 90% +1% per level.
- **Infrared and thermo-imaging** vision and can see perfectly in smoke. Range: 3000 feet (914 m). Track via heat-signatures at 70% +1% per level of experience (-40% in temperatures of 90+ degrees Fahrenheit).
- Impervious to heat, fire (even magic and M.D. plasma), smoke, gases, and disease. Cold and water based attacks and magic do double damage.

Great Kachina Water Spirits: *Skills:* Swim, boat building, pilot sail and row boats (including canoes), navigation, astronomy, brewing (see *Rifts® New West*), lore: cattle/animals (see *Rifts® New West*), lore: Indians (see *Rifts® New West*), and lore: demons and monsters, all at 80% +2% per level of experience. Magically understands and speaks all languages at 92%.

- Knows the time and direction by scanning the heavens and tides at 87% +1% per level of experience.
- Sense the direction and speed of water currents and tides, changes in the currents and tides, and underwater disturbances at 87% +1% per level.
- Sense the approach of tidal waves, rain storms, hurricanes and atmospheric disturbances involving water at 80% +1% per level.
- Sense impurities, chemicals, poisons, and particles in water at 83% +1% per level.
- **Dowsing;** same as the spell, only 10 times the range.
- **Nightvision** to one mile (1.6 m) and see through fog and mist without impairment of vision.

- Impervious to ocean depths, tidal waves, lightning, cold, and disease.

Energy Being Natural Abilities: See the description in the earlier section regarding traits common to all spirits. Plus possession and animation of dolls/inanimate objects with the same limitation as the Kachina Tectonic Spirit.

Psionics: All have powerful but limited psionics as follows:

Air: Telepathy, empathy, empathic transmission, telekinesis (super), and mind block auto-defense, plus 1D4 psi-powers of choice from the sensitive category.

Fire: Telepathy, object read, pyro-kinesis, mind bolt, hypnotic suggestion, and mind block auto-defense plus 1D4 psi-powers of choice from the sensitive category.

Water: Telepathy, hydro-kinesis, electro-kinesis, mind block auto-defense, and 1D4+2 psi-powers from the healing category.

Earth: Telepathy, bio-manipulation, P.P.E. shield, mind block auto-defense, group mind block and 1D4 psi-powers from the physical category.

I.S.P.: M.E. x5 +12 per level of experience.

Magic: Each Great Kachina Spirit knows all the Warlock spells for that element. Warlock spells can be found in *Rifts® Conversion Book (one)* and in *Federation of Magic*.

These Great Spirits can also make all minor and major fetishes, but do so sparingly.

Vulnerabilities: See the description in the previous section regarding traits common to all spirits.

Combat Attacks per Melee: In energy form, the Great Kachina Spirits can cast two magic spells or four psionic attacks, or perform four other actions/movements per melee round. Without physical form they must rely on magic and psionics.

In physical form, the spirits have six attacks/actions per melee round, plus any applicable bonuses (as noted in the section on common spirit traits and below).

Damage: As per supernatural P.S. attribute, psionics or magic.

Bonuses: All bonuses are in addition to attribute and other bonuses:

Air: +1 attack per melee round, +4 on initiative, +4 to dodge, +2 to pull punch, +1 to save vs magic, and +5 to save vs horror factor.

Fire: +2 attacks per melee round, +5 on initiative, +3 to strike, +1 to pull punch, +1 to save vs magic, and +10 to save vs horror factor.

Water: +3 on initiative, +1 to strike and parry, +2 to dodge, +4 to pull punch, +1 to save vs magic, and +5 to save vs horror factor.

Earth: +1 attack per melee round, +2 on initiative, +2 to strike, +4 to pull punch, +1 to save vs magic, and +6 to save vs horror factor.

Allies: Other spirits (lesser and greater) and some Native American Gods, as well as Native American people in general, particularly Pure Ones and devoted Traditionalists. They also associate with dragons and occasionally with alien intelligences, and may use mortals and other lesser beings as pawns.

Enemies: Rival forces, gods and enemies.

Habitat: Anywhere in the North American continent, particularly regions inhabited by Native Americans.

The Four Kachina Godling NPCs

These powerful beings are considered godlings. Of the approximately one dozen Great Kachina believed to exist, four are the founders of the Kachina Dancers and secret Kachina society/believers. These four are the most powerful of their kind and serve as the trusted and loyal lieutenants of Standing-Mountain and **Hard-Woman-Dancing**. Their duties include watching out for Native Americans and serving as the intermediaries between mortal Native Americans and the gods.

They have all the usual spirit abilities and intelligence, but wield great power. Each represents one of the elements and appears 10 feet (3 m) tall.

Kacha-Nesha (water): A beautiful Native American Woman with light-blue skin, dark green eyes, and dark green-brown hair that flows like water. Scrupulous alignment; 12th level.

Supernatural Attributes: I.Q.: 24, M.E.: 25, M.A.: 20, P.S.: 30, P.P.: 28, P.E.: 26, P.B.: 27, Spd. 38 (26 mph/41.6 km).

Kacha-Ani (fire): A beautiful but fearsome Native American Woman with yellow eyes, red skin and flame for hair. Scrupulous alignment; 11th level.

Supernatural Attributes: I.Q.: 21, M.E.: 20, M.A.: 28, P.S.: 27, P.P.: 30, P.E.: 24, P.B.: 29, Spd. 77 (55 mph/85 km).

Kachir-Hadu (Earth): A giant version of the Kachina Dancer/Doll with a mask made of stone. Principled alignment; 12th level.

Supernatural Attributes: I.Q.: 23, M.E.: 26, M.A.: 24, P.S.: 56, P.P.: 26, P.E.: 30, P.B.: 20, Spd. 50 (35 mph/56 km).

Kachir-Nil (Air): Appears as a giant Native American Warrior with black and white feathers for hair, sparkling blue eyes, and red clay colored skin. Unprincipled alignment; 13th level.

Supernatural Attributes: I.Q.: 25, M.E.: 23, M.A.: 24, P.S.: 51, P.P.: 30, P.E.: 25, P.B.: 28, Spd. 220 (150 mph/241 km).

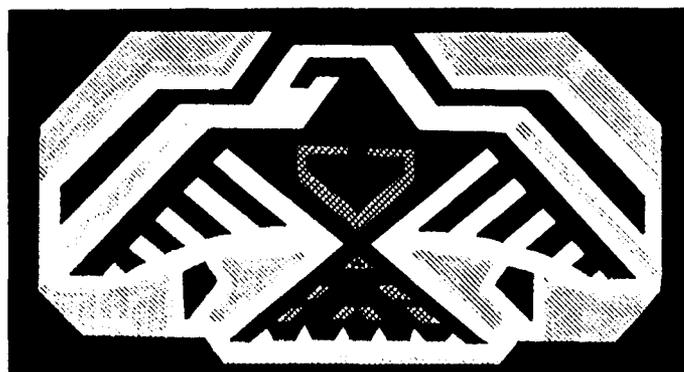
Totem: Elemental, as noted above.

Traits & Powers: As per all spirits, with the following exceptions or additions: Materialize into a human-sized Kachina Doll or any human form, male or female. Possess any animal or willing Kachina Dancer.

They can create all minor and major fetishes, but do so sparingly.

The number of spirits these godlings can summon is three times those of typical Great Kachina Spirits.

All other powers, abilities, psionics, and magic are as above at the level of strength and proficiency of each godlings' experience level.



Nunnehi

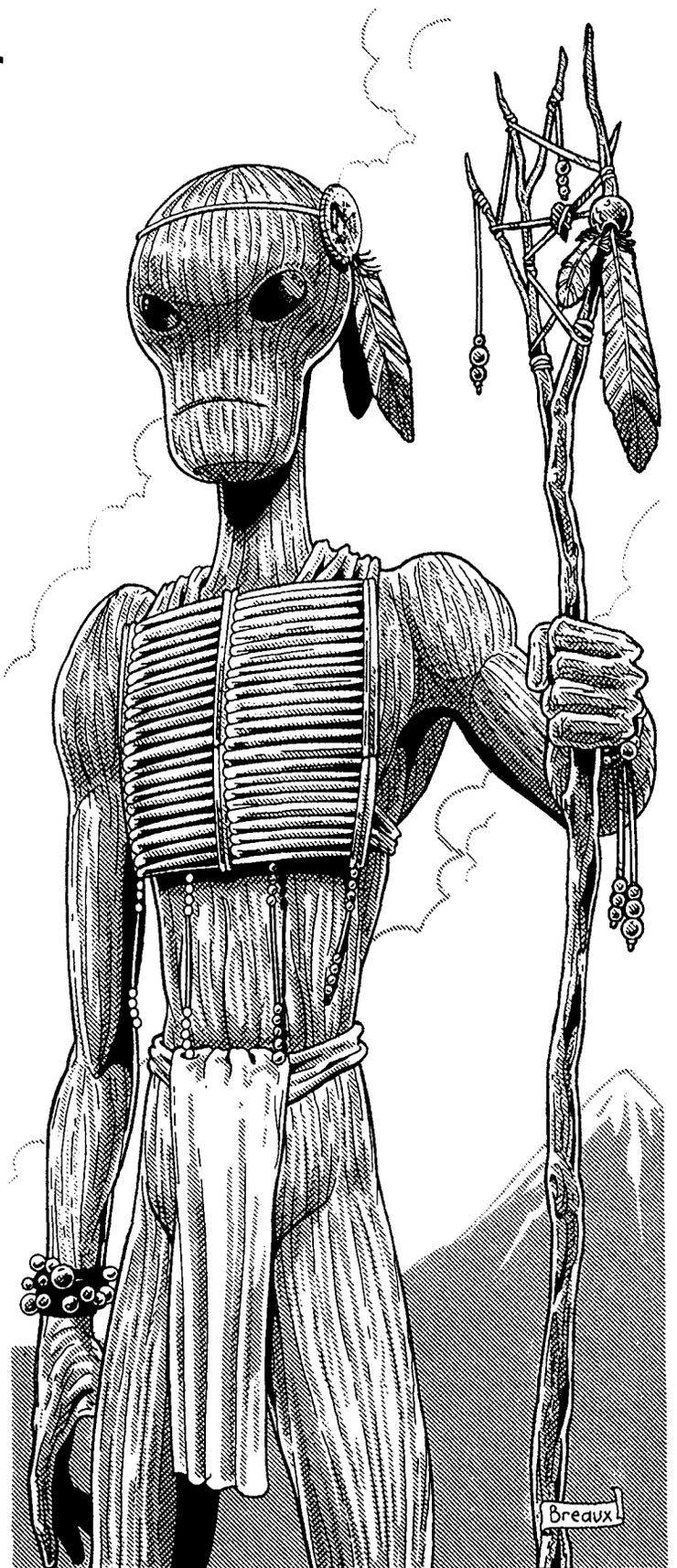
The Nunnehi (pronounced nu-nay-he) always have the same appearance, whether they appear in the physical world, as a spirit, or in a dream. They are tall and very slender humanoids who seem to be carved from wood and brought to life. Nunnehi have two thin arms and legs, and four-fingered hands with an opposable thumb —fingers and toes about twice the proportional length of a human's. Their skin color ranges from tan or a rich ochre to a creamy brown. They have slightly longer necks than humans, and their heads are shaped like upside-down gourds. Their mouth is just a thin line and their eyes are large, black, almond shapes. The average Nunnehi stands seven to eight feet (2.1 to 2.4 m) tall, but their slim build makes their weight little more than that of a human's.

The Nunnehi are not traditional spirits, but an alien race of beings native to the Spirit Realm, Astral Plane or some similar dimension. Without question, they are creatures of magic (like dragons and Faerie Folk) and dimensional travelers who have seen many places in the Megaverse. They live within the Spirit Realm (their adopted home?) and faithfully serve the Greater Spirits and gods as advisors, trusted lieutenants and friends.

However, they are neither slave nor servant and are free to roam the length and breadth of the Spirit Realm to countless mortal worlds. Furthermore, they are allowed to maintain their own domain within the Spirit Realm, provided it neither encroaches on or threatens the home of the gods and Greater Spirits. No one knows why this relationship exists the way it does, but it has been so for at least 2,000 years.

For some inexplicable reason, they have come to regard the planet Earth as a favorite place — perhaps even a home away from home. They have visited the Earth for over 20,000 years. Again for reasons understood by the Nunnehi alone, North America and the Native Americans have captured a special place in their hearts (as once did True Atlanteans). For thousands of years the Nunnehi have operated as independent caretakers for Native Americans. They follow the rules of the *Great Circle of Life* and help the humans to do the same by helping them better understand the Great Circle and the natural world around them. The Nunnehi also help the Native Americans (and select other humans) explore their inner spirit, mind, and magical and psychic potential. They make rare appearances to give advice, and often appear in dreams or far away from civilization to offer help, suggestions, omens or warnings to Shamans and heroes, but there are also entire family clans and tribal bands that have been adopted by the Nunnehi. The people are visited regularly by these mysterious and benevolent creatures to join in celebrations, share knowledge and exchange ideas and philosophies.

When the magic left Earth, the gods, dragons and other creatures of magic and the supernatural also left, but the Nunnehi remained as caretakers for a very long time. It was only with the advent of the age of human science (coinciding with the arrival of the Europeans to the New World) that the Nunnehi recognized it was time for them to leave too. Catching glimpses of the future and fearful that the new age would destroy the Native Americans they so loved, the great spirits took thousands with them into the Spirit Realm where they sheltered and helped them



to preserve the old ways and their understanding of them. In the Nunnehi's section of the Spirit Realms time had little meaning, so each passing century seemed like the passing of the summer season. When the Great Cataclysm had passed, and the magic had once again returned to Earth — stronger than ever before —

the Nunnehi returned their precious charges to the world of men, to renew their relationship with nature, the Circle of Life and the Native American gods of old. The ancient gods were pleased to see their people replenish the Middle Realm (Earth), for they had not known the Nunnehi had saved and hidden thousands away. The Nunnehi's additional efforts to counsel Traditionalists and encourage a return to the old ways, a respect for spirits, and the worship of the ancient gods have all earned these beings a special place among most of the gods. This means they continue to have full autonomy in the domains in the Spirit Realm, can come and go as they please, are given special attention (and latitude/tolerance) and are counted among the greatest spirits, advisors, friends and brothers of the Native American Gods.

An Enigma Wrapped in Mystery

The few gods who do not openly welcome the Nunnehi as friends and brothers point out that few other Great Spirits and fellow gods hold such an honored place among the courts of so many gods. Most perplexing is that even the gods who call these creatures brothers, know little about them and nothing of the Nunnehi's agenda. They come, go and do as they please. They rescued and kept hidden thousands of Native Americans and kept them hidden from the gods and all other beings for nearly a thousand years. Granted not a long time for immortals and gods, and their actions did have a positive result, but the Nunnehi did not ask the gods' permission, or even notify the gods about what they had done. Why keep this secret? Why return the people when they did? What other secrets do the Nunnehi keep?

It is known that at least one faction of Nunnehi (along with the Chiang-ku dragons) once advised and tutored the ancient Atlanteans and helped them unravel the secrets of magic and dimensional travel — the result of which ultimately led to the destruction of Atlantis and the rapid loss of magic on ancient Earth.

The Nunnehi's domain within the Spirit Realm has all of the traits and defenses of the overall Spirits' World (it was originally part of it), but they have managed to separate the two and still maintain direct connections between them. Furthermore, the Nunnehi Realm has different laws of physics and magic (defenses?) at work. Modern weapons and devices, from revolvers to mega-damage robots, do not function there. Furthermore, magic, psionics, and super abilities function at half their normal level (half damage, effect, range, duration, etc.). Only the Nunnehi, godlings and the gods are unaffected; their abilities, magic and psionics function normally.

It is also interesting to note that there are no dimensional portals connecting the Nunnehi's Realm to Earth. Only the Nunnehi can enter and leave their Realm by seemingly wishing it (and gods through dimensional teleportation). While the gods, godlings and Nunnehi can pass effortlessly from the Spirit Realm to the Nunnehi's Realm, all other beings (mortals, spirits, dragons, demons, Astral Travelers, etc.) cannot enter except through a dimensional teleport or Rift, unless welcomed and allowed entry by a Nunnehi. The unusual properties (and defenses?) of their Realm has led some to wonder why the Nunnehi need or want such privacy and security. The Nunnehi have always been known as prophets and oracles. Do they sense some great catastrophe and are readying for it? Could their preparations be fueled by some danger looming within the Spirit Realm or Astral

Plane? Or could there be some darker reason? They often seem to have some secret agenda or mysterious purpose/goal, and they rarely share it with anyone. When questioned by greater spirits and gods, the Nunnehi say very little, usually pointing to their past as friend to mortals and gods alike, and to their past services and heroic deeds. If this does not suffice to put a questioner's mind at ease, the Nunnehi will usually apologize for having done anything to cause concern, but reveal nothing more. Mortals and beings other than gods and spirits are ignored or answered with a riddle or cryptic comment and a statement that the ways of spirits are often beyond mortal comprehension.

Nunnehi — Considered a Greater Spirit NPC

Totem: Not applicable, although many associate the Nunnehi with plants.

Alignment: Typically unprincipled (approx. 60%). Although individual Nunnehi can be any good (15%), selfish (15%) or evil alignment (10%), their general outlook and attitudes fall strongly in the unprincipled category.

Attributes: I.Q.: 3D6+6, M.E.: 3D6+10, M.A.: 3D6+2, P.S.: 3D6+6, P.P.: 3D6+6, P.E.: 2D6+10, P.B.: 1D6+1, Spd: 3D6+6. All attributes are supernatural.

Hit Points: P.E.x100 plus 100 per level of experience.
S.D.C.: 1D4X1000

Mega-Damage Creature: When on Rifts Earth and any mega-damage or magic rich environment, the Nunnehi becomes an M.D.C. creature, whether in spirit form or "materialized" body (both look basically the same, although the spirit version will glow with energy and be semi-opaque). The M.D.C. is equal to the combined hit points and S.D.C. The Nunnehi may also wear fetish armor or other means of magic protection.

Horror Factor: 11

Size: 7-8 feet tall (2.1 to 2.4 m)

Weight: 170 to 220 pounds (76.5 to 99 kg).

Gender: Neuter; if there are males and females, they look identical.

Average Life Span: Immortal, but can be destroyed while in energy form or when materialized, but damage must exceed 600 points below zero, or the magical creature will recover.

Average Level of Experience: 1D4+6; rarely higher. No experience tables are provided because spirits are NPCs and advance in experience differently than humans, taking thousands of years to go from one level to the next.

P.P.E.: P.E. x50 +30 per level of experience is available to the Nunnehi (an equal amount or more has been spent to create, protect and maintain their Spirit Realm).

O.C.C.: Not applicable

R.C.C. Skills: All skills from the categories of Science, Medical, Wilderness, and lore skills at +78% +2% per level of experience! Plus, dance, sing, prowl, climb, swim, intelligence, horsemanship: general, wilderness survival and 1D4 Rogue or Espionage skills of choice at 60% +2% per level of experience. Magically understands and speaks all languages at 90%.

Natural Abilities: The usual traits common to spirits, except the Nunnehi can only possess a large tree 50 years old or greater, and their physical materialization is the same form as their natural, alien body (see illustration and earlier description) and can be maintained for twice as long as typical for most spirits.

Furthermore, the **Nunnehi** can perform the following in a materialized physical body: See the invisible, turn invisible at will, nightvision 3,000 feet (910 m), float on water (cannot dive and stay underwater), and bio-regenerate 1D4×100 points per minute; severed limbs regrow in 24 hours. Nunnehi do not breathe or eat, and are **impervious** to fatigue, disease, poison, chemicals (except magic potions), heat and cold.

Teleport Self (special): Once per day for each level of experience; can **teleport** self and up to 100 pounds (45 kg) of equipment. Range of one mile (1.6 km) per level of experience. P.P.E. cost: 50.

Enter Dreams (special): By spending 80 P.P.E. points, the Nunnehi in any form, is able to enter the dreams of a sleeping mortal or animal. While in the dream, they can only talk and interact with the dreaming person, and affect minor aspects of the dream using spells or psionics, such as empathic transmission or charismatic aura to calm a nightmare and turn it into a more peaceful dream. This is an ideal way for them to appear to non-Indians or those unsettled by the appearance of supernatural beings. It is also a way for the creature to implant ideas, warnings, encouragement, and simple bits of information (a correct computation, the name of somebody forgotten, a place to look for something lost, etc.). These implanted bits are remembered, because a few seconds after they appear in the dream, the Nunnehi can cause the dreamer to wake up and remember the last things dreamed.

The Nunnehi cannot harm or kill the person, and combat is impossible (unless the G.M. wishes to incorporate powers and rules regarding the Dreamstream presented in *Nightbane™ World Book One: Between the Shadows™*, in which case the Nunnehi is effectively a *Dream Dancer*). If combat and influencing dreams are made possible by the G.M. (via rules from the aforementioned book), the Nunnehi rarely use these powers to cause insanity, hurt or kill.

Psionics: All psionic sensitive abilities, plus detect psionics, healing touch, psychic diagnosis, psychic surgery, object read, group mind block, and mind block auto-defense.

Natural Telepath (special): Identical to the psionic telepathy ability of the same name, but costs no I.S.P. and has twice the range.

Sense Evil Supernatural Creatures (special): Same as a **Psi-Stalker**; no I.S.P. cost; constantly in effect.

See into People's Souls (special): Provides all the data a psionic *see aura* provides, but also reveals whether the character is possessed and by exactly who or what (and can telepathically speak to the possessing spirit or entity), can see what emotions are currently dominant (hate, envy, love, fear, etc.), whether the person's true intentions are to hurt or help, and the true alignment. I.S.P. cost: 80. It is important to note that the Nunnehi usually keeps this information to himself, although he may respond accordingly.

I.S.P.: M.E. attribute number x10 +10 per level of experience.

Magic: The magic knowledge and abilities of the Nunnehi rival any dragon or godling. Select two areas of mystic knowledge from the following choices.

- All Ley Line Walker abilities and spells from levels 1-10 plus a total of 1D6+6 selected from levels 11-15! See *Rifts® RPG*.
- **Techno-Wizardry** abilities; see *Rifts® RPG*.
- Shifter/Summoning magic abilities; see *Rifts® RPG*.
- Stone magic **abilities**; see *Rifts® Atlantis*.
- Tattoo magic abilities; see *Rifts® Atlantis* (used on others).
- **Bio-Wizardry**; see *Rifts® Atlantis* (used on others).
- All Temporal Magic; see *Rifts® England* (Temporal Wizard).
- Herbology; see *Rifts® England*.
- Necromancy abilities; see *Rifts® Africa*.
- All Conjurer magic and abilities; see *Rifts® Federation of Magic™*.
- All Warlock Earth spells (no O.C.C. abilities); see *Rifts® Conversion Book One*.
- All Warlock Air spells (no O.C.C. abilities); see *Rifts® Conversion Book One*.

No other areas of magic (and there are others) are available to the Nunnehi.

Nunnehi can also create all lesser and major fetishes.

Vulnerabilities: Fire and energy attacks do double damage; magic other than fire or energy based and psionics do normal damage. Dragon breath attacks (all) also inflict double damage.

Combat Attacks per Melee: In energy form, the Nunnehi can cast three magic spells or five psionic attacks, or perform five other actions/movements per melee round. Without physical form, they must rely on magic and psionics.

In physical form, they have five physical or psionic attacks (or combination thereof), or three magic attacks.

Damage: As per supernatural P.S. attribute.

Bonuses: All bonuses are in addition to attribute and other bonuses: +3 on initiative, +2 to parry, +2 to disarm, +4 to pull punch, +3 to save vs magic, and +7 to save vs horror factor.

Allies: Other spirits (lesser and greater) and many Native **American Gods**, although they try not to pester them. Nunnehi also associate and befriend Native American people in general, Pure Ones and Shamans in particular, dragons, Temporal Raiders and Wizards, the occasional alien intelligence, **Prometheans** (see *Phase World™*), and other powerful supernatural beings. However, they may aid or befriend just about anybody regardless of race or profession.

Enemies: Supernatural monsters, rivals and enemies of the Native Americans. There seems to be some distrust and animosity between many Nunnehi and clans of True Atlanteans — apparently the two have drifted apart and tend to avoid each other.

Habitat: On Earth, anywhere in the world, although most common in North America, particularly regions inhabited by Native Americans. These dimensional travelers can be found throughout the Megaverse.

Ondi Thunderbirds

The Great Spirits

Ondi Thunderbirds are powerful greater spirits of pure magic energy and the warriors of the Great Thunderbird God (also known simply as "The" Thunderbird). However, the distinction between these great spirits and "The" God, himself is often lost, partly because both look nearly identical, although the god is larger and more powerful. In spirit form, they appear as giant eagles composed of golden energy with crackling bolts of light blue lightning like those seen during Ley Line Storms. Shamans throughout history have described them as spirits made of fire, electricity, and magic or spirit energy. However, unlike most spirit forms in which physical attacks in the material world are not possible, the Ondi Thunderbirds have powerful talons that can lash out and strike or grab both physical beings (mortal and supernatural) and spirits. Arcs of electricity dance around their feet with every step, while forks of lightning fly with every booming screech or strike with its beak — the call of a Thunderbird sounds like thunder and each flap or rustling of its wings creates a low rumbling. Such noise makes it impossible for the Thunderbird to go undetected unless it glides, however, most Thunderbirds are fearless and don't usually bother with stealth or surprise, especially against supernatural and godly enemies. They hurl out of the sky like the avenging spirits they are, and attack.

All Thunderbirds are among the most feared and sacred greater spirits of the Native Americans. These energy birds embody flight of spirit, majesty, beauty, courage and strength (strength of conviction as well as raw power). They also symbolize fury, war and vengeance — emotions that sometimes destroy the avenger and those around him. As symbols of fury and lightning/energy, the Thunderbirds are known to sometimes lash out in anger and destroy that which angers them at that moment, including allies and loved ones; they may also charge recklessly into combat. Thus, their fury and power are to be both respected and feared, symbolizing both good and evil, strength and weakness.

Ondi Thunderbirds are frequently called upon to serve the Thunderbird God, and are often dispatched to help or protect his people. They can also be summoned by Shamans in desperate need. Thunderbirds are intelligent, but are instilled with the instincts of the birds of prey they resemble, and a lust for combat. They do not speak, and instead rely on empathy and their actions to carry their points across.

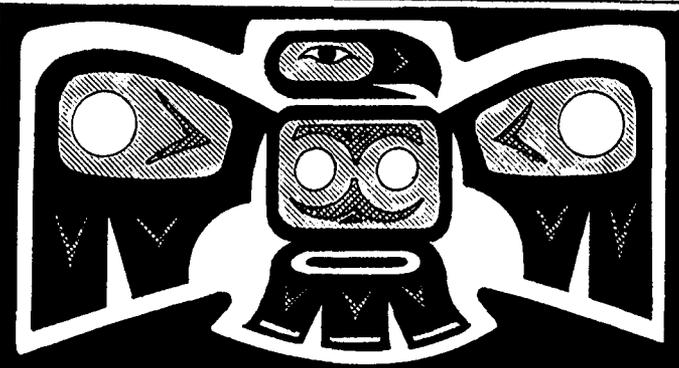
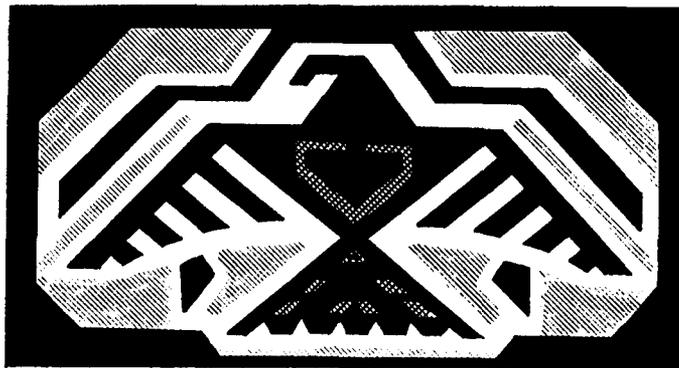
Ondi Thunderbirds —

Great Spirit NPCs and Villains

Totem: Birds of Prey, including eagles, hawks, falcons and owls.

Alignment: Any, but 15% are scrupulous, 35% are unprincipled, 25% anarchist, 10% miscreant and 15% other.

Attributes: I.Q.: 2D6+5, M.E.: 2D6+5, M.A.: 2D6+2, P.S.: 3D6+26, P.P.: 2D6+14, P.E.: 2D6+14, P.B.: 2D6+14, Spd. 2D6+14 on the ground; flying spd. 88 (60 mph/96 km). All physical attributes are supernatural and the Ondi Thunderbird can touch, grab, hold and strike even in its natural energy form — its favorite type of embodiment. It is also vulnerable to all en-



ergy attacks, magic, psionics and attacks from dragons and other creatures of magic in this energy form.

In this case, *materialization* is the above energy being in the physical world. The duration for materialization reflects the maximum amount of time the Ondi Thunderbird can remain in the physical world before having to return to the Spirit Realm.

The Thunderbird becomes an S.D.C. creature whenever it *possesses* an ordinary predatory bird. In this form, it can only use S.D.C. attacks, totem abilities and its own limited psionic and magic powers. This is the greater spirit's least favored body.

Also see natural abilities, psionics, magic and bonuses.

Hit Points: P.E. $\times 10 + 1D6 \times 10$ per level of experience.

S.D.C.: $3D6 \times 10$

Mega-Damage Creature: When on Rifts Earth or any M.D.C. environment, these Great Spirits are mega-damage creatures with M.D.C. equal to the combined hit points and S.D.C. of the animal totem **+18** — spirits in energy form have this same amount of M.D.C.

Horror Factor: 14

Size: 20-30 feet (6 to 9 m) tall; wingspread is twice that.

Weight: Not applicable to energy form.

Average Life Span: Immortal, but can be destroyed while in energy form, but damage must exceed 100 points below zero, or the spirit will recover.

Average Level of Experience: $1D4+3$; rarely higher. No experience tables are provided because spirits are NPCs and advance in experience differently than humans, taking thousands of years to go from one level to the next.

P.P.E.: $3D6 \times 10 + 30$ per level of experience.

O.C.C.: Not applicable

R.C.C. Skills: Basic Math, land navigation, track animals, track humanoids, sing, intelligence, lore: Indians (see *Rifts® New West*), and lore: demons and monsters, all at 80% **+2%** per level of experience; and magically understands all languages at 88%.

Natural Abilities: See all spectrums of light, including infrared and ultraviolet, **nightvision** two miles (3.2 km), telescopic vision (2 mile/3.2 km range), keen vision and hearing, bio-regenerate $1D4 \times 10$ points per melee round! They do not breathe air and are impervious to electricity, poisons, gases, drugs, disease, and fatigue. They take half damage from fire and all other energy attacks, including ion blasts, particle beams, and lasers (magic, magic weapons, and explosions do full damage).

Lightning Transformation: The Thunderbird can turn into a large bolt of lightning for super fast travel in which the creature moves at roughly **3,000 mph (4,800 kph)** or Mach 4.3! Maximum Distance: 500 miles (800 km) in one minute. P.P.E. cost: 50.

Lightning Dive (special): When diving, the Ondi Thunderbird becomes a great bolt of lightning and can strike the ground in a flash of light and booming thunder without inflicting damage to a single blade of grass, or intentionally inflicting $2D6 \times 10$ damage to a 10 foot (3 m) diameter; **+2** to strike. P.P.E. Cost: 10

Modulating Damage (special): The type of damage the Ondi Thunderbird inflicts will be **S.D.C./hit point** damage against S.D.C. opponents, and **M.D.** against mega-damage opponents.

Energy Being Natural Abilities: See the description in the section regarding traits common to all spirits, plus the modification noted in this description.

Psionics: Empathy, and six sensitive and two physical psionic abilities plus electro-kinesis.

I.S.P.: $2D6 \times 10$

Magic: Only a handful of spells, including blinding flash, globe of daylight, thunderclap, fear, energy disruption, energy bolt, fire bolt, fire ball, fuel flame, and call lightning.

Vulnerabilities: Iron weapons (pure iron, not alloys) do M.D.C. damage instead of S.D.C. damage to Ondi Thunderbirds. Thus an iron sword that normally does $2D6$ S.D.C. would inflict $2D6$ M.D.; iron is normally too brittle to be made into M.D.C. weapons, even vibro-knives, but iron rail gun ammunition will inflict double damage on these creatures. Note that iron rail gun rounds inflict half damage to anything else that is M.D.C. and are not commonly available.

They take half damage from fire and all other energy attacks, including ion blasts, particle beams, and lasers. Magic spells, magic weapons, missiles and explosions do full damage.

Combat: Six physical and/or psionic attacks per melee round, or two magic attacks.

Damage: As per supernatural P.S. attribute plus the following:

Claw Attacks: **+2D6** to supernatural P.S. damage.

Bite: $1D4 \times 10$ M.D./S.D.C. as is appropriate.

Bonuses: All bonuses are in addition to attribute and other bonuses: **+5** on initiative, **+2** to strike, **+2** to parry, **+5** to dodge in flight, **+4** to roll with impact, **+1** to save vs magic, and **+10** to save vs horror factor.

Allies: Other Thunderbirds and some Native American Gods, as well as Native American people in general, particularly Pure Ones and devoted Traditionalists.

Enemies: The enemies of the Thunderbird God are their enemies. They also have an eternal enmity with Ukt Water Serpents and their god and master, Uktena, all of whom are evil monsters who like to enslave, torment and devour humans. This enmity includes dragons in general, who are regarded as cunning and dangerous creatures of magic who rival the Great Spirits and even some gods. Dragons are never trusted and always disliked. They also battle the forces of evil, evil Shamans, supernatural monsters, rivals and enemies of the Native Americans.

Habitat: According to legend, Thunderbirds roost in the highest mountains of North America (particularly the Rockies) as well as in the Spirit Realm and Astral Plane. Most likely to be seen/encountered in the western US, Canada and Mexico, but can be found anywhere.



Greater Elemental Spirits

Greater Elemental Spirits are fundamentally the same as the lesser elemental spirits, only they are a bit more intelligent, can materialize into the shape of a human and are considerably more powerful. Like the other elemental spirits, they bear little resemblance to the creatures of earth, air, fire, and water known to Warlocks and most people as *True Elementals*. Unlike the alien, robot-like creatures of the elementals who find humans incomprehensible, these "spirits" understand humans well.

Greater Elementals can physically link with or **possess** any animal, tree, pond, large boulder or a pillar of stone. Once linked to the physical plane, they can speak to humans and animals in words or via telepathy, as well as use their magic and/or psionic powers.

As a **materialization**, the Greater Elemental Spirit magically creates a physical body (duration is two hours per level of the spirit's power/experience, and requires the expenditure of 20 P.P.E. per hour to maintain the materialization). The appearance of this material body can be a large animal, large bird or Native American male or female. These manifestations are totally indistinguishable from normal animals and humans, except for a unique aura of power that may be recognized by some psychics, Dog Boys, and Psi-Stalkers, but which all Elemental Shamans, Warlocks, and fellow Elemental Spirits (lesser and greater) recognize immediately.

Warlocks cannot summon Elemental "Spirits" unless they are Native Americans, but Elemental Spirits that are encountered by Warlocks will see them initially as a potential friend and ally, at least until the spirits can discover if the Warlock is evil or selfish (both are seen as dangerous). Great Elemental Spirits may be willing to help a Warlock, but they are in no way obligated to do so. Any Warlock, Shifter or Summoner who tries to enslave and command a Great Elemental Spirit is a fool who is flirting with the power of a hurricane and then some. Great Elemental Spirits act, react, and interact with Elemental Shamans as their "spirit brothers" — mortal beings who share their understanding and respect of the powers of nature and the elements. This means the Shamans are regarded as highly intelligent and friendly humans, but clearly puny and inferior by comparison.

Great Elemental Spirits — NPCs

Elemental Totem: Air, Fire, Earth & Water. Typically assume the form of a human. According to legend, there are 16 spirits of each element.

Alignment: Typically good or unprincipled, but about 5% are anarchist, 2% aberrant and 1% other evil.

Attributes for Great Elemental Spirits: All attributes are supernatural. Physical attributes are applicable only when in a *materialized* body. A materialized spirit can talk, regardless of its form. Also see psionics, magic and natural abilities.

Water: I.Q.: 15+1D6, M.E.: 14+2D4, M.A.: 11+2D6, P.S.: 24+2D6, P.P.: 14+1D4, P.E.: 20+1D6, P.B. 18+1D6, Spd.: 20+2D6

Fire: I.Q.: 13+1D6, M.E.: 12+1D6, M.A.: 12+2D6, P.S.: 22+2D6, P.P.: 18+1D6, P.E.: 19+1D4, P.B. 16+2D6, Spd.: 30+3D6

Air: I.Q.: 16+1D6, M.E.: 12+1D4, M.A.: 16+2D6, P.S.: 28+2D6, P.P.: 17+2D6, P.E.: 20+1D6, P.B. 20+2D6, Spd.: 50+2D6

Earth: I.Q.: 14+1D6, M.E.: 13+2D6, M.A.: 18+1D6, P.S.: 35+2D6, P.P.: 14+1D4, P.E.: 22+2D4, P.B. 16+1D6, Spd.: 16+1D6

Hit Points/S.D.C. (for non-M.D.C. worlds):

Fire and Air Elemental Spirits: 600 S.D.C. and 300 hit points. Water and Earth Elemental Spirits: 900 S.D.C. and 400 hit points; +6D6x10 additional S.D.C. for Great Earth Elemental Spirits.

Mega-Damage Creature: When on Rifts Earth, spirits who magically create a "materialized" body have M.D.C. equal to their combined hit points and S.D.C. — spirits in energy form have this same amount of M.D.C.

Horror Factor: 15 for all types, but only when their true nature is revealed. Typically an awe factor for most Native Americans, who consider encounters with spirits to be a blessing, not horrific or frightening.

Size: Varies by form. These spirits can appear as animals, trees, or humans.

Weight: Varies by form.

Average Life Span: Immortal, but can be destroyed while in energy form.

Average Level of Experience: 1D4+6; rarely higher. No experience tables are provided because spirits are NPCs and advance in experience differently than humans, taking thousands of years to go from one level to the next.

P.P.E.: P.E. x20 +25 per level of experience.

O.C.C.: Not applicable

R.C.C. Skills: See individual entries under Natural Abilities.

Physical Natural Abilities: All Great Elemental Spirits have the standard abilities/traits common to all spirits including energy form, materialization, and possession: human, animal, or tree (see spirit traits for details).

Bio-Regeneration: 2D4x10 M.D.C. (or hit points as the case may warrant) per minute.

Understand the language of True Elementals: Elemental spirits do not normally use the secret language of "True" Elementals, but they understand it perfectly, and can serve as translators for those who have trouble with the language themselves.

Sense Elemental Forces: The Elemental Spirit has a 01-80% chance to sense other invisible spirits, Astral beings, True Elementals, and creatures spiritually or magically linked to Elementals, including Warlocks, other Elemental Spirits, the Jinn and Spirits of Light. They will instantly recognize such creatures when they see them and will sense their presence within a 500 foot (152.2 m) radius. Native American Elemental Shamans and their elemental allegiances are instantly known to these spirits, just as the Shaman will instantly recognize the spirit and what elemental force it wields.

Summon Lesser Elemental Spirits: The greater spirits can summon one lesser elemental spirit of the same elemental totem per level of experience. Furthermore, most lesser elemen-

tal spirits consider Great Ones to be their superiors and leaders; few will defy their commands. P.P.E. Cost: 50 per each spirit summoned.

Also see magic and psionics.

Abilities Specific to each Element:

Greater Air Spirit: *Skills:* All rogue skills (except computer hacking), astronomy, navigation, land navigation, basic and advanced mathematics, chemistry, track animals, track humanoids, intelligence, surveillance: tailing, detect concealment, detect ambush, acrobatics, prowl, lore: cattle/animals (see *Rifts® New West*), lore: Indians (see *Rifts® New West*), and lore: demons and monsters, all at 80% +2% per level of experience. Magically understands and speaks all languages at 98%.

- Knows the time and direction by scanning the heavens at 88% +1% per level of experience.
- Sense wind direction, changes in wind direction, the approach of storms and atmospheric disturbances at 88% +1% per level.
- Sense impurities, smoke, fire, chemicals in the air at 82% +1% per level.
- Recognize common odors at 88% +1% per level.
- Identify scents of specific animals and people at 80% +1% per level.
- Nightvision to 6,000 ft (1828 m) and see the invisible.
- Impervious to even hurricane and tornado winds, rain, lightning, cold, disease, and toxins.

Greater Earth Spirit: *Skills:* All wilderness skills, all lore skills, botany, breeding dogs (and other animals), animal husbandry (see *Rifts® New West*), basic mathematics, holistic medicine, wilderness survival, and climb, all at 80% +2% per level of experience. Magically understands and speaks all languages at 90%.

- Recognize/identify any mineral on sight at 84% +1% per level of experience.
- Sense and identify seismic disturbances, including earthquakes, explosions, mining, or movement of heavy equipment (like troops or giant robots) in a radius of 50 miles (80.4 km) +10 miles (16 km) per level of experience at 80% +1% per level.
- Sense and predict (within 1D6×10 minutes) the coming of an earthquake, volcanic eruption or other natural disturbance in the earth's crust at 75% +1% per level of experience.
- Sense dangers in the earth or rocks, such as loose dirt/rocks, mud slides, quicksand, land mines, and creatures in burrows at 94 +2% per level.
- Suffer half damage from falls and all kinetic attacks such as punches, kicks, sword strikes, bullets, rail guns, explosions, and rock slides.
- Nightvision to 6000 ft (1828 m).
- Impervious to cold, heat, disease, and toxins. Resistant to lightning and fire (half damage).

Greater Fire Spirit: *Skills:* Land navigation, basic mathematics, interrogation, dance, sing, cook, climb, acrobatics, seduction, streetwise, lore: Indians (see *Rifts® New West*), and lore: demons and monsters, all at 80% +2% per level of experience. Magically understands and speaks all languages at 90%.



- Precisely estimate air, body and surface temperatures at 88% +1% per level of experience, as well as detect temperature changes.
- Recognize/identify the nature of any fire, including how it started, chemical composition, temperature, speed, direction, and approximate time it will take to burn itself out at 80% +1% per level of experience.
- Sense and locate any fires in a radius of 50 miles (80.4 km) +10 miles (16 km) per level of experience at 80% +1% per level.
- Sense and recognize fire hazards at 88% +1% per level.
- Infrared and **thermo-imaging** vision and can see perfectly in smoke. Range: 5000 feet (1524 m). Track via heat-signatures at 80% +1% per level of experience (-20% in temperatures of 90+ degrees Fahrenheit).
- Impervious to heat, fire (even magic and M.D. plasma), smoke, gases, and disease. Cold and water based attacks and magic do double damage.

Greater Water Spirit: Skills: Swim, boat building, pilot sail and row boats (including canoes), navigation (on water), brewing (see *Rifts® New West*), chemistry (all), lores (all), and basic and advanced math, all at 80% +2% per level of experience. Magically understands and speaks all languages at 94%.

- Knows the time and direction by scanning the heavens and tides at 87% +1% per level of experience.
- Sense the direction and speed of water currents and tides, changes in the currents and tides, and underwater disturbances at 87% +1% per level.
- Sense the approach of tidal waves, rain storms, hurricanes and atmospheric disturbances involving water at 85% +1% per level.
- Sense impurities, chemicals, poisons, and particles in the water at 80% +1% per level.
- Dowsing; same as the spell, only triple the range.
- Nightvision to 6,000 ft (1828 m) and see through fog and mist without impairment of vision.
- Impervious to ocean depths, tidal waves, lightning, cold, and disease.

Energy Being Natural Abilities: See the description in the earlier section regarding traits common to all spirits.

Psionics: All have telepathy plus the following:

Air: All psi-powers from the sensitive category plus electro-kinesis, telekinesis (super), and telekinetic force field.

Fire: Psychic purification, death trance, see aura, pyro-kinesis, bio-manipulation, hypnotic suggestion, and mind block auto-defense.

Water: All psi-powers from the healing category plus empathic transmission, mind wipe and hydro-kinesis.

Earth: All psi-powers from the physical category plus bio-manipulation, P.P.E. shield, **psi-shield**, and psi-sword.

I.S.P.: M.E. x6 +15 per level of experience.

Magic: Note that Warlock spells (and True Elementals) can be found in *Rifts® Conversion Book (one)* and (spells) in *Federation of Magic*. Greater Elemental Spirits also know how to make and activate all minor fetishes, but major fetishes are limited to the Great Body and Tattoo (all) fetishes.

Air: All Air Warlock spells, plus mystic portal.

Fire: All Fire Warlock spells, plus protection circle (superior, with flaming circle and symbols).

Water: Water Warlock spells from levels 1-5, plus close portal.

Earth: Earth Warlock spells 1-5, plus dimensional portal.

Vulnerabilities: See the description in the section regarding traits common to all spirits, plus:

Air: Double duration of effects from Temporal magic.

Fire: Double damage from magical cold and water based attacks.

Water: Double damage from M.D. and magical fire.

Earth: 50% more damage from magical water based attacks.

Combat Attacks per Melee: In energy form, the Greater Elemental Spirits can cast two magic spells or four psionic attacks, or perform four other actions/movements per melee round. Without physical form they must rely on magic and psionics.

In physical form, the spirits have five physical and/or psionic attacks/actions per melee round, plus any applicable bonuses (as noted in the previous section and below). Or two magic attacks per melee round.

Damage: As per supernatural P.S. attribute, psionics or magic.

Bonuses: All bonuses are in addition to attribute and other bonuses:

Air: +1 attack per melee round, +4 on initiative, +4 to dodge, +4 to pull punch, +1 to save vs magic, and +4 to save vs horror factor.

Fire: +2 attacks per melee round, +5 on initiative, +2 to strike, +1 to pull punch, +1 to save vs magic, and +7 to save vs horror factor.

Water: +2 on initiative, +1 to parry and dodge, +6 to pull punch, +2 to save vs magic, and +4 to save vs horror factor.

Earth: +1 attack per melee round, +1 on initiative, +1 to strike, +5 to pull punch, +10 to supernatural P.S. damage, +1 to save vs magic, and +5 to save vs horror factor.

Allies: Other spirits (lesser and greater) and some Native American Gods, as well as Native American people in general, particularly Pure Ones and devoted Traditionalists.

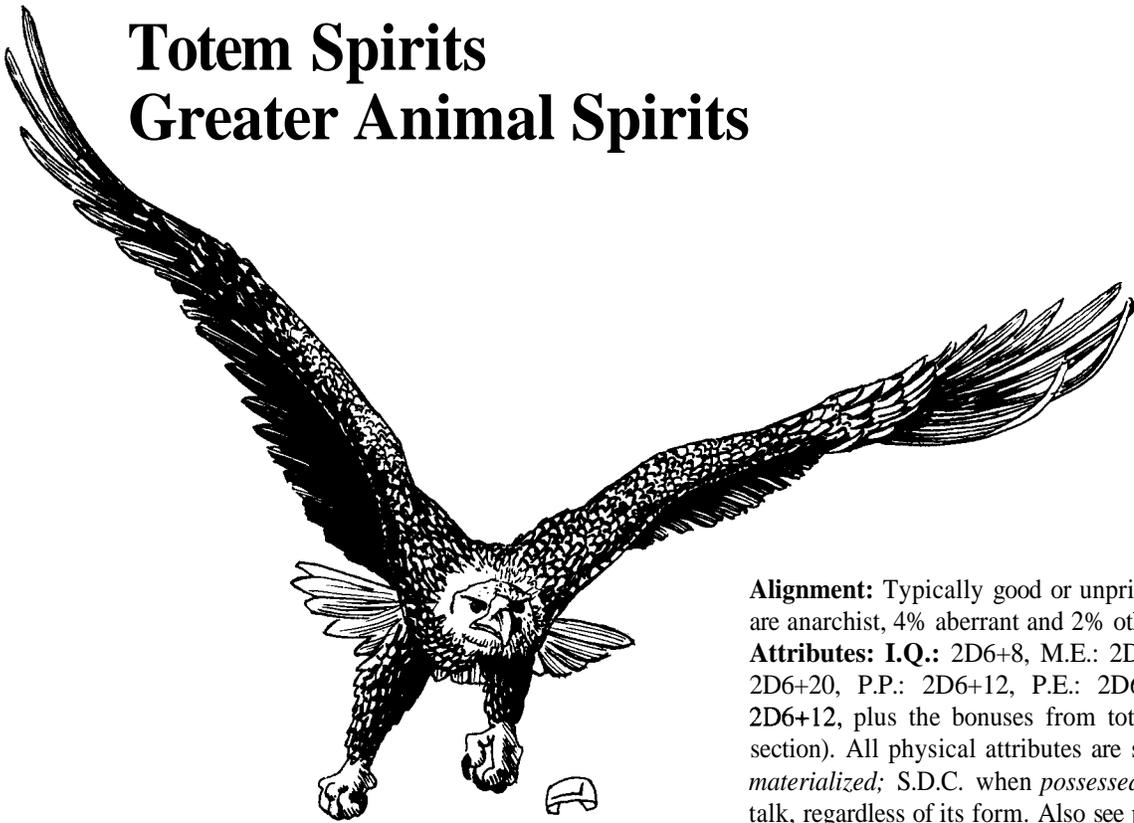
Enemies: The forces of evil, dark spirits, evil Shamans, supernatural monsters, rivals and enemies of the Native Americans.

Habitat: Anywhere in the North American continent, particularly wilderness areas and regions inhabited by Native Americans.



Totem Spirits

Greater Animal Spirits



Great Totem Spirits (also known as Protectors) are powerful versions of the Lesser Animal Spirits. According to legend, the Totem Spirits bless each Native American at birth with a small gift of spirit energy in the form of their animal totem identity and subsequent totem bonuses. Other blessings through life include plentiful game and healthy animals to hunt. They also make certain that strong, healthy animals fill the woods and grasslands on Earth and in the Spirit Realm. By using spells, possession, or materialization, the totem spirits or their helpers will send game into an area to help out the Native Americans. Some of the animals have been taken to populate the Spirit Realm and may even be returned to Earth to replace or bolster scarce game and animals on the verge of extinction (like the buffalo).

Totem spirits are the masters of fetish magic, which they learned from the Life God, and are able to pass on the knowledge to Shamans, and may give fetishes to mortal heroes, leaders and others deserving of this great blessing — typically individuals who show a great kinship or dedication to the ways of both spirits and animals. They may also serve as a messenger of a god and assigned the job of delivering a Major or Legendary Fetish to a specific individual.

Greater Totem Animal Spirits — NPCs

Animal Totem: Typically large animals (horse, buffalo, moose, etc.) and large predators (mountain lion, wolf, bear, etc.). Each Native American "Animal" Totem Spirit represents a specific type of animal, as well as the general species or family to which that animal belongs (see Lesser Animal Spirit for details). New M.D.C. animals are *not* included among available animals. There are hundreds of Great Totem Spirits who represent the *same* animals, so duplication of animals is okay. **Note:** Can use *materialization* to assume the form of their animal totem species (typically twice the normal size) or a Native American.

Alignment: Typically good or unprincipled, although about 8% are anarchist, 4% aberrant and 2% other evil.

Attributes: I.Q.: 2D6+8, M.E.: 2D6+10, M.A.: 2D6+10, P.S.: 2D6+20, P.P.: 2D6+12, P.E.: 2D6+12, P.B. 2D6+12, Spd.: 2D6+12, plus the bonuses from totem animals (see the Totem section). All physical attributes are supernatural when a body is *materialized*; S.D.C. when *possessed*. A materialized spirit can talk, regardless of its form. Also see psionics and magic.

Hit Points (for non-M.D.C. worlds): P.E. x1,000

S.D.C. (for non-M.D.C. worlds): 2D6x100

Mega-Damage Creature: When on Rifts Earth, spirits who magically create a "materialized" body have M.D.C. equal to their combined hit points and S.D.C. — spirits in energy form have this same amount of M.D.C.

Horror Factor: Typically reflects the H.F. of their animal totem +3 for being recognized as a spirit or magical animal. Typically an awe factor for most Native Americans, who consider encounters with spirits to be a blessing, not horrific or frightening.

Size: Twice as big as the normal totem animal.

Weight: Twice that of the normal totem animal.

Average Life Span: Immortal, but can be destroyed while in energy form.

Average Level of Experience: 1D4+6; rarely higher. No experience tables are provided because spirits are NPCs and advance in experience differently than humans, taking thousands of years to go from one level to the next.

P.P.E.: 3D6x100 +100 per level of experience.

O.C.C.: Not applicable

R.C.C. Skills: All Wilderness and Cowboy skills, all lore skills, plus basic math, track humanoids, dance, sing, intelligence, prowl, and climb, all at 80% +2% per level of experience; and magically understands and speaks all languages at 90%.

Physical Natural Abilities: The basic natural abilities of the spirit's totem animal/species whenever an animal is *possessed*, plus nightvision 2000 feet (610 m) and can leap 50% farther.

Materialization Modifications: When it *materializes* itself into a particular type of animal (including humans), its body will look like a large or giant version of that animal (50% to 100% larger than normal). In the case of a human form, the body typically looks Native American (male or female) and can be average sized or as large as 9 feet (2.7 m) tall!

Additional abilities of the materialized form: See the invisible, thermal vision 2,000 feet (610 m; can see infrared and heat signatures), shapechange into different types and sizes of animals of the same species, impervious to heat, cold and disease, bio-regenerates 1D4×10 M.D.C. per melee round, and all special abilities listed under their species in the Native American Totems section at double the listed ranges, damage (including claw and bite damages), and rate of operation. Totem spirits can speak and thus cast spells in their animal forms.

Summon Lesser Animal Spirits: The Totem Spirit can summon one lesser Animal Spirit of *any* animal totem or two from his own Totem species per level of experience. Furthermore, most lesser spirits consider Totem Spirits to be their superiors and leaders; few will defy their commands. P.P.E. Cost: 60 per each spirit summoned.

Also see magic and psionics.

Psionics: All healing and sensitive psionic abilities plus the super psionic abilities of Group Mind Block and one additional super ability per every two levels of experience.

I.S.P.: M.E. x3 +15 per level of experience.

Magic: Knows spells from levels 1-5 (see *Rifts®* RPG, page 167), plus escape, swim as a fish (superior), fly as the eagle, cure illness, mask of deceit, reduce self, dispel magic barrier, locate, dowsing, purification (food and water), familiar link and 1D4+6 spells selected from any categories of *Shamantic* magic (as described in this book).

Totem Spirits can also create and dispense lesser and major fetishes. Gifts of fetishes are made very sparingly, rarely more than 10-16 minor and 4-6 major in a year.

Vulnerabilities: See the description in the section regarding traits common to all spirits, plus the fire of *elemental* magic (i.e. cast by an Elemental Spirit, True Elemental, Elemental Shaman, Warlock or god with an elemental totem) does double damage.

Combat Attacks per Melee: In energy form, the Totem spirit can cast two magic spells or five psionic attacks, or perform five other actions/movements per melee round. Without physical form they must rely on magic and psionics.

In physical form, the Totem spirit has six physical and/or psionic attacks per round, or can cast two magic attacks. The number of attacks may be increased by totem animal bonuses and those below.

Damage: As per supernatural P.S. attribute.

Bite is equal to the supernatural damage of a punch.

Bonuses: All bonuses are in addition to attribute and Totem bonuses: +4 on initiative, +1 to strike, parry, and dodge, +6 to pull punch, +1 to save vs magic, +6 vs poisons/toxins, and +8 to save vs horror factor. Predatory animals also get +1 attack per melee round.

Allies: Other spirits (lesser and greater) and some Native American Gods, as well as Native American people in general, particularly Pure Ones and devoted Traditionalists.

Enemies: The forces of evil, dark spirits, evil Shamans, supernatural monsters, rivals and enemies of the Native Americans.

Habitat: Anywhere on the North American continent, particularly wilderness areas and regions inhabited by Native Americans.

Greater Tree Spirits

These powerful greater spirits are much less active than those of the animal totems and are the least involved in the affairs of humans — preferring to remain in isolation, or at least away from large gatherings of people. Tree spirits will come when summoned with the proper spell or when called upon by the gods, but they are more likely to appear when the woodland they have adopted as their home is threatened. They may also secretly or subtly intervene to protect a favored animal, lost adventurers, children and the mentally handicapped. Otherwise, they are seldom encountered by mortals. When these Great Spirits do make an appearance, it is rarely by happenstance, thus Native Americans take heed when a Tree Spirit reveals itself to them.

Tree Spirits can possess any type of plant from a tulip to a giant Redwood tree, but they can also *materialize* into the form of a tree or a *humanoid* (not always a Native American or even human). As sentinels of the forest, Tree Spirits often adopt a wilderness area (typically 100-300 square miles/160 to 480 km), whether it be a woodland, mountain forest, field of flowers, or prairie. To be close to nature, a Great Spirit will usually *possess* a large tree and use its powers to nurture and protect the area of its domain. They are careful not to disrupt or interfere with the Circle of Life, and usually get out of the way of human expansion. When civilization encroaches on their wilderness domain, the Spirits depart, although some will secretly remain among the trees of a park or preserve.

Tree Spirits hate to see reckless and wanton destruction of the precious forests and wilderness, but they rarely do anything extreme to prevent it. A typical ploy is to assume a humanoid form and make an appearance to plead the proper conservation or protection of a particular area. The Tree Spirit may also use its magic to cause delays, trouble and perhaps even rumors about the area being haunted or protected by spirits or gods in order to keep it from destruction. However, if the humans (or D-bees) continue on their path, the Spirits will sadly watch and then depart —literally for greener pastures. It is important to note that Tree Spirits don't hold any ill feelings for hunters, gatherers of food and even fairly large groups of people living in or near its forest, provided these people show the forest and land respect and compassion. Thus, if these people use conservation (take only what they need, replant, protect rare and precious species, etc.) and try to live in harmony with their surroundings, the Spirits are content. In fact, many will even adopt the humans as valued members of their *domain/territory*, and protect them along with the lesser animals and plants.

The only time the Great Tree Spirits make an unmistakable appearance is when evil, supernatural forces, necromancers or other powerful forces of death and destruction threaten their wilderness domain. But even under such dire circumstances, the Tree Spirits tend to be subtle. A passing hero may be approached by an ancient elder, fellow warrior, beautiful maiden, or innocent looking child (with uncommon wisdom and knowledge) who will warn of, or ask for help from, the forces of evil brewing in the forest. Likewise, the Greater Spirit may use its powers from behind the scenes to inform, help, heal and protect those who fight to save its forest and/or the people who live in harmony within it.



Tree Spirits — NPC Greater Spirits

Also known as Forest Guardians.

Plant Totem: There are three general categories for Plant Totems: trees, shrubs/bushes, and plants (smaller types of vegetation such as flowers and vines). As their name would suggest, "Tree Spirits" typically possess or *materialize* as "trees," with most lesser plant spirits restricted to shrubs/bushes and small plants, flowers and vines. However, the Great Spirits may possess any plant regardless of size, it's just that they prefer long-lived trees. Each Great Spirit represents a specific type of tree, as well as the general species or family to which that tree belongs.

Alignment: Typically good or unprincipled, although about 4% are anarchist, 4% aberrant and 1% other evil alignments.

Attributes: I.Q.: 2D6+8, M.E.: 2D6+12, M.A.: 2D6+8, P.S.: 3D6+30, P.P.: 2D6+10, P.E.: 2D6+20, P.B. 3D6+12, Spd.: 2D6+8 when in humanoid form. All physical attributes are supernatural when a physical body is *materialized*; S.D.C. when *possessed* — although many trees are light M.D.C. structures! A mature tree will have 3D4x100 S.D.C. or the equivalent of 3 to 12 M.D.C., while an ancient tree will have an additional 1D4x1000 S.D.C., the equivalent of 10 to 40 M.D.C. A materialized spirit can talk, regardless of its form (can be tree or humanoid). Also see psionics and magic.

Hit Points (for non-M.D.C. worlds): P.E. x1,000

S.D.C. (for non-M.D.C. worlds): 1D6x1,000

Mega-Damage Creature: When on Rifts Earth, Great Spirits who magically create a "materialized" body have M.D.C.

equal to their combined hit points and S.D.C. — spirits in energy form have this same amount of M.D.C.

Armor Rating: An A.R. is suitable to most vegetation: A.R. 4 for small plants and flowers, A.R. 7 for bushes/shrubs and vines, A.R. 8 for large bushes, sprawling networks of vines and saplings, A.R. 9 for small trees, and A.R. 10-12 for large trees, depending on the type of tree and wood.

Horror Factor: 14, but only when its true identity as a Great Spirit is revealed, otherwise it appears as a majestic tree or attractive human or D-bee. Most Native Americans consider spirit encounters to be a blessing, so they look at the spirit in awe rather than horror.

Size: Varies with the form assumed.

Weight: Varies from pounds to tons depending on the form it assumes.

Average Life Span: Immortal, but can be destroyed while in energy form.

Average Level of Experience: 1D4+8; rarely higher. No experience tables are provided because spirits are NPCs and advance in experience differently than humans, taking thousands of years to go from one level to the next.

P.P.E.: 3D6x100 +100 per level of experience.

O.C.C.: Not applicable.

R.C.C. Skills: All lore, basic math, astronomy, navigation, identify plants and fruits, botany, preserve food, camouflage, carpentry, boat building, whittling/sculpture, trap/mine detection, detect ambush, detect concealment, wilderness sur-

vival, holistic medicine, brewing, cooking, and horsemanship: general and exotic animals, all at 80% +1% per level of experience, and magically understands and speaks all languages at 90%.

Physical Natural Abilities: The usual spirit abilities plus:

- Knows the time and direction by scanning the heavens at 80% +1% per level of experience.
- Sense wind direction, changes in wind direction, and the approach of storms and atmospheric disturbances at 74% +1% per level.
- Recognize/identify any mineral on sight at 70% +1% per level of experience.
- Sense and identify seismic disturbances, including earthquakes, explosions, mining, or movement of heavy equipment (like troops or giant robots) in a radius of 50 miles (80.4 km) +10 miles (16 km) per level of experience at 50% +1% per level.
- Bio-Regeneration: 1D4×10 M.D.C. (or hit points as the case may warrant) per minute.
- Nightvision to 600 ft (183 m).
- Impervious to disease and cold. Resistant to heat and poison (half damage).
- Understand the language of True Elementals: Tree Spirits do not normally use the secret language of "True" Elementals, but they understand it well, and can serve as translators for those who have trouble with the language themselves. 70% +1% per level of experience.

Materialization into a Tree (special): A materialized spirit can talk and move even in the form of a tree! It can move its branches as limbs/arms and hands as if animated (+4 attacks/actions per melee round and +6 to parry), and even pull itself along at a slow pace; speed attribute of six. This materialized body can be maintained for 10 hours per level of experience at a P.P.E. cost of 20 per each 10 hour period, and is an M.D.C. structure capable of withstanding immense damage. Note: Can materialize into a tree or any humanoid form — Native American tends to be an old favorite, but they can assume the appearance of any human-shaped mortal creature.

Possession Note (special): Trees that are possessed can move as if animated (+2 attacks/actions per melee round, +4 to parry) but cannot uproot themselves to walk. The presence of the Great Spirit also temporarily adds 2D4×1000 S.D.C. (the equivalent of 20 to 80 M.D.C.) to the tree.

Also see psionics and magic.

Energy Being Natural Abilities: See the description in the section regarding traits common to all spirits.

Psionics: All healing and sensitive psionic abilities plus the super psionic abilities of Group Mind Block and Mind Block Auto-Defense.

Natural Telepath (special): The Great Tree Spirit can use telepathy without limit and without the expenditure of I.S.P.; range is a one mile (1.6 km) radius.

I.S.P.: M.E. ×10 plus 25 per level of experience.

Magic: Knows all Shaman plant spells, all Earth elemental spells from level 1-3, and all conventional spells from levels 1-4.

Fetish creation is limited to the minor Damage Fetish and the major, Supernatural Damage Fetish.

Vulnerabilities: Fire and electricity/lightning do double damage.

Combat Attacks per Melee: In energy form, the Great Spirit can cast two magic spells or perform four psionic attacks, or four other actions/movements per melee round. Without physical form they must rely on magic and psionics.

In physical humanoid form, the Tree Spirit has the four attacks/actions per melee — the tree materialization or possession provides attack bonuses, see natural abilities above.

Damage: As per supernatural P.S. attribute, psionics or magic.

Bonuses: All bonuses are in addition to attribute and other bonuses: +2 on initiative, +3 to pull punch, +1 to save vs psionics, +2 to save vs magic, and +6 to save vs horror factor.

Allies: Other spirits (lesser and greater) and some Native American Gods, as well as Native American people in general, particularly Pure Ones and devoted Traditionalists.

Enemies: The forces of evil, dark spirits, evil Shamans, supernatural monsters, rivals and enemies of the Native Americans.

Habitat: Anywhere in the North American continent, particularly wilderness areas and regions inhabited by Native Americans.

Old Flame Dancing

Great Fire Elemental Spirit

According to legend, Old Flame Dancing is the provider of fire, and said to be a son of Bright Sky, the Sun God, but other varied origins are also attributed to him. He prefers to appear to mortals in the guise of a giant fiery snake (40 ft/12.2 m long), or as a towering flaming humanoid (20-30 ft/6 to 9 m tall), but may also appear as an ordinary human or Copperhead Rattlesnake. Old Flame Dancing is said to bless the Native Americans with the fire they need for cooking, warmth, combat, destruction, and cleansing. He is also said to have taught the ancient California Indians how to control the burning of the volatile brush to avoid catastrophic, uncontrolled natural fires.

Old Flame Dancing is as flashy and voracious as his name might suggest. He always arrives and leaves in a spectacle of fire that can cover 60 to 80 feet (18.3 to 24.4 m), although the surroundings are rarely more than singed in the dramatic display.

Old Flame Dancing "is" the essence of fire, which means he is often consumed with goals and/or strong emotions. This means he will tackle a problem with relentless, fiery intensity. In combat he never gives up until his foes are vanquished or he is spent —burnt out. He is a good tactician and skilled at fanning the flames of dissension and unrest as well as desires for freedom, justice and revenge. This means he can often rekindle the emotions of people to get them to rise up and attack from fronts the enemy thought were extinguished. On the down side, his love, anger and vengeance burns hot, but often dies down quickly and is soon forgotten when replaced by some new emotions, idea, person or adventure. However, those who earn Old Flame Dancing's true enmity will have him as an enemy for all eternity.

Old Flame Dancing's generosity and friendship burns with the same intensity as all his other emotions and actions. Entire

villages will be adopted if he finds a single warrior deserving of his attention. Females who attract him are showered with attention and constantly helped, but never smothered — Old Flame Dancing takes great pain not to smother anybody or anything he cares for.

The ancient, god-like spirit spends a good deal of time on Earth and is attracted to the human spirit and the intensity of their emotions and dreams. He is especially fond of Native Americans who have long accepted him as a Great Spirit, but he does not support war with the whites and nonhumans. This means he does not instigate or encourage racial division of any kind, and often champions the causes of non-Indian people, including D-bees. That having been said, his first allegiance is to the Native Americans, so he will lead war parties to avenge wrongs committed against his most favored people. Old Flame Dancing's position on racial unity also makes the Coalition States and other human supremacists (who reject the Traditionalists and magic users as impure and targets for extermination) his mortal enemies. However, even in this case, the Old Flame does not incite war, but supports strong defenses, brutal retribution and a campaign of subversion (his specialty).

Old Flame Dancing — Great Spirit NPC

Note: Old Flame Dancing is not merely an Elemental Spirit. He borders on the level of godhood, except he cares little about worshippers and other worlds. He gets his name from his indomitable, burning spirit and kindred traits of fire, as well as his use and mastery over fire. You might say fire has become his trademark.

Alignment: Unprincipled

Totem: Snakes and fire.

Attributes: I.Q.: 22, M.E.: 25, M.A.: 21, P.S.: 40, P.P.: 27, P.E.: 28, P.B. 20, Spd.: 88 (60 mph/96 km). All physical attributes are supernatural.

Hit Points (for non-M.D.C. worlds): 7,700

S.D.C.: 6,200

Mega-Damage Creature: When on Rifts Earth, Great Spirits who magically create a "materialized" body have M.D.C. equal to their combined hit points and S.D.C. — spirits in energy form have this same amount of M.D.C.

Armor Rating (for non-M.D.C. worlds): 16

Size: Either a 25 ft (7.5 m) tall humanoid or a 40 ft (12 m) snake, both covered in flames.

Weight: 2,000 lb.

Horror Factor: 17

Experience Level: Equivalent to an 18th level Elemental Shaman (Fire) and 10th level Military Specialist.

Average Life Span: Immortal, but can be destroyed while in energy form.

P.P.E.: 3690

O.C.C.: Not applicable

R.C.C. Skills: All skills from the categories of Espionage and Wilderness at 92%, plus all lore skills, basic and advanced math, chemistry, streetwise, pick locks, concealment, radio: basic, W.P. energy rifle (10th level; loves plasma weapons), W.P. energy heavy (10th level), seduction, interrogation, **cardsharp**, find contraband, recognize weapon quality, military fortifications, horsemanship: cowboy, and brewing, all at 88% (the last eight skills can be found in **Rifts® New West™**). Magically understands and speaks all languages at 98%.



Natural Abilities: Nightvision 2,000 feet (610 m), bio-regeneration of 1D6×10 points of damage per melee round (S.D.C./H.P. or M.D.C. as the case may be), and the ability to fly at speeds up to 200 mph (320 km). Impervious to heat and fire (even magic and M.D. plasma), smoke, gases, and disease. Plus these special abilities:

Materialization Notes (special): As noted earlier, Old Flame Dancing can materialize into an ordinary looking Copperhead Rattlesnake, a human (any race), or a giant flaming human or giant flaming snake. In the latter two cases, Old Flame Dancing has complete control of his flames and does not burn or set on fire anything he doesn't want to. He can talk, fight, use psionics, and cast spells in any of these forms. Any of these materialized bodies can be maintained for 24 hours per level of experience at a P.P.E. cost of 50 per day, and is an M.D.C. structure capable of withstanding immense damage.

Fire Damage Bonuses in Fire Snake or Giant form: 3D6 from punches, kicks, head butts and tail swipes; Fiery snake bite does 4D6 extra damage (M.D. or S.D.C. as the situation/opponent warrants). Like most spirits, whether the damage inflicted is S.D.C./H.P. or mega-damage depends on his opponent; M.D. foes take M.D. damage, mortal hit point and S.D.C. creatures take S.D.C. damage.

Possession Note (special): Old Flame Dancing can take possession of any snake (Rattlers are favorites) or humans. Possession of willing or comatose humans is automatic, but humans who resist possession in the slightest way are impervious to the Great Spirit. The presence of the Great Spirit also temporarily adds 1D6×1000 S.D.C. (the equivalent of 10 to 60 M.D.C.) to the creature he is possessing.

Summon "True" Fire Elementals (special): The Great Spirit can summon one *True Lesser Elemental* (see **Rifts@ Conversion Book One** for details about these beings) per every other level of experience as a Shaman (9 total). Success Ratio: 65% for lesser/minor Elementals and 30% to summon a Greater Elemental. P.P.E. Cost: 100 per each elemental summoned.

Summon Lesser Elemental "Spirits" (special): Old Flame Dancing can also summon one *Lesser Elemental Spirit* (as described in this book) per level of experience (18 total) as a Shaman. Furthermore, most lesser elemental spirits consider this ancient Great Spirit to be their superior and few will question or defy him. Success Ratio: 90% for Lesser Elemental Spirit and 50% to summon a Greater Elemental Spirit. P.P.E. Cost: 70 per each spirit summoned.

Thermal Optics and Sensors (special): The Great Spirit can see the infrared and heat signatures, and can see perfectly in smoke. Range: 5000 feet (1524 m). Track via heat-signatures at 70% +1% per level of experience (-20% in temperatures of 90+ degrees Fahrenheit).

Also see psionics and magic.

Energy Being Natural Abilities: See the description in the section regarding traits common to all spirits.

Psionics: All physical and super psionics, plus:

Mega-Pyrokinesis (special): Fundamentally the same as the super psionic ability, but all aspects are increased to six times normal, including range, damage and area of effect.

I.S.P.: 651

Magic: Knows all Warlock fire spells and all Shamantic Magic, plus negate magic, transference, mystic portal, close Rift, and dimensional portal. Spell strength is 16.

The Great Spirit can also create all lesser and major fetishes, plus the Legendary Serpent Fetish.

Vulnerabilities: Cold and water based attacks and magic do double damage.

Old Flame Dancing's intensity of emotion and tendency to rush to action often leads to trouble. They also tend to blind him to alternatives and the broader scope of events unfolding. Another weakness is food and alcohol, which he consumes to excess, as well as parties and festivals which he throws himself into and which consume his complete and total attention (making him, other people, places and secrets vulnerable to intruders, thieves, assassins and entire armies lurking in the shadows). Women can have a similar effect on him, although it is he who is known to be a seducer. Arguably, Old Flame Dancing's greatest weakness is his commitment to a person, people or cause, for he will not desert a friend or ally and often fights for causes best left to extinguish far longer than he should.

Combat Attacks per Melee: In energy form, the Great Spirit can cast two magic spells or perform six psionic attacks, or six other actions/attacks per melee round. Without physical form he must rely on magic and psionics.

In physical form, Old Flame Dancing has eight physical and/or psionic attacks/actions per melee round or two by magic.

Damage: As per supernatural P.S. attribute, psionics or magic.

Bonuses: These are the total bonuses, including attribute, O.C.C. and others: +7 on initiative, +9 to strike, +14 to parry, +14 to dodge, +4 to roll with impact, +25 to S.D.C. damage, critical strike from behind on 18 or higher, knockout from behind on 18 or higher, death blow on 18 or higher, paired weapons, +6 to save vs horror factor, +10 to save vs magic, +12 vs magic illusions, +5 to save vs psionic attacks and +7 to save vs poison.

Allies: Other spirits (lesser and greater) and some Native American Gods, as well as Native American people in general, particularly Pure Ones and devoted Traditionalists.

Enemies: The forces of evil, dark spirits, evil Shamans, supernatural monsters, rivals and enemies of the Native Americans.

Habitat: Anywhere in the North American continent, particularly wilderness areas and regions inhabited by Native Americans.

According to legend, he lives in a well appointed cliff dwelling with a number of modern conveniences, on the slope of the only volcano in the Spirit Realm (it is not active, but serves as a self-destruct mechanism for the realm, should it somehow be invaded); however, those that he gives audience to will meet him in a deep cave, glowing with heat, within the same mountain. Those not protected from normal heat/fires suffer 2D6 points of damage per round they are inside, but Old Flame Dancing may provide the needed protection if the person can not (or he may require they Quest for it to get the audience).



Ever Tide

Great Water Elemental Spirit

Ever Tide is the symbol of water, fluidity, change and chaos. Like the waters he controls, he is always moving, active, and relentless. He rarely ever stays still or stays allied to any one person, group or ideal. He seizes every opportunity he can to handle things personally. Even when he is calm, there is always something churning within him, be it an idea, a restrained action, or hidden anger. When Ever Tide's anger boils over, it is often a frightening thing. He is as relentless as the waters flowing down a river or pouring down from the heavens, and will pound and wear down (erode) his opponents until they relent. His assaults will vary from bouts of powerful, rapid attacks to almost imperceptible, but constant tactics that wear away at even the strongest of opponents. If an enemy can withstand his sustained anger, Ever Tide will eventually leave him be out of boredom, and like the flow of a great river, he will turn his energies elsewhere.

Ever Tide symbolizes both fluidity/adaptability and change through violence. He despises weakness and respects decisiveness (right or wrong), strength and raw power. Thus, the great crocodile enjoys the anarchy and struggle to survive when relentless rains flood a valley or rivers overflow to create havoc for those who live nearby. His usually calm, even tempered demeanor can change without warning and become deadly — like a flash flood that suddenly appears and sweeps all in its path toward oblivion. Ever Tide can also be cruel and vindictive, some-

times engaging in torture to extract information or revenge. The foul tempered and volatile creature can experience great changes in alliances and attitudes as well. Like an ocean tide, he can follow one direction (good or evil) and then completely reverse (and often redeem) himself. These mood swings (one might argue alignment swings; unprincipled to miscreant, to anarchist) can last days, years or centuries, and have placed the great and terrible spirit on the side of good and evil many times. Often his actions are motivated by a sense of morbid or cruel curiosity and sadistic pleasure; he enjoys watching others scramble, suffer and overcome strife. He often puts turmoil into action just for the entertainment value as he sits back as a spectator to watch events unfold.

It is important to note that Ever Tide is *rarely* the epitome of good (typically anarchist or unprincipled) nor absolute, maniacal evil (typically anarchist or miscreant). He tends to be self-serving, untrustworthy, fickle and loves chaos, doing things just because they struck him at the moment. He engages in sudden, unexpected acts of violence and cruelty one minute and kindness and generosity the very next. Modern psychologists might call Ever Tide schizophrenic, or a split personality, but the adaptable and ever changing monster sees his actions only as a reflection of his (terrible) nature. Thus, Ever Tide is both the friend and enemy of mortal man, and ally and enemy to the Great Spirits and gods.

On the rare occasions that Ever Tide appears to mortals, he will more often than not take the form of a large, but ordinary looking crocodile ... seemingly ordinary, at least, until it speaks or casts magic. In situations where a human form is necessary,

this elemental spirit has no set appearance or racial preference. Its guise changes each time he assumes it, and may even change subtly while he is maintaining it. Humans, **Psi-Stalkers**, Simvan and all manner of **humanoid** appearance have been used by the creature. This is, in part, because he is a creature of chaos and has no allegiance with any one life form. However, Ever Tide's favorite materialization is that of a 150 foot (45.7 m) long, 30 foot (9 m) tall crocodile composed entirely of water (described under natural abilities).

Ever Tide — NPC Great Spirit

Totem: Water and chaos.

Alignment: Anarchist in the sense of chaos, change and contradiction.

Attributes: I.Q.: 18, M.E.: 25, M.A.: 20, P.S.: 70, P.P.: 24, P.E.: 28, P.B.: 20, Spd.: 30 All physical attributes are supernatural.

Hit Points (for non-M.D.C. worlds): 9,800

S.D.C.: 9,000

Mega-Damage Creature: When on Rifts Earth, Great Spirits who magically create a "materialized" body have M.D.C. equal to their combined hit points and S.D.C. — spirits in energy form have this same amount of M.D.C.

Armor Rating (for non-M.D.C. worlds): 17

Size: Varies with his chosen form: human-sized, a 30 foot (9 m) crocodile or a 150 foot (45.7 m) long and 30 foot (9 m) tall crocodile seemingly made of crystal clear water.

Weight: 10 tons as water crocodile, half a ton as normal-looking crocodile, and 100-200 pounds (45 to 90 kg) as a human.

Horror/Awe Factor: 18

Experience Level: Equivalent to an 17th level Elemental Shaman (water) and 10th level Water Warlock.

Average Life Span: Immortal, but can be destroyed while in energy form.

P.P.E.: 3200

O.C.C.: Not applicable.

R.C.C. Skills: All skills from the categories of Wilderness and Rogue and swim at 94%, plus all lore skills, track humanoids, climb, holistic medicine, prowl, and camouflage at 80%. Magically understands and speaks all languages at 90%.

Natural Abilities: Nightvision 6,000 feet (1828 m), bio-regeneration of 1D6×10 points of damage per melee round (S.D.C./H.P. or M.D.C. as the case may be), and the ability to travel through cracks and openings like water and travelling underwater at speeds up to 200 mph (320 km), but only when in energy or water form. Impervious to disease, normal cold, and ocean depths, and electricity does half damage. Plus these special abilities:

Water Speak (special): Ever Tide can commune with water to know the following: Recognize/identify any chemicals, minerals or substances in the water, sense and identify disturbances in the water (including earthquakes, explosions, mining, or movement of more than 10 sea vessels) in a radius of 200 miles (320 km) at 90%.

Sense and predict (within 1D6×10 minutes) the coming of tidal waves, storms, fog, underwater volcanic eruptions and other natural disturbances in the water at 80%.

Materialization Notes (special): Available forms: Giant water crocodile, any aquatic reptile, and human. He can talk, fight, use psionics, and cast spells in any of his materialized forms. Any of these materialized bodies can be maintained

for 12 hours per level of experience at a P.P.E. cost of 100 per day, and is an M.D.C. structure capable of withstanding immense damage.

Towering Crocodile made of Water: Ever Tide's preferred form is that of a humongous crocodile completely composed of water as if contained in a giant glass shell or force field (magical spirit embodiment/materialization). The terrible monster is bigger than a house and capable of mowing down average-sized trees and swallowing hovercycles, small vehicles and Glitter Boys whole! The unnatural water being is impervious to projectile weapons but takes double damage from mega-damage and/or magical fire. Most other spells, including cold and electrical based ones, do normal damage. Restraining magic like Carpet of Adhesion and Magic Net are ineffective, as are mundane restraints like nets, lassoes, chains, cages and fences. Because the Great Spirit is the embodiment of water, it can ooze through any structure that is not solid and airtight! It can even flow under doors and through tiny cracks and openings to reform as the gigantic monster on the other side. Furthermore, S.D.C. structures shatter or fall like toothpicks against the incredible weight and power of Ever Tide! Only airtight, mega-damage (or magical) enclosures can stop or contain the water creature.

Damage as the Water Crocodile: His bite does 2D4x10 (M.D. or S.D.C./H.P. depending on the environment) and a tail slash 2D6x10! Despite the fact that the monstrous spirit is made of water, its body is incredibly heavy and surprisingly solid when it attacks, inflicting mega-damage with its bite, tail slap, head butt or pawing strike of its arms. In the water, the creature is effectively invisible (treat it as if under an Invisibility: Simple spell).

Possession Note (special): Ever Tide can take possession of all aquatic reptiles including alligators, caiman, crocodiles, sea iguanas, etc., but not humans. The presence of the Great Spirit temporarily adds 1D6×1000 S.D.C. (the equivalent of 10 to 60 M.D.C.) to the creature he is possessing and doubles its natural swimming speed.

Summon "True" Water Elementals (special): The Great Spirit can summon one *True Lesser Elemental* (see **Rifts® Conversion Book One** for details about these beings) per every other level of experience as a Shaman (8 total). Success Ratio: 70% for lesser/minor; cannot summon Greater Elementals. P.P.E. Cost: 100 per each elemental summoned.

Summon Lesser Elemental "Spirits" (special): Ever Tide can also summon one *Lesser Elemental Spirit* (as described in this book) per every three levels of experience (5 total) as a Shaman. Most lesser elemental spirits fear and dislike this ancient force of chaos and obey out of intimidation. If sent against the forces of good, these spirits will usually try to warn them of the danger they represent or even try to trick or betray Ever Tide, however, such actions will see the monster punish and even destroy those who defy him. Success Ratio: 60% for Lesser Elemental Spirit; cannot summon Greater Elemental Spirits. P.P.E. Cost: 100 per each spirit summoned. Also see psionics and magic.

Psionics: All sensitive abilities plus hydrokinesis (triple range and duration, double damage), electrokinesis (double range), and bio-manipulation.

I.S.P.: 500

Magic: Knows all water Warlock magic (10th level) and conventional spells from levels 1-8, plus water to wine, banishment, time hole, close Rift, and Dimensional Portal.

The Great Spirit can also create all lesser fetishes and the following major fetishes: Great Tracking and Great Tooth & Claw.

Vulnerabilities: Mega-damage energy blasts, heat, fire and magic heat, and explosions do double damage. Ever Tide's unpredictable actions and responses makes him as dangerous to himself as he is to others. He also loves to drink and debauch.

Combat Attacks per Melee: In energy form, the Great Spirit can cast two magic spells or perform five psionic attacks, or five other actions/attacks per melee round. Without physical form he must rely on magic and psionics.

In physical form, Ever Tide has six physical and/or psionic attacks/actions per melee round or two by magic.

Bonuses: These are the total bonuses, including attribute, O.C.C. and others: +4 on initiative, +6 to strike, +8 to parry, +6 to dodge, +4 to roll with impact or fall, critical strike on 18 or higher, knockout on 18 or higher, death blow, paired weapons, leap attack, +10 to save vs horror factor, +10 to save vs magic, spell strength of 16, +5 to save vs psionics, and +7 to save vs poison.

Allies & Enemies: Ever Tide makes many temporary alliances with both good and evil, human and demonic, depending on his current demeanor and goals. He has also earned a good number of enemies. His reputation is such that most characters should know what they are getting into and be prepared for the worst. The *Splugorth* of Atlantis are one of Ever Tide's regular allies and business associates — *Splynncryth* is clever and cunning enough to prey on Ever Tide's erratic behavior and chaotic nature to work to his advantage. Another is the Great Dark Spirit, *Uktena*.

Habitat: Anywhere on the North American continent and Atlantis. Ever Tide is said to make his home in the ocean that borders one side of the Spirit Realm, but he also maintains smaller (vacation) homes in the Great Lakes on Earth and can, occasionally, be encountered in the large deep lakes of Canada, the Mississippi, the Gulf of Mexico and the island continent of Atlantis.

Standing Mountain

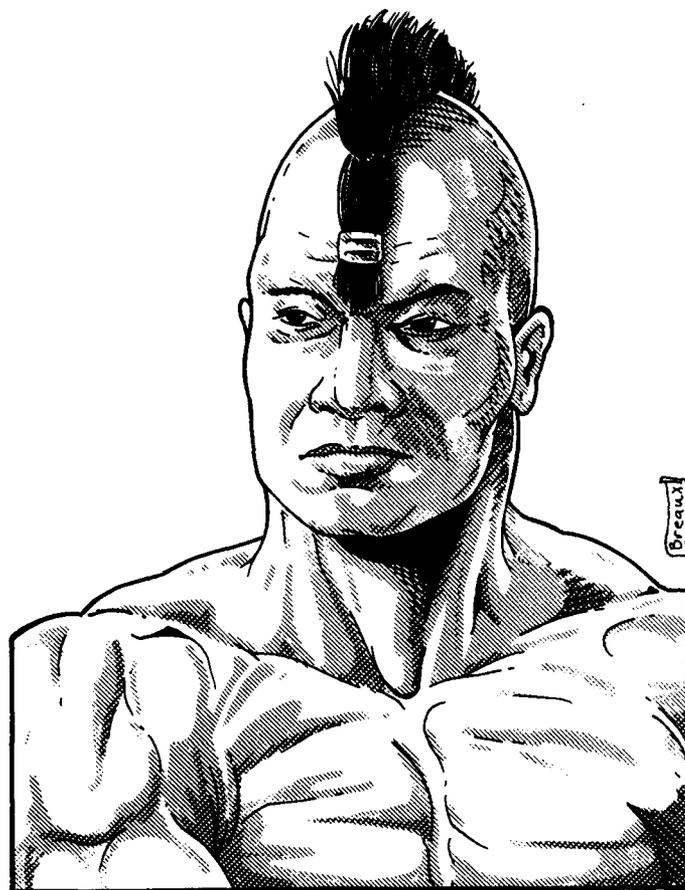
Great Earth Elemental Spirit

Standing Mountain is the master of the earth element, including rock and sand. Unlike *Spider Woman*, who lives in the Earth and is an influence on the world around us, Standing Mountain is the Great Spirit of the soil itself. He spends much of his time in the great caves and cliff dwellings that form his home in the Spirit Realm. According to legend, when he dances, his footfalls can shake the ground, and those dances are often used to send earthquakes to punish those who anger the gods.

Standing Mountain is as stoic as the rock he is named after, thus he is difficult to anger and shows very little emotion. He tends to be secretive, rarely interacts with humans or even other spirits, and his interpretation of issues, honor, and requests for

aid can often be very literal. He will only involve himself in matters when specifically asked, or if his worshipers are threatened. He will also act to right a grievous wrong, especially when it upsets the balance of things. When he is riled into action, the wrath of Standing Mountain can be as frightening as an earthquake or a massive landslide of rock. In combat, he is hard and merciless, giving no quarter and asking for none in return. The Great Earth Spirit is a creature of honor and principle who judges others harshly.

As an earth spirit, he is annoyed by the misuse of land and natural resources, but, like most of the Native American spirits and gods, tends to stand aside and let humans direct their fate. Like *Whispering Maiden*, he may send warnings and messages to those he feels deserves them, but he also tends to see stupidity and greed as its own reward and lets people reap what bitter fruit such actions might bear — even if the cost is hundreds of lives.



Standing Mountain prefers to travel in energy form through the very ground and speaks to people from rock and soil. In other instances, he will appear as a large humanoid made of soil and/or rock, very similar to *True Elementals*. When he does take human form, Standing Mountain appears as a tall, powerfully built Native American with thick muscles, strong callused hands and a stern expression. His eyes are completely black, and his hair is cut into a mohawk with a silver ornament on the forelocks which causes them to hang down over his forehead. His muscled body is rarely clothed, except for a buckskin breechcloth and occasional buckskin leggings. He always carries a war club that when struck against the ground, either summons a Lesser Earth Elemental Spirit or opens a 75 foot (22.8 m) long chasm that is 20 feet (6 m) wide and 30 feet (9 m) deep. Those failing to save vs magic will fall into the chasm, which slams shut on the next

action, doing 1D4×10 M.D. (can be used once per melee round, up to three times per day).

Standing Mountain — NPC Great Spirit

Totem: The earth; soil, sand and stone.

Alignment: Principled

Attributes: I.Q.: 18, M.E.: 20, M.A.: 25, P.S.: 60, P.P.: 17, P.E.: 32, P.B.: 17, Spd.: 24. All physical attributes are supernatural.

Hit Points (for non-M.D.C. worlds): 8,400

S.D.C.: 5,800

Mega-Damage Creature: When on Rifts Earth, Great Spirits who magically create a "materialized" body have M.D.C. equal to their combined hit points and S.D.C. — spirits in energy form have this same amount of M.D.C.

Armor Rating (for non-M.D.C. worlds): 18

Size: 7 feet (2.1 m) in human form.

Weight: 315 pounds (141.7 kg)

Horror/Awe Factor: 15 when his true identity is realized.

Experience Level: Equivalent to an 18th level Elemental Shaman (Earth) and 10th level Earth Warlock.

Average Life Span: Immortal, but can be destroyed while in energy form.

P.P.E.: 4300

O.C.C.: Not applicable.

R.C.C. Skills: All skills from the categories of Wilderness and Science at 98%, plus all lore skills, climb, swim, holistic medicine, animal husbandry, horsemanship: knight, camouflage, prospecting, armorer, military fortification, recognize weapons, trap construction, trap detection, breed dogs, and ventriloquism, all at 90% (the last several skills can be found in Rifts® New West™). Magically understands and speaks all languages at 95%.

Natural Abilities: Nightvision 2,000 feet (610 m), bio-regeneration of 1D6×10 points of damage per melee round (S.D.C./H.P. or M.D.C. as the case may be), and the ability to travel through earth as if flying through it like air at speeds up to 200 mph (320 km), but only when in energy form. Impervious to disease, normal cold, heat and fire, and magic heat, fire, and cold spells do half damage (electricity and other types of energy attacks do full damage). Plus these special abilities:

Earth Speak (special): Standing Mountain can commune with the earth to know the following: Recognize/identify any mineral or substance from the earth, and sense and identify seismic disturbances (including earthquakes, explosions, mining, or movement of heavy equipment) in a radius of 200 miles (320 km) at 96%.

Sense and predict (within 1D6×10 minutes) the coming of an earthquake, volcanic eruption or other natural disturbance in the earth's crust and sense dangers in the earth or rock, such as loose dirt/rocks, mud slides, quicksand, land mines, and creatures in burrows, all at 90%.

Materialization Notes (special): Standing Mountain can materialize into a tall, muscular Native American or a giant badger the size of a bear. He can talk, fight, use psionics, and cast spells in any of these forms. Any of these materialized bodies can be maintained for 24 hours per level of experience at a P.P.E. cost of 50 per day, and is an M.D.C. structure capable of withstanding immense damage.

Possession Note (special): Standing Mountain can take possession, or more to the point, inhabit any large to giant

stone, mound of earth, or sand dune. In this form he can speak, cast spells, and use psionic abilities, but is incapable of physical combat or action. P.P.E. cost: None! This can be done at will.

Summon "True" Earth Elementals (special): The Great Spirit can summon one *True Lesser Elemental* (see **Rifts® Conversion Book One** for details about these beings) per every other level of experience as a Shaman (9 total). Success Ratio: 70% for lesser/minor Elementals and 30% to summon a Greater Elemental. P.P.E. Cost: 100 per each elemental summoned.

Summon Lesser Elemental "Spirits" (special): Standing Mountain can also summon one *Lesser Elemental Spirit* (as described in this book) per level of experience (18 total) as a Shaman. Furthermore, most lesser elemental spirits consider this ancient Great Spirit to be their superior and few will question or defy him. Success Ratio: 90% for Lesser Elemental Spirit and 55% to summon a Greater Elemental Spirit. P.P.E. Cost: 70 per each spirit summoned.

Also see psionics and magic.

Psionics: Knows all physical psionics plus object read, presence sense, see aura, bio-manipulation, telekinesis (super), telekinetic force field, telemechanics, mind block auto-defense and group mind block.

I.S.P.: 800

Magic: Knows all Earth Warlock magic (10th level), all shamanic plant and paradox spells, and conventional spells from levels 1-5, plus dispel magic barriers, negate magic, cure sickness, spoil, purification (food and water), restoration, create golem, close Rift, and Dimensional Portal.

The Great Spirit can also create all lesser fetishes and the following major fetishes: Great Armor, Great Body, Great Tracking, Shapechange, Supernatural Damage, Great Tooth & Claw, and Great Weapons. Plus the Legendary Fetishes: Dragon Bone Armor and Spirit Weapons (all).

Vulnerabilities: Water based magic does 50% more damage than usual, and Standing Mountain's hard views and values make him a difficult, uncompromising ally.

Combat Attacks per Melee: In energy form, the Great Spirit can cast two magic spells or perform six psionic attacks, or six other actions/attacks per melee round. Without physical form he must rely on magic and psionics.

In physical form, Standing Mountain has seven physical and/or psionic attacks/actions per melee round or two by magic.

Bonuses: These are the total bonuses, including attribute, O.C.C. and others: +3 on initiative, +3 to strike, +4 to parry, +4 to dodge, +4 to roll with impact or fall, critical strike from behind and on 18 or higher, knockout from behind or on 19 and higher, +10 to save vs horror factor, +10 vs magic, spell strength of 16, +3 to save vs psionics, and +9 to save vs poison.

Allies: Other spirits (lesser and greater) and some Native American Gods, as well as Native American people in general, particularly Pure Ones and devoted Traditionalists.

Enemies: The forces of evil, dark spirits, evil Shamans, supernatural monsters, rivals and enemies of the Native Americans.

Habitat: Anywhere in the North American continent, particularly wilderness areas and regions inhabited by Native Americans.

Uktena

Great Dark Serpent

Uktena, like Ever Tide, originally represented the chaotic aspects of humankind and nature. However, over time, the great serpent slowly succumbed to evil and insanity. For eons he has represented greed, avarice and wanton destruction in the name of power. He kills, hurts and maims for pleasure and to exercise the ultimate power: control over life and death. Uktena has become one of the strongest forces of evil and darkness in the Native American pantheon. Uktena would be thrown from the Spirit Realm, but he was one of the original founders and wields great power. More importantly, as ugly and cruel as he may be, the Great Dark Serpent represents two aspects of the Circle of Life which mortals fear and dread most, darkness/the unknown and death. Thus, the gods tolerate his presence as a necessary element of the balance of all things. Still, he is disliked and feared. When Uktena rises from the Great Black Lake near the center of the Spirit Realm, everybody knows trouble is afoot, and death is sure to follow.

Uktena has several portals to Earth located under his mile (1.6 km) deep lake that only he and his servants know about and use. The Ukt water serpents (detailed in the Monsters section) and other demonic minions, long ago accepted the powerful Uktena as a leader, if not a god, and he has guided them in numerous battles against the heroes of the Native American peoples. Occasionally they attack Indian cities and villages, but never under the direct orders of Uktena (or so he says). The foul serpent targets Native Americans because they are the favored mortals of his peers, but he knows if he acts too openly and deliberately to harm them, he will bring the combined wrath of the gods against him. Consequently, he amuses himself with minor acts of evil against the "chosen people" and secretly encourages other forces to act in his stead. However, Uktena finds the white man and other races equally alluring as his pawns. Uktena has found the Coalition States, Xiticix and Federation of Magic particularly fertile ground to plant the seeds of hate and destruction. He has instigated many wars, massacres and acts of depravity among the people of North America — humans, **D-bees** and the superhuman are all pawns and playthings in his sick games. Many extremist Traditionalists credit Uktena with the arrival of the Europeans to the New World and the subsequent destruction of Indian Nations. Some even credit him with the Great Cataclysm.

To carry out his evil plans, Uktena has to be sly and underhanded so as to not alert the gods to his involvement, although they tend to be far less concerned about what he does with or to non-Indians. This has made the Great Dark Serpent a crafty manipulator the equal to Coyote and Raven, only the results of his dealings are much more vile and devastating. Uktena employs magic, psionics and guile to tempt and control those ripe for corruption. Like any masterful deceiver, he dangles what the person wants most and offers suggestions and assistance in how to attain it — the result usually leading to bloodshed and sorrow. Those who accept him as divine inspiration, god and/or master become valued minions and key players in his complex games of death. His pawns and henchmen, both human and demonic, are sent against heroes and leaders, or deployed as assassins, dupes



and con artists to bring about the downfall of kings, governments and ideals — sometimes fellow gods.

The insanities of Uktena make him all the more paranoid, twisted, and vengeful. He is consumed by envy and anger over the friends, power and positions of the other gods (and he does what he can to undermine them). He both revels in and reviles his own position as loathsome outcast by his fellow Great Spirits and gods (he has the power of a god, but lacks their broad views of the Megaverse and vast network of worshipers so can not be considered a true god). As a result, his plots are often geared toward the downfall or suffering of the Native American people and their gods.

One of Uktena's earliest and most obvious plots three millennia ago involved the destruction of Thunderbird and the sundering of his ties to the Native American people and gods. It failed, but saw the destruction of thousands of Ondi Thunderbirds and Ukt Water Serpents. Infuriated, the God Thunderbird nearly slew Uktena, but the Dark God managed to squirm free and fled into his lake within the Spirit Realm. To this day, Thunderbird longs for the opportunity to slay his eternal enemy, just as a lasting enmity remains between the Ondi Thunderbirds and the minions of Uktena, most notably the Ukt. These two spirit races engage in frequent skirmishes and attack each other on sight.

Uktena appears as a giant armored serpent with huge scales, vicious fangs, and strong, bony fins along the length of his body. Two huge flippers replace feet near the tail and are strong enough to propel the beast at speeds near 40 mph (64 kph) on land and nearly three times that speed in the water! His upper body has two powerful arms with webbed fingers that end in razor-sharp talons. His draconian head is dominated by blazing eyes and a large crest-like fin. The head is also covered with numerous smaller spines and fins.

Uktena — NPC Great Spirit/God

Totem: Water and serpents (including dragons).

Alignment: Miscreant

Attributes: I.Q.: 19, M.E.: 19, M.A.: 22, P.S.: 45, P.P.: 21, P.E.: 30, P.B.: 6, Spd.: 60 on land and 160 swimming (approx. 100 mph/160 km). All physical attributes are supernatural.

Hit Points (for non-M.D.C. worlds): 11,600
S.D.C.: 9,500

Mega-Damage Creature: When on Rifts Earth, Great Spirits who magically create a "materialized" body have M.D.C. equal to their combined hit points and S.D.C. — spirits in energy form have this same amount of M.D.C.

Armor Rating (for non-M.D.C. worlds): 17

Size: 30 ft tall (9 m) and 75 ft long (22.5 m)

Weight: 32 tons.

Horror Factor: 17

Experience Level: Equivalent to a 22nd level Ley Line Walker and 13th level Water Warlock.

Average Life Span: Immortal, but can be destroyed while in energy form.

P.P.E.: 7200

O.C.C.: Not applicable.

R.C.C. Skills: All skills from the categories of Wilderness, Espionage, and Rogue skills, basic math and swim at 96%, plus all lore skills, prowl, and literacy in all written Native American languages (including Mayan and Aztec), English, and Dragonese, all at 85%. Magically understands and speaks all languages at 90%.

Natural Abilities: Dowsing (same as the spell, only triple the range), nightvision to 6,000 ft (1828 m) and see through fog and mist without impairment of vision, impervious to ocean depths, tidal waves, lightning, cold, and disease, and bio-regeneration 2D6×10 points of damage per melee round (S.D.C./H.P. or M.D.C. as the case may be). Plus ...

Materialization Notes (special): Available forms: Any bird, mammal, human, humanoid D-bee or dragon! He can talk, fight, use psionics, and cast spells in any of his materialized forms. Any of these materialized bodies can be maintained for 22 days at a P.P.E. cost of 50 per day. The

materialized form is an M.D.C. structure capable of withstanding immense damage.

Metamorphosis (special): Once a physical form is materialized, Uktena can **metamorph** into virtually any bird, mammal, humanoid or dragon shape it desires; fundamentally the same as the adult dragon ability. The metamorphosis can be maintained for 11 days at a time.

Water Speak (special): Uktena can commune with water to know the following: Recognize/identify any chemicals, minerals or substances in the water, sense and identify disturbances in the water (including earthquakes, explosions, mining, or movement of more than 10 sea vessels) in a radius of 200 miles (320 km) at 90%.

Sense and predict (within 1D6×10 minutes) the coming of tidal waves, storms, fog, underwater volcanic eruptions and other natural disturbances in the water at 80%.

Knows the time and direction by scanning the heavens and tides, senses the direction and speed of water currents and tides, as well as changes in the currents and tides, underwater disturbances, tidal waves, rain storms, hurricanes and atmospheric disturbances involving water at 90%.

Possession Note (special): Uktena can take possession of any bird or mammalian animal. Willing humans (worshippers and minions) can also be possessed. The presence of the Great Spirit temporarily adds 2D4×1000 S.D.C. (the equivalent of 20 to 80 M.D.C.) to the creature he is possessing and doubles its natural speed.

Summon "True" Elementals (special): Uktena can summon one *True Lesser Water or Air Elemental* (see **Rifts® Conversion Book One** for details about these beings) per every level of experience as a spell caster (22 total). Success Ratio: 90% for lesser/minor elementals or 60% for one Greater Water or Air Elemental for every three levels of experience (7 total). P.P.E. Cost: 100 per each elemental summoned.

Summon Ukt Water Serpents (special): Uktena can summon and dimensionally **teleport** one Ukt Water Serpent to him (as described in this book) per every level of experience (22 total) as a spell caster. These are loyal, evil minions and worshippers of the Dark God who anxiously await his every word. Success Ratio: 80%. P.P.E. Cost: 100 per each serpent summoned.

Also see psionics and magic.

Energy Being Natural Abilities: See the description in the section regarding traits common to all spirits.

Psionics: All healing, sensitive and super-psionic abilities!

I.S.P.: 560

Magic: Knows all Ley Line Walker abilities and spells from levels 1-15, all water elemental spells from levels 1-8 and all Shamantic Spirit and Paradox spells.

The Great Dark Spirit can also create all lesser and major fetishes and the following **Legendary Fetishes:** Metamorphosis, Serpent, Sweat Lodge, and Spirit Weapons (all).

Vulnerabilities: M.D. and magical fires inflict double damage, electricity does half damage, explosives, most energy weapons, rail guns and other weapons do normal damage.

Insanities: Paranoia, borderline obsessive need for revenge against enemies and those who dare to stand against him, borderline obsessive greed, megalomania, sadism, and a need to prove his power by manipulating and hurting others (occa-

sionally helping — a magnanimous sign of his power and compassion).

It is his hatred, envy, greed and thirst for revenge that constantly leads him into danger.

Combat Attacks per Melee: In energy form, the Great Spirit can cast two magic spells or perform six psionic attacks, or six other actions/attacks per melee round. Without physical form he must rely on magic and psionics.

In physical form, Uktena has seven physical and/or psionic attacks/actions per melee round or three by magic.

Bonuses: These are the total bonuses, including attribute, O.C.C. and others: +5 on initiative, +6 to strike, +8 to parry, +8 to dodge, +5 to roll with impact, critical strike from behind and on 18 or higher, knockout from behind and on 17 or higher, +10 to save vs horror factor, +6 to save vs magic, spell strength of 17, +6 to save vs psionics, and +8 to save vs poison.

Allies: The forces of darkness and any willing to accept him as master and do his bidding. Uktena associates with many evil beings, including the vampires of Mexico, the **Splugorth**, Ever Tide, demon lords, ancient dragons, evil sorcerers and murderous madmen.

Enemies: All who stand in his way, and those who will not acknowledge him as the greatest of all gods and lord of all spirits.

Habitat: Anywhere.

Whispering Maiden

Whispering Maiden is the goddess of the winds. She lives on the mountain peaks of the Spirit Realm and is on very good terms with the Thunderbird God and his followers, both human and Oni Thunderbirds. According to legend, her home is woven from the clouds and nearly impossible to find because it turns invisible when strangers approach/Those able to see the invisible will find the house very spacious and open, with many archways, large windows and courtyards. Whispering Maiden's inaccessible home and the fact that she is most often invisible or evasive makes her seem cold and aloof, but she is actually being elusive like the winds she controls.

The Great Spirit usually avoids direct interaction with humans and even eludes the other gods. It's not that she doesn't want to be around them, quite the contrary, she is often hovering in the background. It's just that Whispering Maiden prefers to come and go untethered by responsibility or commitment and likes to be unseen or barely noticed behind the scenes. Ironically, she is very alert and curious, and can often be glimpsed, just for an instant, from the corner of the eye, or her cool touch felt, like a gentle north breeze as she brushes past on her way to someplace else or to hide in the clouds or shadows. It is simply her nature. When she's in this mood (which is most of the time), the Great Spirit will travel in the form of a cool breeze or under the cover of invisibility, watching and listening. The term "whispering wind" is quite often literal where Whispering Maiden is concerned. Frequently the measure of her involvement in the affairs of men and gods is to send a warning or message on the wind or to repeat the things she has heard, whispered ever so

softly into the ears of the person(s) she seeks to aid. Such messages may be delivered personally (a rarity unless the situation is grim or a courageous champion has caught her eye). More likely, one of her elemental servants is dispatched to do the job, just as she uses them as spies and agents. When a Shaman, especially Air Elemental Shamans, warns that the breeze carries "bad tidings," it is a good idea to listen and be wary.

The Great Spirit of the Wind is normally cool, calm and collected. Even her touch is cool, yet soothing, and she always rides the northern winds — in fact, another omen of impending danger or misfortune is a sudden, biting cold wind or storm from the north. A persistent wind or ice storm in the last few days of fall indicates a cold, hard winter is coming, or that Whispering Maiden is angry. Yet as disturbing as her cool and elusive nature may be, Whispering Maiden's anger is much worse. When angered, all hiding and evasiveness are dropped as she stands before the subject of her wrath in all her fury. The sky darkens, thunder and lightning shatter the sky, and the north wind bellows in tandem with her own seething emotions. It is said that in such moments of fury, the Great Spirit — near equal to the gods — shows no mercy and pounds her opponent until he or she succumbs to her might and is washed away from her sight. Thankfully, her anger is commonly as short lived as those sudden storms.

Whispering Maiden's favorite materialization is that of an attractive Native American woman in her late teens or early twenties. She wears a buckskin dress adorned with extensive bead and shell work. The Maiden's skin is as white as the driven snow, her hair as black as night, her eyes a crystal blue. She often carries a bow and arrows that are powerful fetishes, and is usually accompanied by a falcon. The bird is actually a greater animal spirit who is her constant companion, friend and trusted servant.

She sometimes takes the form of a falcon herself, again to better watch others unnoticed as a Great Spirit. However, this secret is known to Traditional Native Americans and Pure Ones, who regard a pair of circling falcons (one male, the other female) as a sign from the gods. This sign can be a good omen if the pair seem playful ("Whispering Maiden watches over us") or a sign of impending change or trouble, especially if the falcons cry out or appear agitated.

Whispering Maiden — NPC Great Spirit

Totem: The wind and birds of prey.

Alignment: Unprincipled

Attributes: I.Q.: 24, M.E.: 22, M.A.: 27, P.S.: 28, P.P.: 30, P.E.: 23, P.B.: 28, Spd.: 88 (60 mph/96 km) on the ground when materialized, but can also float, hover and fly in all manifestations. All physical attributes are supernatural.

Hit Points (for non-M.D.C. worlds): 6,800
S.D.C.: 5,200

Mega-Damage Creature: When on Rifts Earth, Great Spirits who magically create a "materialized" body have M.D.C. equal to their combined hit points and S.D.C. — spirits in energy form have this same amount of M.D.C.

Armor Rating (for non-M.D.C. worlds): 16

Size: Varies with the form she takes; either an average sized Native American woman (about 5 ft, 7 inches/1.48 m) or a falcon.

Weight: Varies with her chosen form; about 120 pounds as a human female.

Horror/A we Factor: 15 when her true identity is realized.

Experience Level: Equivalent to a 20th level Elemental Shaman (Air) and 10th level Air Warlock.

Average Life Span: Immortal, but can be destroyed while in energy form.

P.P.E.: 4000

O.C.C.: Not applicable

R.C.C. Skills: All skills from the categories of Espionage and Wilderness at 98%, plus all lore skills, basic and advanced math, astronomy, streetwise, surveillance, trap detection, camouflage, find contraband, and ventriloquism, all at 90% (the last few skills can be found in **Rifts® New West™**). Magically understands and speaks all languages at 98%.

Natural Abilities: Nightvision 6,000 feet (1828 m), keen vision (can see five miles), bio-regeneration of 1D6×10 points of damage per melee round (S.D.C./H.P. or M.D.C. as the case may be), impervious to heat and cold, gases, and disease. She knows the exact time of day, wind direction, changes in wind direction, and the approach of storms and atmospheric disturbances at 90%, as well as sense impurities, smoke, fire, and chemicals in the air at 80%. Plus these special abilities:

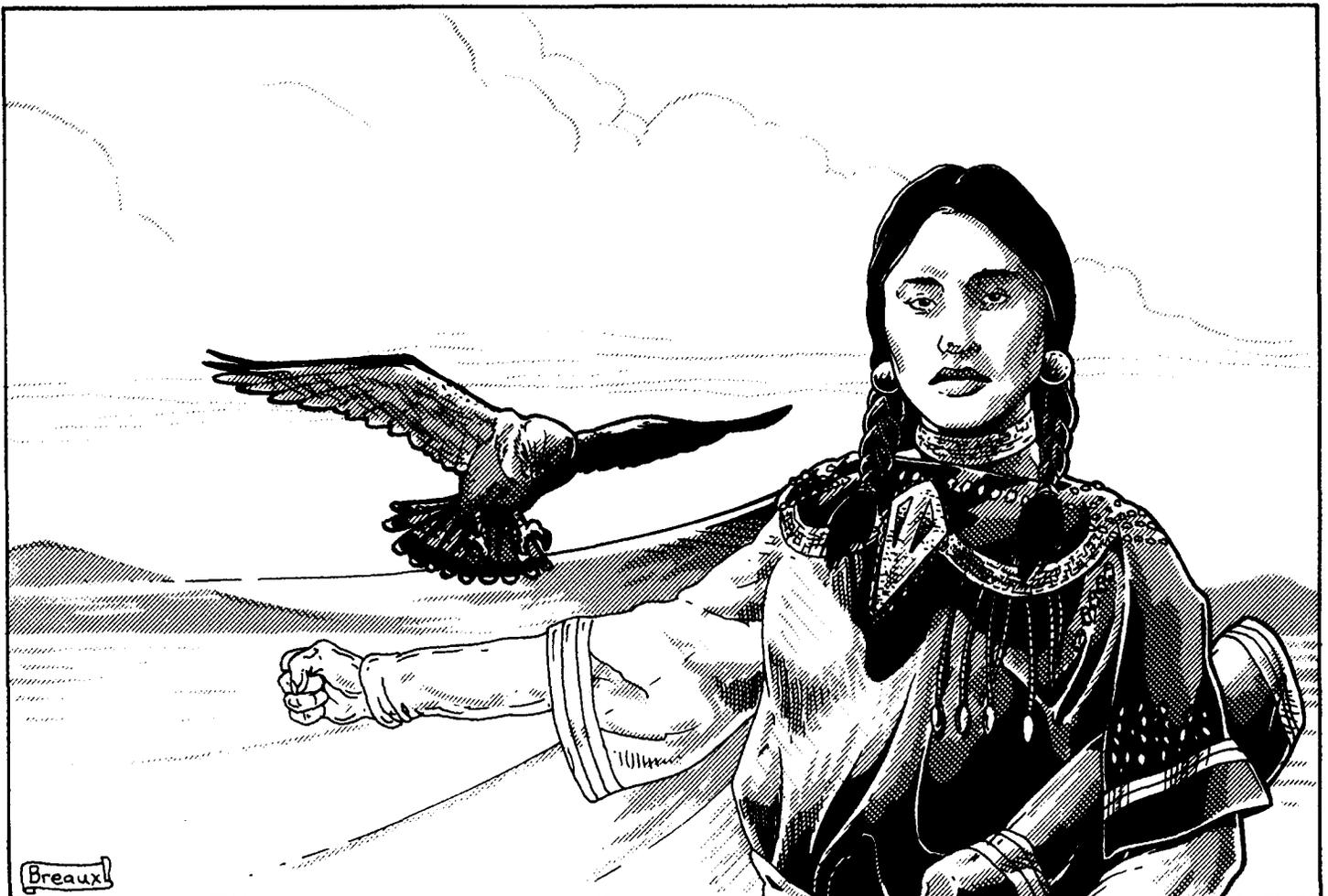
Wingless Flight (special): Whispering Maiden can fly at incredible speeds, up to Mach one (675 mph/1080 kph), in any manifestation (falcon, human maiden or energy being). Her maximum altitude is 15,000 ft (4,500 m). Likewise, she can hover and float at will. She cannot fly at such speeds when she possesses an ordinary bird. There is no P.P.E. cost.

Invisibility at Will (special): She can become invisible at will (natural state as the wind and as an energy being/spirit). This is a *superior* form of invisibility (same as the spell) which makes detecting her difficult. While in this form, she cannot physically attack or cast spells, but can use her psionic abilities.

Possess the Wind (special): Whispering Maiden can literally become the wind and travel the world unnoticed. To spy, she reduces her wind speed to that of a gentle breeze under 5 mph (8 km), but she can fly as the wind at speeds approaching 200 mph (321 km)! The breeze is always cool, and it is as a breeze that she does much of her spying and watching over others or unfolding events. As a cool breeze, she can wrap herself around those who have earned her blessings to bring relief from heat or worry, as well as soar from one near by place to another in a matter of minutes, or invisibly search for something or somebody. While the embodiment of the wind, she is invisible, is always a cool northern wind, and can control that cool wind's direction, angle, height, speed (up to 40 mph/64 km), etc. However, she *cannot* physically attack or cast spells, but can use her psionic abilities. P.P.E. cost: None! This can be done at will.

Damage as the wind: An icy, bone chilling wind sends shivers through the person (-2 to initiative and alertness) and does 1D4 S.D.C. damage.

A hammering wind blast does 1D6 S.D.C. and -2 on initiative from being pelted with small debris in the wind, and has a 01-60% chance of temporarily blinding any character



whose eyes are not protected (1D4 melee rounds, -9 on all combat rolls).

Of course, she can also cause the wind to blow loose papers, hats, scarves, and other light items around and either scatter them (causing confusion and distraction) or carry them on the wind, making a character give chase. Each of Whispering Maiden's melee actions will carry the item another 1D6×10 yards/meters and the character giving chase must roll to strike and grab the article — Whispering Maiden gets to roll a dodge to keep it out of the pursuer's reach.

None of these attacks are meant to inflict serious damage, simply to show her displeasure or to cause trouble. Serious storms, wind and lightning are created through magic.

Bird Possession Note (special): Whispering Maiden can take possession of any bird of prey (Falcons and hawks are her favorites), but not humans. The presence of the Great Spirit temporarily adds 1D6×1000 S.D.C. (the equivalent of 10 to 60 M.D.C.) to the creature she is possessing and doubles its natural flying speed.

Materialization Notes (special): As noted earlier, Whispering Maiden can materialize into an ordinary looking falcon of any kind or a beautiful, young Native American woman. She can talk, fight, use psionics, and cast spells in any of these forms. Any of these materialized bodies can be maintained for 24 hours per level of experience at a P.P.E. cost of 50 per day, and is an M.D.C. structure capable of withstanding immense damage.

Summon "True" Air Elementals (special): The Great Spirit can summon one *True Lesser Elemental* (see **Rifts® Conversion Book One** for details about these beings) per every other level of experience as a Shaman (10 total). Success Ratio: 75% for lesser/minor Elementals and 30% to summon a Greater Elemental. P.P.E. Cost: 100 per each elemental summoned.

Summon Lesser Air Elemental "Spirits" (special): Whispering Maiden can also summon one *Lesser Air Elemental Spirit* (as described in this book) per every other level of experience (10 total) as a Shaman. Furthermore, most lesser elemental spirits consider this ancient Great Spirit to be their superior and few will question or defy her. Success Ratio: 92% for Lesser Elemental Spirit and 50% to summon a Greater Elemental Spirit. P.P.E. Cost: 70 per each spirit summoned.

Also see psionics and magic.

Energy Being Natural Abilities: See the description in the section regarding traits common to all spirits.

Psionics: All sensitive psionic abilities plus **empathic** transmission, mind bolt, mentally possess others, electrokinesis, hydrokinesis, and telemechanics.

I.S.P.: 625

Magic: Knows all air elemental spells plus all **Shamantic** "spirit" spells, magic pigeon, **dispel** magic barriers, negate magic, wisps of confusion, anti-magic cloud, sanctum, close Rift, Dimensional Portal, and **teleport**: superior.

The Great Spirit can also create all lesser fetishes and the following major fetishes: Great Song, Great Weapons, and Wing Flight. Plus the Legendary Fetishes: Spirit Weapon: Bow, Spirit Weapon: Spear, Spirit Wing and Wind-Rider.

Vulnerabilities: When materialized or in possession of a physical body, lightning and other electrical attacks inflict no damage to the Great Spirit, but causes discomfort and confusion.

A single blast will reduce Whispering Maiden's attacks per melee round by one and skill performance is -10% for the rest of that melee round. Multiple electrical attacks have a cumulative effect.

Whispering Maiden's aloofness sometimes works against her, because even some Native Americans feel she is untouchable and fear her a little bit. Likewise, her hanging back to watch and wait sometimes causes her to wait too long or to act too subtly.

Combat Attacks per Melee: In energy form, the Great Spirit can cast two magic spells or perform seven psionic attacks, or six other actions/attacks per melee round. Without physical form she must *rely on* magic and psionics.

In physical form, Whispering Maiden has eight physical and/or psionic attacks/actions per melee round or two by magic. Her bow is a **Legendary Spirit Bow**.

Damage: As per supernatural P.S. attribute, psionics or magic.

Bonuses: These are the total bonuses, including attribute, O.C.C. and others: +7 on initiative, +9 to strike, +10 to parry, +10 to dodge, +4 to roll with impact or fall, critical strike from behind and on 19 or higher, knockout from behind, +6 to save vs horror factor, +8 vs magic, spell strength of 16, +4 to save vs psionics and poison.

Allies: Other spirits (lesser and greater) and some Native American Gods, as well as Native American people in general, particularly Pure Ones and devoted Traditionalists.

Enemies: The forces of evil, dark spirits, evil Shamans, supernatural monsters, rivals and enemies of the Native Americans.

Habitat: Anywhere in the North American continent, particularly wilderness areas and regions inhabited by Native Americans.

Gods

Many of the Great Spirits rival the gods (and one might make a convincing argument that the Native American gods are just the most powerful of the Great Spirits), however, unlike the Great Spirits, these powerful beings have accepted the mantle of godhood and leadership. They are worshipped on Earth, in the Spirit Realm and usually on one or (several) more worlds in other dimensions. Many of the gods who watch over the Native Americans do not demand worship, but welcome and encourage it. No one knows whether these beings are native to the Spirit Realm they inhabit or why they are so interested in the Native American people, culture and civilization.

In addition to the normal powers of the spirits, gods are able to control the opening and closing of dimensional gateways and Rifts, do not need air to breathe, food to eat or water to drink. At any nexus point, the gods may spend 100 I.S.P. and open a random Rift. This tear in space and time functions just as any *random* Rift and can lead to another location on Earth, a parallel world, a different dimension, or just about anywhere. Just like a Shifter, the gods can use a random Rifts to return to their home dimension (i.e. the Spirit Realm) by spending 150 P.P.E. or opening a specific doorway at a ley line nexus point to **anywhere** they choose (requires spending 200 P.P.E.), including another

dimension they are familiar with, or to any other nexus point on Rifts Earth.

Note: For more details on Gods, Demigods, Godlings, Demon Lords, Dragons and other pantheons of deities, consult **Rifts® Conversion Book One** and **Conversion Book Two: Pantheons of the Megaverse**. Also check out the breathtaking **Dragons & Gods** sourcebook designed for use with both **Rifts®** and the **Palladium Fantasy RPG®**.

Beautiful Rock Dancer

The Goddess of Ice and Valuable Minerals

According to legend, Beautiful Rock Dancer is the goddess of ice and minerals. She is the most beautiful of the gods and is said to make the most precious of gemstones pale by comparison. She represents not only the most valuable of minerals, but the art of sculpting, cutting, setting and transforming them into jewelry. In this capacity, she is the patron of craftsmen and artists. Her husband is Bright Sky, who is sometimes called the patron of builders, and she is believed by many to be the mother of all Native Americans. She embodies earth and water, the second half of the four sacred elements (Bright Sky represents fire and air).

In addition to precious minerals, Beautiful Rock Dancer is also associated with ice. Its sparkling crystal form is thought to be a reflection of her beauty, and its delicate nature mimics her feminine form. However, ice is also hard, strong, cold, and deadly like the frozen wastes of the north and the icebergs near the poles. When Beautiful Rock Dancer is angry or her feelings hurt, she can be either biting cold or hard and unforgiving. When truly mad or vengeful, she strikes (verbally or physically) without mercy. The attack is so violent and devastating that it often freezes her victim in his tracks. Thankfully, such outbursts are uncommon.

Beautiful Rock Dancer typically dresses in clothing of the southwestern Indians, with silver and lapis lazuli jewelry. She wears a long, colorful cotton dress with elaborate necklaces and earrings. Her long hair is usually braided and held with silver clasps. She wears a number of elaborate bracelets on her wrists and ankles. Her shoes are sandals, and a cloth often covers her head. The only weapon she carries is a walking stick that is a Legendary Weapon fetish.

Mortal women hold the fondest place in her heart, so Beautiful Rock Dancer lavishes her attention and blessings on them. She tries to give them strength during childbirth as well as the strength to stand up to brutality and injustice. In human guise, the god will sometimes teach women to improve their craft in making jewelry, clothing, crafts and art. Those who win the god's favor (strong, courageous women, struggling mothers, and heroes both male and female) may be left a token of her esteem in the way of precious stones, a magnificent piece of jewelry (worth 1D4x10,000) or a minor or major fetish. Likewise, those with whom she may travel or encounter while in human guise, and whom exhibit traits she respects (compassion, courage, etc.), or she just plain likes, she commonly leaves a small gift in the form of a gem, ring or other small piece of jewelry (normally 1D4x1000 credits in value); occasionally a minor fetish. During



these trips to the Middle Realm, she may visit specific, deserving women and teach them techniques to heighten their skills in the arts and/or crafts. She also enjoys telling stories about the arts, gems, gods and myths.

Beautiful Rock Dancer — NPC God

Totem: Gemstones, ice/water and earth (like the sparkling brilliance of a crystal).

Alignment: Principled

Attributes: I.Q.: 23, M.E.: 22, M.A.: 28, P.S.: 18, P.P.: 25, P.E.: 21, P.B. 30, Spd.: 29. All physical attributes are supernatural.

Hit Points (for non-M.D.C. worlds): 6,700

S.D.C. (for non-M.D.C. worlds): 5,400

Mega-Damage Creature: When on Rifts Earth, the gods who magically create a "materialized" body have M.D.C. equal to their combined hit points and S.D.C. — spirits in energy form have this same amount of M.D.C.

Armor Rating (for non-M.D.C. worlds): 11

Size: 5 feet, 6 inches in human form.

Weight: 125 pounds (56 kg)

Horror/A we Factor: 15

Experience Level: 30th level Elemental Shaman (Water), 20th level Ley Line Walker, and a 15th level Fetish Shaman.

Average Life Span: Immortal, but can be destroyed while in energy form.

P.P.E.: 5700

O.C.C.: Not applicable.

R.C.C. Skills: All skills from the category of Wilderness and all lore skills at 98%, plus climb, swim, art, dance, sing, cook, sew, holistic medicine, basic and advanced math, astronomy, history, animal husbandry, horsemanship: exotic animals, camouflage, prospecting, find contraband, recognize weapons, trap construction, trap/mine detection, sculpt/whittle, and seduction, all at 90% (the last several skills can be found in **Rifts® New West™**). Magically understands and speaks all languages at 98% and is literate in all Native American languages, Spanish and Dragonese.

Natural Abilities: Nightvision 2,000 feet (610 m), bio-regeneration of 1D6x10 points of damage per melee round (S.D.C./H.P. or M.D.C. as the case may be), and the ability to fly at speeds up to 200 mph (320 km). Impervious to cold (even magic cold) and disease. Resistant to fire (half damage). Plus these special abilities:

Materialization Notes (special): Beautiful Rock Dancer can materialize into an ordinary looking human (any race, but prefers Native American), or a giant Native American woman who appears to be animated, smooth, clear crystal (human-size to 30 feet/9 m tall) that is icy cold to the touch. She can talk, fight, use psionics, and cast spells in any of these forms. These materialized bodies can be maintained for 24 hours per level of experience at a P.P.E. cost of 50 per day, and are M.D.C. structures capable of withstanding immense damage.

In the giant "crystal" form, she can lower the temperature in a one mile (1.6 m) radius by 50 degrees, and can fire blasts of cold that inflict 3D6 S.D.C. or M.D.C. (whichever is required); range 1000 feet (305 m). The crystal form is actually stone rather than ice, although the smooth, glassy surface looks like it could be either.

Damage Bonuses in "Giant" crystal form: +2D6 from punches and kicks. Like most spirits, whether the damage in-

flicted is S.D.C./H.P. or mega-damage depends on her opponent. M.D. foes take M.D. damage, mortal hit point and S.D.C. creatures take S.D.C. damage.

Possession Note (special): Beautiful Rock Dancer can take possession of any gemstone or crystal (including quartz) and tall standing stone; no saving throws applicable. She can also possess beautiful birds and mammals as well as any "willing" worshipper or comatose humans (automatic; no saving throw). However, humans who resist possession in the slightest way are impervious to the god, but such resistance is uncommon (see seduction skill, above). The presence of the god also temporarily adds 2D6x1000 S.D.C. (the equivalent of 20 to 120 M.D.C.) to the creature she is possessing.

Summon "True" Water or Earth Elementals (special): The god can summon one *True Lesser Elemental* (see **Rifts® Conversion Book One** for details about these beings) per every other level of experience as a Shaman (15 total). Success Ratio: 75%. Likewise, she can try to summon one Greater Water Elemental per level of experience with a success ratio of 55%. P.P.E. Cost: 100 per each elemental summoned.

Summon Elemental "Spirits" (special): She can also summon one *Lesser or Greater Elemental Spirit* (any; as described in this book) per level of experience (30 total) as a Shaman. Most lesser elemental spirits revere this ancient god of beauty and gladly serve her without question. Success Ratio: 96% for each Lesser Elemental Spirit and 80% to summon a Greater Elemental Spirit. P.P.E. Cost: 50 per each spirit summoned.

Master Jeweler (special): Includes the ability to recognize/identify any mineral on sight and accurately assess its market value, as well as cut, shape and clean gems, carve and shape crystal, and make jewelry, all at 98% skill proficiency.

Also see psionics and magic.

Energy Being Natural Abilities: See the description in the section regarding traits common to all spirits.

Psionics: All Sensitive, Healing, and Super psionic abilities.

Natural Telepath (special): The god can use telepathy without limit and without the expenditure of I.S.P.; range is a one mile (1.6 km) radius.

I.S.P.: 650

Magic: Earth and water elemental spells from levels 1-4, plus all Shamantic Spirit spells, all conventional spells from levels 1-5, plus apparition, mask of deceit, time slip, dispel magic barrier, hallucination, oracle, stone to flesh, water to wine, create magic scroll, amulet, talisman, close Rift, and dimensional portal.

The god can also make, empower and bestow *all* fetishes, including Legendary ones, but does so sparingly. She is even approached by other gods and greater spirits for the gift of a Major or Legendary fetish.

Vulnerabilities: The god tends to be cold and aloof like the ice and crystalline stones of her totem. She also tends to be a bit vain and arrogant, and has a habit of underestimating her enemies and overestimating her own (admittedly formidable) abilities. She has grown to like and expect worship, feels she deserves it, and craves more.

Personal Fetishes: She usually carries two major healing fetishes and a number of minor fetishes. Her walking staff is a Legendary Weapon fetish.

Combat Attacks per Melee: In energy form, the god can cast two magic spells or perform six psionic attacks, or six other actions/movements per melee round. Without physical form she must rely on magic and psionics.

In physical **humanoid** form, the god has seven physical and/or psionic attacks/actions per melee or two by magic.

Bonuses: These are the total bonuses, including attributes and other considerations: +2 on initiative, +5 to strike, +7 to strike with weapons, +8 to parry and dodge, +4 to roll with impact, critical strike or knockout on 18 or higher, +6 to save vs horror factor, +5 to save vs magic and poison, spell strength of 16, and +4 to save vs psionics.

Allies: Other Native American gods, spirits (lesser and greater) and many Native American people in general, particularly Pure Ones and devoted Traditionalists.

Enemies: The forces of evil, dark spirits, evil Shamans, supernatural monsters, rivals and enemies of the Native Americans.

Habitat: The Spirit Realm, but may be found anywhere; the North American continent and regions inhabited by Native Americans are her favorite.

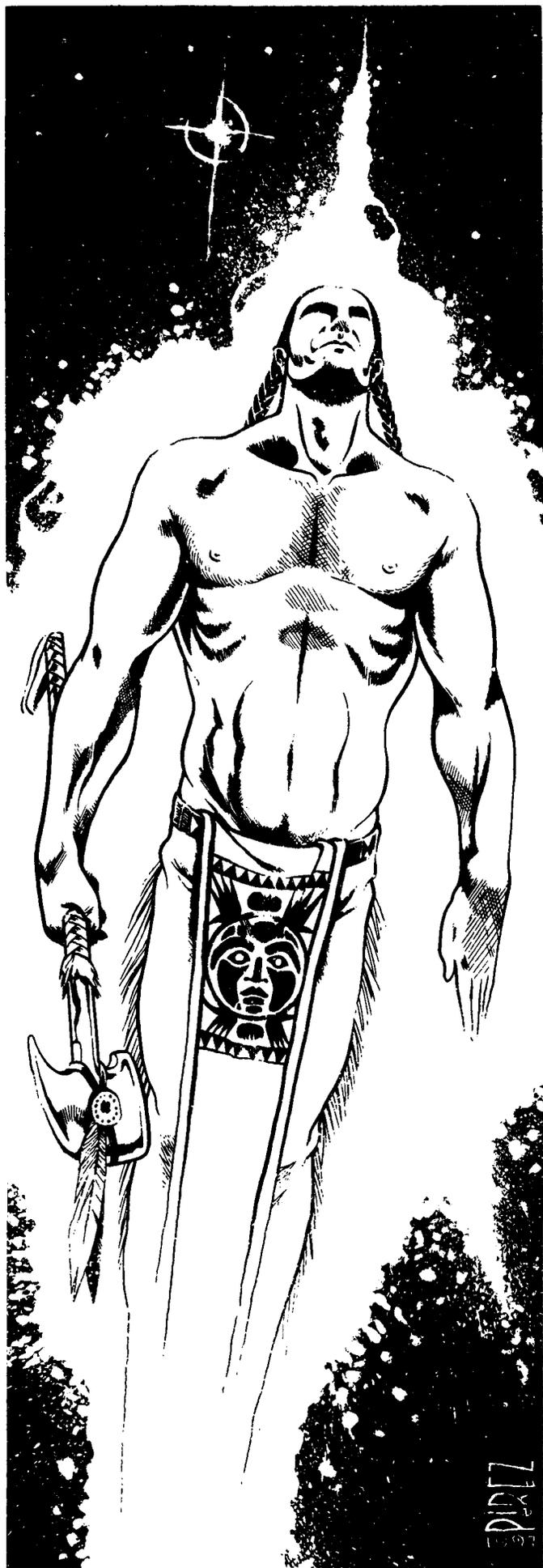
Bright Sky

The Sun God

According to legend, Bright Sky is believed to be the son of Spider Woman and is sometimes named as the father of all Native Americans. It is thought that he runs across the sky during the day and is seen from Earth as the sun. Bright Sky embodies the powers of air and fire, forming half of the sacred elements. His wife, Beautiful Rock Dancer, represents the earth and water. As the Sun God, he provides the warmth and light needed for prosperity on Earth. It keeps man and animal warm and provides energy for the growth of plants. Bright Sky is not only the sun god, but a sky god who controls the weather. He brings the cool breezes and beautiful days. With the help of his wife, the rains fall, but when the two of them argue, storms break and thunder rolls. The role he plays in the advancement of life on Earth means that Bright Sky is often respected as a symbol of fatherhood and nurturing. He is also thought of as a guide and a symbol of confidence.

He lives with Beautiful Rock Dancer in a cave that has been carved into a large, beautiful home. It is at the top of one of the larger mountains in the Spirit Realm and is always enshrouded in thick cloud cover. The home can be reached through a series of caves and tunnels that wind through the entire mountain (and a handful on Earth). Bright Sky leaves the mountain retreat every morning and moves across the sky of the Spirit Realm searching for intruders or trouble. He looks very much like the sun as he does this, because he radiates light and energy when he flies. Every evening, he returns home.

Bright Sky appears as a tall, muscular Native American wearing little more than a buckskin breechcloth and leggings. His hair is long and often braided, and his eyes sparkle and are filled with white flecks reminding one of a star field. He carries a bow and a long metal tomahawk that are both powerful fetishes. Each one has the abilities of a Legendary Weapon fetish.



Bright Sky spends much of his time defending and patrolling the Spirit Realm. As a result, he rarely makes the time to visit Earth, unless he is specifically asked by another god or something extremely grave or threatening attracts his attention. Bright Sky tends to see the entire Megaverse as his domain, with the Earth as only a tiny aspect of that cosmic domain. Although he welcomes and cultivates worship by mortals on a dozen worlds (including Earth), he generally takes a hands-off approach to mortals, leaving them to fend for themselves. This has led to a number of verbal and physical conflicts between him and other gods and spirits whom he chides for interfering with and coddling Native Americans too much. In fact, their hand in the affairs of mortals makes him pull back all the more. Consequently, Bright Sky usually offers his aid or steps in only when powerful unnatural — supernatural — forces are at work, especially those of the Native American pantheon. Yet even then, unless there is a great imbalance and/or tens of thousands of pleas for his help, he will let supernatural fiends exist and prey upon humans as part of the Great Cycle of Life; case in point, the vampires of Mexico and the *Splugorth* of Atlantis. Still, he is often seen as the great protector against the forces of supernatural evil and dark magic.

Bright Sky — NPC God

Totems: Air and fire/light.

Alignment: Scrupulous

Attributes: I.Q.: 18, M.E.: 20, M.A.: 23, P.S.: 35, P.P.: 24, P.E.: 26, P.B.: 20, Spd.: 44, on the ground (30 mph/48 km), but can float, hover, and fly (maximum speed is Mach 6). All physical attributes are supernatural.

Hit Points (for non-M.D.C. worlds): 8,500

S.D.C. (for non-M.D.C. worlds): 7,100

Mega-Damage Creature: When on Rifts Earth, the gods who magically create a "materialized" body have M.D.C. equal to their combined hit points and S.D.C. — spirits in energy form have this same amount of M.D.C.

Armor Rating (for non-M.D.C. worlds): 14

Horror/A we Factor: 17

Size: 6 feet, 6 inches (1.9 m) in human form.

Weight: 200 lb. (90 kg) in human form.

Experience Level: 25th level Ley Line Walker and Warrior, and 15th level Warlock (air and fire).

Average Life Span: Immortal, but can be destroyed while in energy form.

P.P.E.: 6500

O.C.C.: Not applicable.

R.C.C. Skills: All skills from the categories of Wilderness, Espionage, and Military at 97%, plus all lore skills, climb, swim, dance, sing, cook, basic and advanced math, astronomy, horsemanship: Cowboy, and horsemanship: exotic animals, all at 90% (the last several skills can be found in *Rifts*® *New West*™). Magically understands and speaks all languages at 98% and is literate in all Native American languages, Spanish and Dragonese.

Natural Abilities: Keen hawk-like vision with telescopic focusing (10 mile/16 km range), nightvision 6000 feet (1828 km), sees all *spectrums* of light, cannot be blinded by light (he can look into the sun), bio-regeneration of 1D6x10points of damage per melee round (S.D.C./H.P. or M.D.C. as the case may be), and the ability to float, hover and fly at speeds up to

Mach 6! Impervious to cold (even magic cold), *vacuum*, radiation, disease and lasers (all light beams). Resistant to fire and most energy blasts (half damage). Plus these special abilities:

Aura of Light (special): When flying or engaged in combat, Bright Sky is surrounded by an aura of very bright light. Anyone within 30 feet (9 m) of the god has to make a saving throw vs. magic. If they fail, they are blinded for as long as the light is in their presence. Even those who save are -2 on initiative and all other combat rolls, and find it difficult to look directly at the god or engage him in combat.

Materialization Notes (special): Bright Sky can materialize into an ordinary looking human (any race, but prefers Native American), or a giant, muscular, Native American warrior (human-sized to 30 feet/9 m tall) that is hot to the touch and has skin that resembles red clay. He can talk, fight, use psionics, and cast spells in any of these forms. Such a materialized body can be maintained for 24 hours per level of experience at a P.P.E. cost of 50 per day, and is an M.D.C. structure capable of withstanding immense damage.

Damage Bonuses in "Giant" form: +20 from punches and kicks. Like most spirits and gods, whether the damage inflicted is S.D.C./H.P. or mega-damage depends on their opponent. M.D. foes take M.D. damage, mortal hit point and S.D.C. creatures take S.D.C. damage.

In this giant "warrior" form, he can also increase the temperature in a one mile (1.6 m) radius by 70 degrees, and can unleash blasts of energy.

Unleash Energy (special): Bright Sky can fire beams of pure, devastating energy from his hands, eyes, and mouth. Each blast counts as one melee *attack/action*. Range and damage varies as follows:

Fire/plasma bolts: 1D6x10 M.D.; range: 3000 feet (910 m).

Laser Beams: 1D4x10 M.D.; range: 4000 feet (1200 m).

Radiation or Microwave Blasts: 6D6; range 1000 feet (305 m).

Possession Note (special): Bright Sky can take possession of lesser elementals, and any bird of prey (except eagle, in deference to Thunderbird) or bat, as well as any "willing" worshipper or comatose humans (automatic; no saving throw). However, humans who resist possession in the slightest way are impervious to the god, but such resistance is uncommon. The presence of the god also temporarily adds 2D6x1000 S.D.C. (the equivalent of 20 to 120 M.D.C.) to the creature he is possessing.

Summon "True" Fire or Air Elementals (special): The god can summon one *True Lesser Elemental* (see *Rifts*® *Conversion Book One* for details about these beings) per every other level of experience as a Warlock (15 total). Success Ratio: 90%. Likewise, he can try to summon one Greater Elemental per every other level of experience with a success ratio of 65%. P.P.E. Cost: 100 per each elemental summoned.

Summon Elemental "Spirits" (special): Bright Sky can summon two *Lesser* or one *Greater Elemental Spirit* (any; as described in this book) per level of experience as a mage (50 and 25, respectively). All lesser elemental spirits and most greater revere and respect this ancient god and will follow him into battle without question or hesitation. Success Ratio: 98% for each Lesser Elemental Spirit and 90% to summon a

Greater Elemental Spirit. P.P.E. Cost: 50 per each spirit summoned.

Also see psionics and magic.

Energy Being Natural Abilities: See the description in the section regarding traits common to all spirits.

Psionics: All physical, sensitive, and super psionic abilities. I.S.P.: 700.

Magic: Fire and air elemental spells from levels 1-5, plus all Shamantic Spirit and plant spells, and all conventional spells from levels 1-15.

The god can also make, empower and bestow *all* minor, major and legendary fetishes of Armor, Body, Strength, Tooth and Claw, and Weapons, but gives them out extremely sparingly.

Vulnerabilities: Bullets, punches, rail gun rounds, missiles and explosives all do normal damage to the god.

The god loves conflicts with foes worthy of his power, such as fellow gods, demon lords, alien intelligences and similar superhuman beings.

Personal Fetishes: Legendary Spirit Bow and Spirit Axe, his two favorite weapons.

Warrior Note: The warrior-protector god is aware of the many different magics and technology. Although he tends to rely on his own formidable powers, he will not hesitate to use magic weapons and items, Techno-Wizard devices and even high-tech weapons.

Combat Attacks per Melee: In energy form, the god can cast two magic spells or perform eight psionic attacks, or eight other actions/movements per melee round. Without physical form he must rely on magic and psionics.

In physical humanoid form, the god has 10 physical and/or psionic attacks/actions per melee or two by magic.

Bonuses: These are the total bonuses, including attributes and others: +8 on initiative, +8 to strike, +12 to parry and dodge, +6 to roll with impact or fall, +10 to pull punch, critical strike from behind and on 17 or higher, knockout from behind and on 17 or higher, +10 to save vs horror factor, +7 to save vs magic, spell strength of 17, +3 to save vs psionics, and +8 to save vs poison.

Allies: Other Native American gods, spirits (lesser and greater) and many Native American people in general, particularly Pure Ones and devoted Traditionalists.

Enemies: The Splugorth and all alien intelligences, forces of evil, dark spirits, evil Shamans, supernatural monsters, and rivals. Bright Sky is counted in the camp of gods who believe that Uktena is an important symbol of death, but he hates the vile creature and the two frequently clash.

Habitat: The Spirit Realm and elsewhere in the Megaverse. He seldom enters the mortal world.

He Who Gives Life

The God of Agriculture and Fertility

According to legend, He Who Gives Life breathes life into each totem, and guides the "spirits" to continue the Circle of Life that supports the Native Americans and nature. He is also the god who provides the Native Americans with agriculture and abundant game. In those two respects, he provides life for all things within the Circle of Life. It is said his touch alone guarantees fertility and abundant crops. Rituals to garner his blessings and to offer thanks are commonly performed each season, before and after hunts, and by those plagued by drought or disease. His wrath, however, can be as devastating as his blessing is sacred. Drought, insects, low crop yields, low birth rates, sickness, and plague can all represent the anger or disappointment of this god.

He Who Gives Life is also credited as the creator of fetish magic (although Spider Woman is by far its master) and is the only known entity with a Mask fetish formed from a Millennium Tree. He has one of each fetish mask, legends say, one hundred and one in all, and sometimes uses them to enlighten or inspire Mask Shamans and others he encounters or seeks out. His magical masks all operate at double the normal ranges and durations of fetish masks, and can be used by other people with the god's permission.

This god's official home is located in the middle of the Spirit Realm among a thriving village of mortals, where he serves as the village wise man and Shaman. The village is surrounded by lush fields of corn, wheat, beans, squash and other vegetables and fruit that grows on the vine. The house is square, with a wood frame and mud walls. Two families of mortal Native

Americans, whom the god has adopted, live with him and have been in the Spirit Realm for nearly 700 years. Under the house, accessible only through a mouse hole, is a large underground storage area filled with the seeds of every plant to have ever grown on earth. These are real seeds and can be carried back to Earth and planted. Such seeds are guaranteed to grow into full, healthy plants. There are thousands of seeds for each variety of plant.

He Who Gives Life spends as much time as possible on Earth. It is a joy to him to see the abundance of life that fills Rifts Earth once again.

When traveling in human form on Earth, he wanders as either a lone wilderness scout (possibly with an animal companion) or as an aimless farmer pulling a cart full of fruits and vegetables (which he is quick to share with hungry strangers). Anyone who travels with him in this disguise for any length of time should notice that the fruit and vegetables never spoil. He Who Gives Life appears as a middle-aged Native American with deep wrinkles at the eyes and corners of his mouth. He has streaks of gray in his black hair and normally wears a braid at each temple. He wears a loose cotton shirt belted at the waist over buckskin pants with short moccasins on his feet. He normally carries a walking stick and Tomahawk, both of which are legendary weapon fetishes. He rarely wears armor, and will not fight unless it is absolutely necessary. He will not kill any living thing, but may subdue or attempt to defeat the creature or person without bloodshed.



He Who Gives Life — NPC God

Totem: Animals, plants and life.

Alignment: Unprincipled

Attributes: I.Q.: 23, M.E.: 22, M.A.: 26, P.S.: 25, P.P.: 24, P.E.: 30, P.B. 20, Spd.: 33 (22.5 mph/36 km). All physical attributes are supernatural.

Hit Points (for non-M.D.C. worlds): 5,300

S.D.C. (for non-M.D.C. worlds): 4,200

Mega-Damage Creature: When on Rifts Earth, the gods who magically create a "materialized" body have M.D.C. equal to their combined hit points and S.D.C. — spirits in energy form have this same amount of M.D.C.

Armor Rating (for non-M.D.C. worlds): 14

Horror/Awe Factor: 13

Size: 5 feet, 11 inches (1.79 m) in human form.

Weight: 190 lbs. (87 kg) in human form.

Experience Level: 24th level Plant Shaman, Healer and Deific Elemental Master (the latter is equal to a 10th level Earth, Water and Air Warlock).

Average Life Span: Immortal, but can be destroyed while in energy form.

P.P.E.: 7100

O.C.C.: Not applicable.

R.C.C. Skills: All skills from the categories of Wilderness, Medicine and Science at 97%, plus all lore skills, climb, swim, dance, sing, cook, basic and advanced math, astronomy, herd cattle, roping, whittle, horsemanship: Cowboy, horsemanship: exotic animals and trick riding, all at 90% (the last several skills can be found in **Rifts® New West™**). Magically understands and speaks all languages at 98% and is literate in all Native American languages, Spanish and Dragonese.

Natural Abilities: Nightvision 2,000 feet (610 m), bio-regeneration of 2D4x10 points of damage per melee round (S.D.C./H.P. or M.D.C. as the case may be), and the ability to fly at speeds up to 200 mph (320 km). Impervious to disease, poisons, drugs and toxins of all kinds. Resistant to cold (half damage). Plus all the special powers of the Greater Elemental Earth "Spirit," and the following special powers:

Understand & Speak the language of True Elementals:

98%

Sense Elemental Forces: The god has a 01-90% chance to sense other invisible spirits, Astral beings, True Elementals, Elemental Spirits and creatures spiritually or magically linked to Elementals, including Warlocks, other Elemental Spirits, the Jinn and Spirits of Light. He instantly recognizes such creatures when he sees one and senses their presence within a 2000 foot (610.2 m) radius. Native American Elemental Shamans and their elemental allegiances are instantly known to this god, just as the Shaman will instantly recognize him as a tremendous elemental force (not necessarily recognize him as the god, He Who Gives Life).

Plant Control and Influence (special):

1. Magically make a plant blossom and grow 1-25 pieces of fruit within one melee round (15 seconds)! This can be done 25 times per plant, per 24 hour period. P.P.E.: One per each blossom/fruit.

2. Stop fruit, vegetables and other foods from rotting; stays good until eaten. P.P.E. cost: 50 per ton or fraction thereunder.

3. Accelerate the growth of plants and trees overnight. Overnight, the plant or tree reaches full maturity! P.P.E. cost: 100 per plant or sapling.

4. Shape wood. The god can shape wood as if it were made of clay, as well as whittle and sculpt. P.P.E. cost: 100 per ton.

5. Alter the structure of wood to M.D.C. He can magically transform wood into an M.D.C. structure (S.D.C. turns to M.D.C.). P.P.E. cost & Duration: 1-30 days (his choice), costs 350 P.P.E. per half ton, or permanent M.D.C. costs 1000 P.P.E. per half ton. One half ton can be transformed per 1000 P.P.E. points expended. He cannot turn magical M.D.C. wood back into S.D.C., unless he was the one who made it so to begin with.

Bless and Purify Plants (special): An entire field of up to 10 acres can be blessed. This blessing means the plants will be especially fertile, productive (ideal for crops), and spared the ravages of disease, blight and animals who might normally raid the fields. P.P.E. cost: 800.

Summon ANY lesser "True" Elementals (special): The god can summon one *True Lesser Elemental* from any of the four elemental categories (see **Rifts® Conversion Book One** for details about these beings) per every other level of experience as a Shaman (12 total). Success Ratio: 90%. Likewise, he can try to summon one Greater Elemental per every other level of experience with a success ratio of 30%. P.P.E. Cost: 100 per each elemental summoned.

Summon Elemental "Spirits" (special): The god can summon one *Lesser* or *Greater Elemental Spirit* (any; as described in this book) per every other level of experience as a Shaman (12). All lesser elemental spirits and most greater revere and respect this ancient god and will follow him into battle without question or hesitation. Success Ratio: 75% for each Lesser Elemental Spirit and 40% to summon a Greater Elemental Spirit. P.P.E. Cost: 50 per each spirit summoned.

Materialization Notes (special): He Who Gives Life can materialize into an ordinary, aging Native American who appears to be in his 50s or older, or any small, nonpredatory animal such as a sparrow, mouse, mole, or rabbit. He can also materialize into a plant or shrub/bush, with the same animating abilities as Plant Spirits. He can talk, fight, use psionics, and cast spells in any of these forms. Such a materialized body can be maintained for 24 hours per level of experience at a P.P.E. cost of 50 per day, and is an M.D.C. structure capable of withstanding immense damage.

Possession Notes: The ancient bringer of life can possess any small animal, plant or shrub. He rarely takes possession of a tree, preferring less obvious and grand forms of plant-life, with a leaning toward vines. The presence of the god also temporarily adds 1D6x1000 S.D.C. (the equivalent of 10 to 60 M.D.C.) to the creature or plant he is possessing. Speech, psionics and magic can all be performed even as a plant.

Also see psionics and magic.

Psionics: All Healing, Sensitive, and Super psionic abilities.

L.S.P.: 800

Magic: All Shamantic spells (except Paradox spells), Earth, water and air Warlock spells from levels 1-6, and all healing spells (including restoration), all summon and control animal spells plus sanctum, protection circles (lesser and superior), close Rift, and dimensional portal.

He Who Gives Life can also create, empower and grant all lesser fetishes and noncombat major and Legendary Fetishes. He will never provide a weapon or fetish that invites combat or war.

Vulnerabilities: Some argue He Who Gives Life's pacifistic nature is a detriment to others and a personal weakness.

Personal Fetishes: One Legendary Healing fetish and Medicine Bundle can be found at the Spirit Realm village where he lives. The god regularly carries with him a dozen of his fetish masks in a magical pouch that appears to hold only a single mask. Game Masters are free to create any masks they feel appropriate for the god and the situation. In addition, the god possesses the only known Legendary Fetish Mask, which is made from the trunk of a Millennium Tree (given freely by the Tree). It has the following magical abilities:

1. The mask can create a ley line storm around the wearer! This can be done even when not on a ley line, but the duration is only one melee and all effects, damage, or other aspects are at half normal. If this power is invoked on a ley line, the effects are identical to those detailed on pages 12 and 13 of **Rifts World Book Three: England**, except for the random events, which will not occur. Using this ability when not on a ley line temporarily uses up the energies in the mask, and it will not function for 36 hours afterward.

2. The mask will act as a powerful protection fetish, providing 150 M.D.C. of mystical armor to the wearer and adds +3 to all saving throws.

3. The mask can camouflage the wearer in a manner identical to the Chameleon spell. Duration is based on the wearer's level. Usable three times per day and costs no P.P.E. to use.

4. The wearer is impervious to disease and poison made of natural extracts.

5. The mask allows the wearer to cast any weather spells, but the normal P.P.E. expenditures must be observed as with all masks.

6. The mask allows the wearer to cast all plant spells of levels 1-15, but the normal P.P.E. expenditures must be observed as with all masks.

Combat Attacks per Melee: In energy form, the god can cast two magic spells or perform six psionic attacks, or six other actions/movements per melee round. Without physical form he must rely on magic and psionics.

In physical humanoid form, the god has six physical and/or psionic attacks/actions per melee or two by magic. Typically defensive maneuvers.

Bonuses: These are the total bonuses, including attribute, O.C.C. and others: +5 on initiative, +3 to strike, +8 to parry and dodge, +5 to disarm, +8 to pull punch, +4 to roll with impact, critical strike or knockout from behind and on 17 or higher, +8 to save vs horror factor, +8 to save vs magic, spell strength of 16, and +4 vs psionics. Tolerance to alcohol is equal to a Saloon Bum O.C.C.

Allies: Other Native American gods, spirits (lesser and greater) and many Native American people in general, particularly Pure Ones and devoted Traditionalists.

Enemies: The *Splugorth* and all alien intelligences, forces of evil, dark spirits, evil Shamans, supernatural monsters, and rivals. He Who Gives Life is one of the gods who lobbies against the destruction of Uktena and insists that death is part of the Circle of Life, change and renewal.

Habitat: The Spirit Realm and elsewhere in the Megaverse. He seldom enters the mortal world.

She Who Walks The Circle

Goddess of the dead and bringer of bad medicine

She Who Walks The Circle was not one of the original gods but a young Shaman who became a god through a strange series of events. To make a long story short, She evoked magic and called upon the gods in anger and vengeance. For seven days and seven nights she chanted and danced without food or rest, begging the gods to bring Bad Medicine upon the enemies who had massacred her tribe. But more than that, she begged that they suffer long and horribly before death took them, and offered her eternal spirit to the gods to make her the one to finally claim their lives. The enemy was the dreaded Two-Faced Star-People and their crimes were horrible. The Shaman was strong in spirit potential and her very soul ached and cried out for revenge (punishment rather than true justice). The gods granted her wish, in a manner of speaking. They infused the woman with immortality, the power of the gods (by each giving her a little bit of their own spirits and magic powers) and making her the instrument of her enemy's suffering and destruction. And so a new god was born. Over the centuries, she has grown strong with knowledge and experience, although she remains the youngest of their pantheon.

She Who Walks the Circle is an avenging god who delivers bad medicine and death to those who violated the Circle of Life and/or the friendship of the spirits. She is a god with her own strict code of honor, ethics and fair play, and who torments (only sometimes takes a direct hand in killing) those who invoke her wrath or of that her fellow gods. Because of her mortal origins, she remains fond of Native Americans and frequently responds to their cries for justice and revenge by sending bad luck to punish those who would abuse others because they are strong. Such "Bad Medicine" typically comes in the form of bad luck, misfortune, a turn of events, hardship, persecution and death to them and their unholy allies. She Who Walks the Circle (of life and death) lives by the axiom, "turn about is fair-play," and goes to great pains to make evildoers suffer and die as a result of their own doings, greed and acts of cruelty. Consequently, her revenge is typically a long, complicated series of events that leads to the downfall of the villain(s).

She has adopted the owl as her totem animal and has been given the service of the Lesser Animal Spirits and Owl Totem Spirit as her assistants. This is the reason owls are commonly associated with death and/or bad medicine by many Native Americans.

It is important to note that She Who Walks The Circle is only a bringer of Bad Medicine and death to those who have violated the Circle of Life or abused the gifts of the spirits. She is not responsible for all deaths and rarely takes a direct hand in delivering death sentences (according to legend, she does oversee the journey of dead Native Americans to the Spirit Caves). She has also taken it upon herself to see that all Native Americans receive proper burials, and even sends servants to locate the remains of Native Americans who have died in remote regions or whose bodies are otherwise missing, to be covered and given proper burial.



As a Native American and spirit of revenge, she resents the white man for what he has done to her people over the centuries, but does not strike against them because they have done nothing against the Circle of Life. She also realizes that the men who did the greatest wrongs are long dead — the sins of the fathers are *not* the sins of their children. She never does anything to directly harm the innocent, only those deserving of punishment.

She Who Walks The Circle is one of the few gods of the Native Americans that was once an ancient Native American herself. All of the other gods were already old when the Indians were forming their first societies, thousands of years ago. She is less prone to change than the others, and appears as she did in life, as a relatively attractive Native American woman in her late twenties. However, she usually wears an owl mask, costume, and war paints when executing her duties to instill fear in her targets (raises her horror factor by 4) and when calling forth Bad Medicine and retribution at the hands of others. She prefers to dress in reds, greens, blues and whites, symbolizing the four elements and the four compass directions which represent the balance she protects.

She Who Walks The Circle — NPC God

Totem: The owl, Bad Medicine, revenge and death.

Alignment: Aberrant evil, with a strong sense of duty and honor, but who often extracts a terrible revenge. She is completely loyal to the Native American gods and serves them and her duty faithfully.

Attributes: I.Q.: 23, M.E.: 24, M.A.: 24, P.S.: 36, P.P.: 26, P.E.: 27, P.B. 17, Spd.: 50. All physical attributes are supernatural.

Hit Points (for non-M.D.C. worlds): 4,500

S.D.C. (for non-M.D.C. worlds): 3,000

Mega-Damage Creature: When on Rifts Earth, the gods who magically create a "materialized" body have M.D.C. equal to their combined hit points and S.D.C. — spirits in energy form have this same amount of M.D.C.

Armor Rating (for non-M.D.C. worlds): 14

Horror/Awe Factor: 14

Size: 6 feet (1.8 m) in human form.

Weight: 150 lb. (67.5 kg) in human form.

Experience Level: 12th level Paradox Shaman and 10th level Mystic Warrior.

Average Life Span: Immortal, but can be destroyed while in energy form.

P.P.E.: 2500

O.C.C.: Not applicable.

R.C.C. Skills: All skills from the categories of Wilderness and Military at 85%, plus all lore skills, climb, swim, dance, sing, cook, basic math, track humanoids, escape artist, intelligence, streetwise, prowl, roping, horsemanship: Cowboy, and horsemanship: exotic animals all at 75% (the last several skills can be found in **Rifts**® New **West**™). Magically understands and speaks all languages at 90% and is literate in all Native American languages and English.

Natural Abilities: Nightvision 2,000 feet (610 m), bio-regeneration of 1D4x10 points of damage per melee round (S.D.C./H.P. or M.D.C. as the case may be), and impervious to poison and disease.

Her Spirit Warrior abilities include vibration sense, flight (75 mph), invisibility, danger sense, chameleon, healing

touch, and see invisible (the Spirit Warrior O.C.C. has full details on these abilities).

Plus these special abilities:

Materialization Notes (special): She Who Walks the Circle can materialize into her original human form (Native American woman), or any type of owl. She can talk, fight, use psionics, and cast spells in any of these forms. These materialized bodies can be maintained for 24 hours per level of experience at a P.P.E. cost of 100 per day, and are M.D.C. structures capable of withstanding immense damage.

Possession Note (special): The god of revenge can take possession of any type of owl as well as any "willing" worshipper or comatose humans (automatic; no saving throw). However, humans who resist possession in the slightest way are impervious to the god, but such resistance is uncommon. The presence of the god also temporarily adds 1D6x1000 S.D.C. (the equivalent of 10 to 60 M.D.C.) to the creature she is possessing.

Summon Animal and Totem "Spirits" (special): She can summon one *Lesser Animal Spirit* (any; as described in this book, but usually predatory animals) per level of experience (12 total) as a Paradox Shaman or one *Greater Owl Totem Spirit* for every other level of experience (6 total). Both the Lesser Animal Spirits and Owl Totem Spirits have come to respect this dark god and serve her faithfully. Success Ratio: 85% for each Lesser Animal Spirit and 60% to summon a Greater Owl Totem Spirit. P.P.E. Cost: 100 per each spirit summoned.

Bad Medicine (special): As the enforcer of the spirit laws, this God of Vengeance is able to call down bad medicine at will. The manifestation of the effect will vary with the transgression of the target, but the power can also be used against opponents in combat (even if they have done nothing wrong). Bad Medicine can include being spotted and/or attacked by an enemy, bad combat rolls (reduce all combat bonuses and saving throws by half), the victim of an attempted murder survives (and seeks revenge), losses at gambling, targets for brawls and trouble, sickness, despair, spoiled food, and all types of bad luck. The death goddess is able to choose which effect the bad medicine will manifest itself as. Range: By touch or up to 100 feet (30.5 m) away. Duration: Once afflicted by Bad Medicine the character will suffer one problem and indignation after another until the victim makes amends (not always possible) or dies. P.P.E. Cost: 100. Also see specific magic spells that can be used to cause misfortune and dangerous circumstance.

Also see psionics and magic.

Energy Being Natural Abilities: See the description in the section regarding traits common to all spirits.

Psionics: All physical and sensitive psionic powers plus the following super psionic abilities: Bio-Manipulation, empathic transmission, mind bond, mind block auto-defense, and psisword.

Special Awareness: See aura, sense evil, sixth sense and empathy are all constantly active, warning the god of danger and evil. No I.S.P. cost.

I.S.P.: 326

Magic: All Shamantic Spirit and Paradox spells plus the following sorcerous spells: befuddle, fingers of wind, blind, mute, water to wine, fool's gold, calling, domination, compulsion,

agony, life drain, apparition, hallucination, luck curse, minor curse, curse: phobia, spoil (food and water), sickness, negate magic, repel animals, time slip, **teleport**: lesser, **teleport**: superior, mystic portal, time hole, close Rift and dimensional Portal.

Fetish abilities: None.

Vulnerabilities: She Who Walks the Circle is often blinded by her lust for vengeance and misses the big picture. She also sometimes underestimates her opponents and accidentally hurts innocents (something which haunts her). In addition, she often feels lonely and detached from most other life forms, including the other gods.

Personal Fetishes: A pair of War club Spirit Fetishes, one with a sullen face and one with a grinning face.

Combat Attacks per Melee: In energy form, the god can cast two magic spells or perform seven psionic attacks, or seven other actions/movements per melee round. Without physical form she must rely on magic and psionics.

In physical humanoid form, the god has eight physical and/or psionic attacks/actions per melee or two by magic.

Bonuses: These are the total bonuses, including attribute, O.C.C. and others: +8 on initiative, +7 to strike, +9 to parry and dodge, +3 to roll with impact, +4 to pull punch, critical strike from behind and on 18 or higher, paired weapons,

death blow, +10 to save vs horror factor, +7 to save vs magic, spell strength of 16, +5 vs psionics, and +6 to save vs poison.

Allies: Tends to work alone or with the animal spirits and Owl Totem spirits. Occasionally works with other Native American gods and spirits. Many Native American people worship her as their protector and avenger.

Enemies: Evil and murderous forces. Uktena and other forces of supernatural evil enjoy tormenting She Who Walks the Circle and try to corrupt her to become dispassionate and diabolic. She is the most adamant proponent for destroying the vile serpent god. She also sees the rulers of the Coalition States as foul manipulators and destroyers, but until they commit some great wrong against the Native American people or her fellow gods, she will leave them alone. She looks upon the worst and most vengeful factions within the Federation of Magic with sadness, and sees her own reflection in their obsessive hatred of their enemies. However, their extreme measures, mastery of magic and lust for power may someday bring her wrath upon them. She is keenly aware of the plot by some members of the Federation to enslave greater spirits and to use them for engines of destruction.

Habitat: The Spirit Realm and Rifts Earth, especially regions populated by Native Americans.

Strong Eagle

The War God

Strong Eagle is the war god and champion of the Native American gods. He protects the Spirit Realm from invasion and attack, especially from rival gods. To help him in this duty are two dozen powerful greater Elemental Spirits who serve as elite warriors. Another legion of 1500 Animal and 500 Totem Spirits are also at his disposal as an army in waiting.

Strong Eagle does not make a habit of starting wars, although he has on occasion. Instead, he lets the invader make the first move and then counters and retaliates. He is like a Chess Master, always thinking six moves ahead, and is a superb strategist and tactician. Unlike other gods, he rarely underestimates his opponent and always tries to anticipate the unexpected. When no dangers threaten the Spirit Realm, and the War God becomes bored, he may search out a war and join a side (usually preferring the noble or righteous underdog). He does so to keep his combat skills sharp and because he enjoys combat more than anything else in the Megaverse.

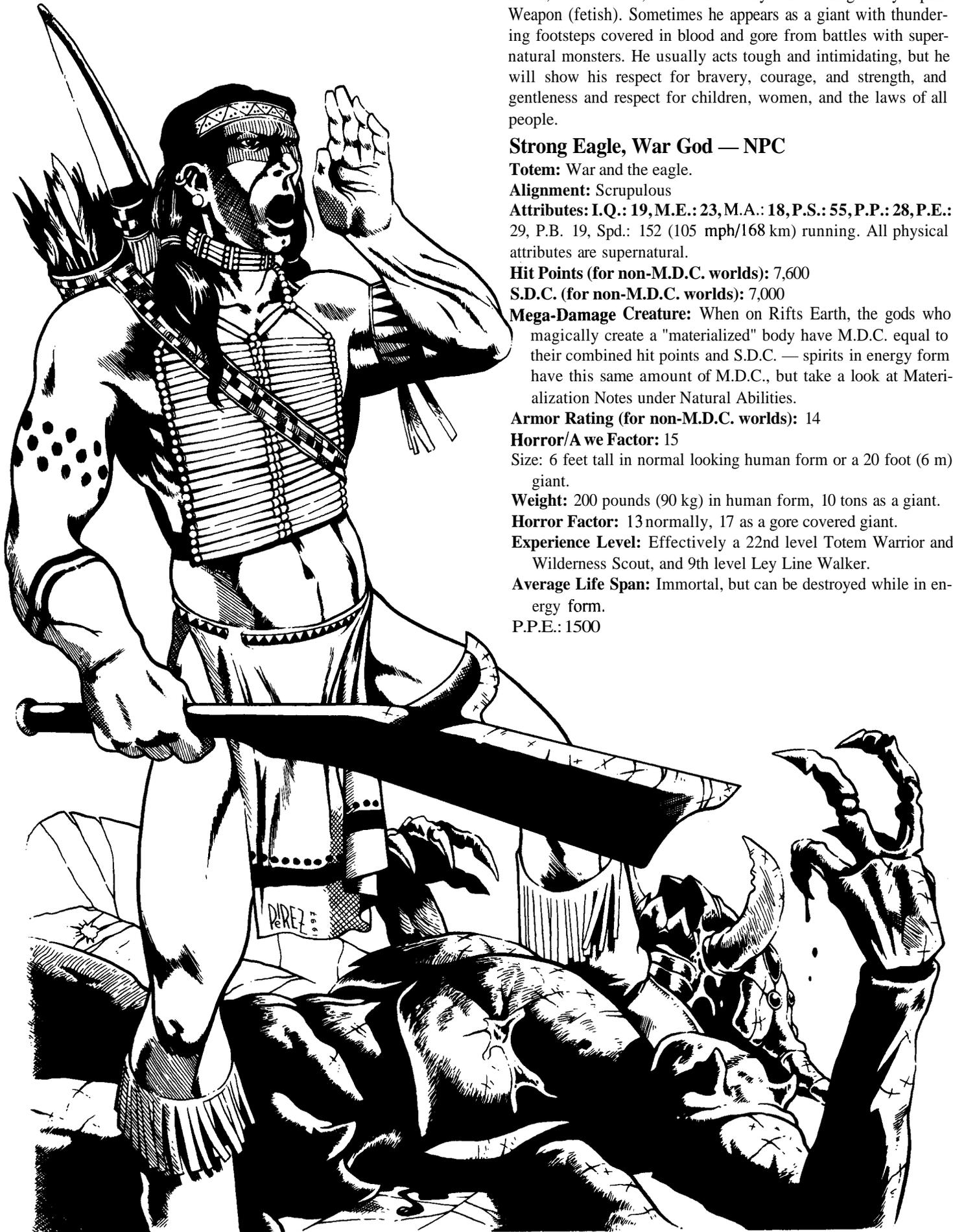
As the penultimate warrior, he seeks every opportunity to test himself in combat, and rarely dismisses a challenge. When he participates in a war, he searches out warriors of skill and courage and marks them as heroes. When he returns to the Spirit Realm, he tells the other gods of those mortals he encountered so that all will be able to call upon them in times when heroes are needed.

Strong Eagle does not kill during combat unless he must. He considers combat a challenge for heroes and a test not only of physical skills and military acumen, but of a man's honor, nobility and compassion. When Strong Eagle does kill, he does so with merciful quickness — he never tortures or degrades his

enemies. When fighting non-Indians, Strong Eagle will fight them the way they fight, which means not only using high-tech weapons, but in the case of the Coalition States, often killing every man who isn't on your side. Worthy opponents who hold their own against him gain his respect, and if their courage and nobility match their skills, they are considered heroes and potential allies.

The war god has no permanent home and wanders across the breadth and width of the Spirit Realm, Rifts Earth, Wormwood, and numerous other worlds. He camps in the open and takes joy in hunting animals for food — just as with man to man combat, he considers hunting "a test of skill," not a quest for the kill. One or two of his warrior allies (mortal and/or superhuman) may accompany him for several days, but he usually travels alone. He finds Rifts Earth to be especially entertaining and challenging, with all sorts of champions and villains, human and supernatural. He spends his time wandering alone across the wilderness, hunting demons, dragons and monsters from the Rifts. These hunts are for real and serve to cull dangerous monsters from the territories of the mortals he and his pantheon have adopted. One of his favorite quarries is the Xiticix, which plague the Sioux in northern Minnesota. He uses a major wing fetish to help engage the giant, flying insects.

Strong Eagle appears in human form as a muscular Native American. He is tall and strong, but not overly thick of muscle. His frame is sleek and agile, like a great cat in human form. His blows can level M.D.C. walls and destroy power armor. He wears only a breechcloth and bone vest with a beaded choker and head band. He always carries a knife, huge war club, toma-



hawk, and a bow; each and every one a Legendary Spirit Weapon (fetish). Sometimes he appears as a giant with thundering footsteps covered in blood and gore from battles with supernatural monsters. He usually acts tough and intimidating, but he will show his respect for bravery, courage, and strength, and gentleness and respect for children, women, and the laws of all people.

Strong Eagle, War God — NPC

Totem: War and the eagle.

Alignment: Scrupulous

Attributes: I.Q.: 19, M.E.: 23, M.A.: 18, P.S.: 55, P.P.: 28, P.E.: 29, P.B. 19, Spd.: 152 (105 mph/168 km) running. All physical attributes are supernatural.

Hit Points (for non-M.D.C. worlds): 7,600

S.D.C. (for non-M.D.C. worlds): 7,000

Mega-Damage Creature: When on Rifts Earth, the gods who magically create a "materialized" body have M.D.C. equal to their combined hit points and S.D.C. — spirits in energy form have this same amount of M.D.C., but take a look at Materialization Notes under Natural Abilities.

Armor Rating (for non-M.D.C. worlds): 14

Horror/A we Factor: 15

Size: 6 feet tall in normal looking human form or a 20 foot (6 m) giant.

Weight: 200 pounds (90 kg) in human form, 10 tons as a giant.

Horror Factor: 13 normally, 17 as a gore covered giant.

Experience Level: Effectively a 22nd level Totem Warrior and Wilderness Scout, and 9th level Ley Line Walker.

Average Life Span: Immortal, but can be destroyed while in energy form.

P.P.E.: 1500

R.C.C. Skills: All skills from the categories of Wilderness, Espionage, and Military at 95%, plus all lore skills, boxing, wrestling, acrobatics, climb, swim, dance, sing, cook, basic math, horsemanship: knight, horsemanship: exotic animals, and trick riding, all at 85% (the last several skills can be found in **Rifts® New West™**). Magically understands and speaks all languages at 98% and is literate in all Native American languages, Spanish, English and Dragonese.

Natural Abilities: Keen hawk-like vision with telescopic focusing (two miles/3.2 km range), keen sense of smell, recognize a specific person's scent 50%, track by smell alone 65%, nightvision 4000 feet (1200 km), ambidextrous, double jointed, bio-regeneration of 1D6x10 points of damage per melee round (S.D.C./H.P. or M.D.C. as the case may be), and impervious to cold, disease and fatigue.

Supernatural Shapechanging (special): Like Spider Woman, Strong Eagle is a master shapechanger, but his forms are not supernatural equivalents of normal animals like hers. His animal forms are 2-4 times the normal size of the animal species assumed, and thus receive the bonuses for Totem Warriors as listed under each animal species in the Totem section. Strong Eagle is a superhuman Totem Warrior who can change into *any* animal. His personal animal affinity (his personal Totem) is the eagle. Such a materialized body can be maintained for one week per level of experience at a P.P.E. cost of 50 per day, and is an M.D.C. structure capable of withstanding immense damage.

As part of this amazing ability, Strong Eagle can turn into a (relatively) *ordinary human*, complete with hit points and S.D.C. rather than mega-damage (93 hit points, 50 S.D.C., and no magical powers, although attributes, combat and bonuses are **unchanged**)! He assumes this "fragile" form to better understand the mortals and to enjoy the thrill and exhilarating challenge of (temporary) mortality. However, even in this so-called "ordinary" human condition, Strong Eagle is a perfect specimen of physical development and health. He often takes this form to better fit in with mortal warriors and to see their true colors and character. As a human, he must acquire mega-damage body armor and "the appropriate weapons of the time and people" — he keeps only his Spirit war club or knife as a magical weapon. Note: If his "human" manifestation is destroyed, his godly spirit/energy form is slung back into the Spirit Realm where his normal M.D.C. is reduced by half, but he can return to the Middle Realm within 24 hours in any manifestation he chooses. If injured he heals three times faster than genuine humans. A look at his aura will reveal a character who is high level and questionably human.

Materialization Notes (special): Strong Eagle can materialize into his human appearance (normal size and appearance), a giant Native American warrior, or *any* animal. He can talk, fight, use psionics, and cast spells in any of these forms, unless a mortal human. Such materialized bodies can be maintained for one week per level of experience at a P.P.E. cost of 100 per day, and are M.D.C. structures capable of withstanding immense damage.

Damage Bonuses in "Giant" form: +12 from punches and kicks. Like most spirits and gods, whether the damage inflicted is S.D.C./H.P. or mega-damage depends on their opponent. M.D. foes take M.D. damage, mortal hit point and S.D.C. creatures take S.D.C. damage.

Possession Note (special): The god can take possession of any type of animal as well as any "willing" worshipper or comatose humans (automatic; no saving throw). However, humans who resist possession in the slightest way are impervious to the god, but such resistance is uncommon. The presence of the god also temporarily adds 2D6x1000 S.D.C. (the equivalent of 20 to 120 M.D.C.) to the creature he is possessing.

Summon Animal and Totem "Spirits" (special): He can summon two *Lesser Animal Spirits* (any; as described in this book, but usually predatory animals) per level of experience (44 total) as a Totem Warrior or one *Greater Totem Spirit* for every level of experience (22 total). Both the Lesser Animal Spirits and Totem Spirits respect and love this great hero and serve him faithfully. Success Ratio: 90% for each Lesser Animal Spirit and 70% to summon a Greater Eagle Totem Spirit. P.P.E. Cost: 100 per each spirit summoned.

Also see psionics and magic.

Psionics: All Sensitive, Physical, and Super psionic abilities. I.S.P.: 500

Magic: Knows all **Shamantic Spirit** and Animal spells, all sorcerous magic spells from levels 1-6, plus second sight, exorcism, banishment, control/enslave entity, familiar link, all summon and control animal spells, close rift, and dimensional portal.

His ability to create and empower fetishes is limited to Armor, Weapon, Tooth and Claw, and all tattoo fetishes.

Vulnerabilities: None, per se.

Personal Fetishes: A Spirit knife, huge war club, tomahawk, and a bow; each and every one a Legendary Spirit Weapon Fetish.

Warrior Note: Strong Eagle can use any of the white man's energy weapons, body armor, and related equipment like jet packs, hovercycles and explosives, especially when in disguise, as well as magic weapons and items and Techno-Wizard devices.

Combat Attacks per Melee: In energy form, the god can cast two magic spells or perform eight psionic attacks, or eight other actions/movements per melee round. Without physical form he must rely on magic and psionics.

In physical humanoid form, the god has 10 physical and/or psionic attacks/actions per melee or two by magic.

Bonuses: These are the total bonuses, including attribute, and others: +6 to initiative, +10 to strike, +12 to parry, +10 to dodge, +5 to roll with impact, +6 to pull punch, +5 to disarm, entangle, paired weapons, critical strike from behind and on 18 or higher, knockout from behind and on 17 or higher, death blow, +7 to save vs horror factor, +8 to save vs magic and poison, spell strength of 14, and +5 to save vs psionics. Rate of fire with the Spirit Bow is eight per melee round and he is +6 to strike with it. Quick draw rifle and pistol the same as the *Gunfighter O.C.C.* in **Rifts® New West**.

Allies: Other Native American gods, animal and Totem spirits and many human and **nonhuman** warriors he has deemed worthy allies, and the Native American people in general.

Enemies: All who dare to threaten the Spirit Realm and other gods, or who challenge him. He constantly opposes the forces of evil. Counted among his mortal enemies are Uktena's brood, Two-Faced Star-People (which he kills on sight for what they once did to him and his beloved Native Ameri-

cans), and vampire lords. He despises Uktena and has repeatedly suggested he and the monster engage in a battle to the death.

Habitat: The Spirit Realm, Rifts Earth and elsewhere in the Megaverse. He frequently enters the mortal world.

Spider Woman

The Deep Earth Goddess

Spider Woman is one of the oldest of the Native American deities and is believed to be the first of the gods. Some legends say that all Native Americans are descended from her children, the Sun God and the Goddess of Gems. Like a true grandmother, she watches fervently over the Native Americans and often gives her help to mortal heroes when they quest into the Realm of the Spirits. Spider Woman rarely travels to Earth, but moves extensively through the realm of the gods. She has many homes in the Spirit Realm and Astral Plane, several linked to Earth by small underground tunnels. Each home has a different appearance, ranging from an underground kiva to a teepee. She welcomes visitors and will try to make them comfortable. She will offer them food and drink and gladly spend hours telling parables and talking about past events in the Middle Realm. Spider Woman has many names and is said to be able to assume any shape she desires, but almost always appears as an elderly Native American. However, when she is helping mortals, she will often turn into a small spider and hide upon the person in order to tag along and offer suggestions while avoiding detection.

Spider Woman moves slowly and avoids extreme physical exertion, but it is not age or frailty that restricts her actions. She simply prefers to rely on her powerful magics, trickery, and allies to fight battles and get things done. She has a strong connection with the Deep Earth, and many of her allies are the animals that dwell there. Her influence extends over the element of earth, as well as all animals that make their homes in the ground, including cave-dwellers like bats. One favored helper and companion is the mole. She frequently has a Totem Spirit Mole companion at her side or close at hand.

Although the Giver of Life created fetish magic, Spider Woman is unequalled in the art of fetish making. She can fashion minor fetishes at a rate of one per hour, major fetishes can be made in one day, and Legendary fetishes in 1-4 weeks; only one class of fetish can be made at a time. (i.e. 1-24 minor fetishes or one major fetish in a 24 hour period). She only makes fetishes for truly worthy humans, Great Spirits and fellow gods, but will rarely bestow more than one upon any particular human.

The age, power, and cunning of Spider Woman are well known throughout the ranks of the gods and spirits, as well as by their supernatural opponents, all of whom respect her abilities. Spider Woman prefers to be the puppet master behind the scenes, manipulating and directing other warriors, spirit, gods and demons to achieve her goals. When she makes a personal appearance, many are surprised and troubled (it must be of great importance to her).



Spider Woman — NPC God

Totems: Spiders, Earth, and Secrets.

Alignment: Unprincipled

Attributes: I.Q.: 27, M.E.: 28, M.A.: 30, P.S.: 30, P.P.: 24, P.E.: 26, P.B. 11*, Spd.: 20. All physical attributes are supernatural. * For her old woman form. Spider Woman is a natural shapeshifter and can assume any form (and any P.B. up to 30).

Hit Points (for non-M.D.C. worlds): 8,300

S.D.C. (for non-M.D.C. worlds): 3,900

Mega-Damage Creature: When on Rifts Earth, the gods who magically create a "materialized" body have M.D.C. equal to their combined hit points and S.D.C. — spirits in energy form have this same amount of M.D.C.

Armor Rating (for non-M.D.C. worlds): 14

Horror/Awe Factor: 14; actually "awe" factor, she is never "horrible."

Size: 5 feet, 7 inches (1.65 m) in human guise.

Weight: 145 pounds (65 kg) in human guise.

Experience Level: Equivalent of a 27th level Fetish Shaman and 15th level Earth Warlock and Ley Line Walker.

Average Life Span: Immortal, but can be destroyed while in energy form.

P.P.E.: 9600

O.C.C.: Not applicable.

R.C.C. Skills: All skills from the categories of Wilderness, Domestic, Medicine and Science at 98%, plus all lore skills, climb, swim, basic and advanced math, all at 90%. Magically understands and speaks all languages at 98% and is literate in all Native American languages, English, Euro, Spanish and Dragonese.

Natural Abilities: Keen hawk-like vision with telescopic focusing (two miles/3.2 km range), keen sense of smell and hearing too, nightvision 6000 feet (1828 km), ambidextrous, bio-regeneration of 1D6x10 points of damage per melee round (S.D.C./H.P. or M.D.C. as the case may be), and impervious to cold, vacuum, radiation, disease and fatigue.

Materialization and Shapeshifting (special): Spider Woman can shapeshift in a single melee action into any insect, arachnid, or mammal, including humans (any race). She prefers critters that live or burrow into the ground, but her favorite form, that of the spider, is how she earned her name. All of the forms she assumes are of normal size for that animal species, but inflict half her normal damage from supernatural P.S. whenever she transforms into any animal smaller than a badger or raccoon. She can talk, fight, use psionics, and cast spells in any of these forms. Such materialized bodies can be maintained *indefinitely* at the P.P.E. cost of 20 per day, and are M.D.C. structures capable of withstanding immense damage.

Possession Note (special): The god can take possession of any type of plant, insect, arachnid, or mammal, including humans (any race). The presence of the god also temporarily adds 4D4x1000 S.D.C. (the equivalent of 40 to 160 M.D.C.) to the creature she is possessing.

Summon any Animal, Totem, Plant, Tree or Earth Elemental "Spirits" (special): She can summon two *Lesser Animal Spirit* (any; as described in this book) per level of experience (54 total) as a Fetish Shaman or one *Greater Totem Spirit* for every level of experience (27 total). All spirits

respect and revere this elder god and serve her loyally. Success Ratio: 90% for each Lesser Animal Spirit and 70% to summon a Greater Spider Totem Spirit. P.P.E. Cost: 100 per each spirit summoned.

Energy Being Natural Abilities: See the description in the section regarding traits common to all spirits.

Psionics: All Sensitive, Healing, and Super psionic abilities.

Natural Telepath (special): The god can use telepathy without limit and without the expenditure of I.S.P.; range is a one mile (1.6 km) radius.

I.S.P.: 650

Magic: All Shamantic spells, all Earth Warlock spells from levels 1-8, and all conventional spells from levels 1-15!

The god can also make, empower and bestow *all* fetishes, including Legendary ones, but does so sparingly. She is even approached by other gods and greater spirits for the gift of a Major or Legendary fetish.

Vulnerabilities: If she is somehow captured in one of her animal or insect forms, Spider Woman will be unable to escape or shift to another form. She will have to be rescued or escape using her present animal form. In this situation, she cannot use spells or psionics once captured, even if put into a normal glass jar while in spider form!

Personal Fetishes: Spider Woman can easily make any fetish she needs. She will normally have 1D20 fetishes readily available. Rarely will she keep more than three (3) legendary fetishes around.

Combat Attacks per Melee: In energy form, the god can cast two magic spells or perform six psionic attacks, or six other actions/movements per melee round. Without physical form she must rely on magic and psionics.

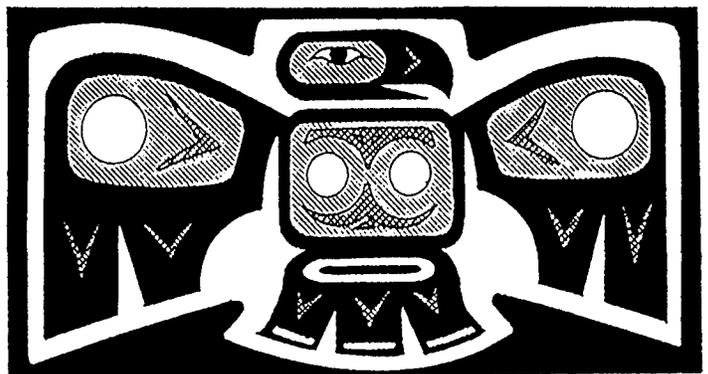
In physical humanoid form, the god has six physical and/or psionic attacks/actions per melee or three by magic.

Bonuses: These are the total bonuses, including attribute, O.C.C. and others: +7 to strike, +8 to parry, +8 to dodge, +4 to roll, +4 to all damage, critical strike from behind and on 19+, Knockout from behind, +8 vs horror factor, +9 vs magic, spell strength of 16, +6 vs psionics, and +10 vs poison.

Allies: Other Native American gods, spirits (lesser and greater) and many Native American people in general, particularly Pure Ones and devoted Traditionalists.

Enemies: The Splugorth and all alien intelligences, forces of evil, dark spirits, evil Shamans, supernatural monsters, and rivals. Spider Woman is counted in the camp of gods who believe that Uktena is an important symbol of death, but she hates the vile creature and the two have clashed in the past.

Habitat: The Spirit Realm and elsewhere in the Megaverse. She enters the mortal world whenever the mood strikes her.





Thunderbird

The Great God of the Air

Thunderbird is one of the most powerful, primal, and independent of the Native American gods. Before the Native American people walked on the North American continent, the God Thunderbird soared throughout the Megaverse. According to legend, there were more than a thousand of these god-like beings (not to be confused with their lesser minions, the Ondi Thunderbirds), but some cosmic battle saw their numbers decimated — it is believed that less than a dozen of these grand creatures exist scattered throughout the Megaverse (three of which are diabolic evil and one anarchist). The one known as The God Thunderbird has not seen another of its kind in a millennium. When the Native American gods had just established themselves, they saw the Thunderbird as a valuable ally to bolster their ranks and who would appeal to the people of ancient North America. The God Thunderbird was impressed and enthusiastic about both the gods' plans for their Spirit Realm and the rules they would pass on to the mortals that accepted them. Thus an alliance was forged that has withstood the test of time. When the Ondi were discovered, they instantly accepted the God Thunderbird as their god-king and have served him ever since, even taking the name "Thunderbird" and adding it to their own. The god and a thousand Ondi Thunderbirds live on the highest peaks and ledges of the largest mountain in the Spirit Realm. Thunderbird himself lives in a massive cave at the heart of the mountain, which is called Thunder Peak.

The God Thunderbird looks very much like the Ondi Thunderbirds only larger and a bit bulkier, more powerfully built. In spirit form, he appears as a giant, golden eagle composed of energy and crackling bolts of light blue lightning like those seen during Ley Line Storms. According to legend he is made of fire,

electricity, and magic. Unlike most spirit forms in which physical attacks in the material world are not possible, the God Thunderbird (like the Ondi) can lash out and strike both physical beings (mortal and supernatural) and spirits. The God Thunderbird is wise and observant. He will weigh all of his options before deciding upon the most prudent course of action. In this regard, he is wiser and more cunning and calculating than the Ondi who serve and worship him. The Native Americans hold a special place in the heart of Thunderbird and his fellows, and the giant birds frequently come to their aid when called in times of need, especially against inhuman and demonic menaces.

The God Thunderbird — NPC God

Also known as the Great Thunderbird and "The" Thunderbird.

Totem: Birds of prey and cosmic energy.

Alignment: Principled

Attributes: I.Q.: 18, M.E.: 21, M.A.: 17, P.S.: 48, P.P.: 22, P.E. 26, P.B. 25, Spd. 44 (30 mph/48 km) on the ground, 203 (200 mph/321 km) flying.

Physical Attributes: Are considered supernatural

Hit Points (for non-M.D.C. worlds): 4,300

S.D.C. (for non-M.D.C. worlds): 3,800

Mega-Damage Creature: When on Rifts Earth, the gods who magically create a "materialized" body have M.D.C. equal to their combined hit points and S.D.C. — spirits in energy form have this same amount of M.D.C.

Armor Rating (for non-M.D.C. worlds): 15

Horror/Awe Factor: 15

Size: 40 foot (12.2 m) tall, fiery bird with an 80 foot (24.4 m) wingspan.

Weight: Not applicable to energy form.

Experience Level: Equivalent of a 25th level Warrior and 10th level Ley Line Walker.

Average Life Span: Immortal, but can be destroyed while in energy form, but damage must exceed 1000 points below zero, or the spirit will recover.

P.P.E.: 1300

O.C.C.: Not applicable

R.C.C. Skills: All Wilderness, lore and math skills at 94%, plus track humanoids, intelligence, interrogation, sing, and climb, each at 90%, and prowl (in flight) 80%. Magically understands and speaks all languages at 90%, and is literate in Dragonese.

Natural Abilities: See all spectrums of light, including infrared and ultraviolet, nightvision five miles (8 km), telescopic vision (2 mile/3.2 km range), see the invisible, keen hearing, bio-regenerate 2D4x10 points per melee round! Does not breathe air and is impervious to electricity, poisons, gases, drugs, disease, and fatigue. All other energy attacks, including plasma, M.D. fire, ion blasts, particle beams, and lasers do half damage (magic, magic weapons, Spirit weapons/fetishes and explosions do full damage).

Lightning Transformation: The God Thunderbird can turn into a massive bolt of lightning for super fast travel in which the god moves at roughly 4,400 mph (7040 kph) or Mach 6.5! Maximum Distance: 1000 miles (1600 km) in one minute. P.P.E. cost: 80.

Lightning Dive (special): When diving, the Great Thunderbird becomes a huge bolt of lightning and can strike the



ground in a flash of light and booming thunder without inflicting damage to a single blade of grass, or intentionally inflicting 1D6x100 damage to a 20 foot (6 m) diameter; +4 to strike in this form. P.P.E. Cost: 20.

Modulating Damage (special): The type of damage the Thunderbird inflicts will be S.D.C./hit point damage against S.D.C. opponents, and M.D. against mega-damage opponents.

Aura of Light (special): Thunderbird is living energy and as such, radiates light and crackling bolts of electricity. Anyone within 30 feet (9 m) of the god has to make a saving throw vs magic. If they fail, they are blinded for as long as the light is in their presence. Even those who save are -2 on initiative and all other combat rolls, and find it difficult to look directly at the god or engage him in combat.

Materialization Notes (special): The God Thunderbird can materialize into a relatively large, but ordinary looking eagle with blazing eyes. However, its most common and favorite materialization is that of its natural energy essence in the material world. This means the god appears as the Great Thunderbird: living energy in the shape of a giant eagle with lightning crackling all around it! Unlike most other energy es-

sences, the God Thunderbird (and his Ondi allies) has a physical shape and can grab, hold, and strike both the physical and ethereal (ghosts, spirits, gods in energy form, Astral Travelers, etc.). As usual, the god can talk, fight, use psionics, and cast spells in any of these forms. Such a materialized body can be maintained for 12 hours per level of experience at a P.P.E. cost of 100 per 12 hour period. The energy or genuine eagle materializations are M.D.C. structures capable of withstanding immense damage.

Damage Bonuses in Energy form: To even touch the Great Thunderbird is to suffer 4D6 damage (M.D. on Rifts Earth) and to get knocked off one's feet and sent flying 2D6 yards/meters (loses initiative and two melee actions). The bite inflicts 2D4x10 damage and the energy claws do +12 damage in addition to supernatural P.S. Like most spirits and gods, whether the damage inflicted is S.D.C./H.P. or mega-damage depends on their opponent. M.D. foes take M.D. damage, mortal hit point and S.D.C. creatures take S.D.C. damage.

Unleash Energy (special): The God Thunderbird can fire bolts of electricity from his talons, eyes, and mouth. Each blast counts as one melee attack/action. Range: 4000 feet (1200 m). Damage can be precisely controlled by the god to inflict as little as 4D6 to 1D6x10 (M.D. on Rifts Earth).

He can also create an electrical field around himself that will affect *everything* within 100 feet (30.5 m) around him. Damage to living beings is 1D4x10 per melee round, plus unless a character makes a saving throw of 16 or higher he is dazed (reduce all combat bonuses, speed, skill performance and attacks per melee by half). There is a 01-75% likelihood of frying all electrical devices (those inside robots and war machines have only a 01-40% of damage) and communications will be impossible. The god can maintain this field indefinitely but cannot perform any other attacks per melee round.

Possession Note (special): The God Thunderbird will only possess eagles. The presence of the god also temporarily adds 1D6x1000 S.D.C. (the equivalent of 10 to 60 M.D.C.) to the creature he is possessing.

Summon Ondi Thunderbirds (special): The God Thunderbird can summon two *Ondi Thunderbirds* (as described under Greater Spirits in this book) per every level of experience as a Warrior (50 total). Success Ratio: 90%. P.P.E. Cost: 50 per each one summoned.

Summon Elemental "Spirits" (special): Thunderbird can summon two *Lesser* or one *Greater Elemental Spirit* (any; as described in this book) per level of experience as a mage (20 and 10, respectively). All lesser elemental spirits and most greater, revere and respect this ancient god and will follow him into battle without question or hesitation. Success Ratio: 98% for each Lesser Elemental Spirit and 90% to summon a Greater Elemental Spirit. P.P.E. Cost: 50 per each spirit summoned.

Also see psionics and magic.

Energy Being Natural Abilities: See the description in the section regarding traits common to all spirits, plus the details and modifications noted in Natural Abilities above.

Psionics: All sensitive and healing psionic abilities.

I.S.P.: 300

Magic: All Ley Line Walker abilities and spells from levels 1-8, plus summon fog, summon rain, summon storm, close Rift, and dimensional portal.

Vulnerabilities: Thunderbird takes double damage from cold or water based M.D.C. attacks.

Combat Attacks per Melee: In energy form, the god can cast two magic spells or perform nine psionic and/or *physical* attacks!

Bonuses: These are the total bonuses, including attribute, O.C.C. and others: +6 on initiative, +5 to strike, +8 to parry and dodge, +5 to roll with impact, +6 to pull punch, critical strike on 17 or higher, +9 to save vs horror factor, +6 to save vs magic, spell strength of 14, +4 to save vs psionics, and +5 to save vs poison.

Allies: Ondi Thunderbirds, most Native American Gods, some spirits, the occasional Temporal Raider, and the Native American people in general, particularly Pure Ones and devoted Traditionalists.

Enemies: He absolutely loathes Uktena and his minions and would love to be allowed to kill this evil god. The two clash regularly, although Thunderbird respects the wishes of his ally gods and has refrained from trying to kill the fiend. The God Thunderbird also has a lasting enmity with the **Splurgorth**, the Aztec Gods, and evil Thunderbird Gods (others of his kind). Generally speaking, he battles the enemies of the Native American gods, supernatural forces of evil, evil Shamans, rivals and occasionally intercedes to battle superhuman enemies of the Native Americans.

Habitat: The Megaverse is Thunderbird's home, although he has spent much of the last 20,000 years with the Native American gods and has a home in the mountains of their Spirit Realm.

High Technology for Modern Indians

The following weapons, power armor and robot vehicles are generally exclusive to Modern Indians and their allies (see Tribes and Preserves for details).

In addition to the unique items described in this section, Modern Indians also have access to all Black Market weapons, body armor, and items (see Rifts® New **West™**), and may buy or trade with other arms dealers, manufacturers, and mercenary groups.

Uktena Combat Robot

The Uktena Robot is one of the first, and the largest, of the Modern Native American produced war machines. It was designed, developed, and deployed to combat the numerous giant-sized, supernatural creatures that fill the wilds of North America. The size, armor, weapons, and amphibious capabilities make it a truly effective and formidable manned robot hunter-killer. The only name that seemed appropriate was Uktena, the Death God and Destroyer (something this dangerous god found both amusing and satisfying).

The Uktena **Combat-Bot** is serpentine-shaped, with two pairs of short legs, a single pair of arms and a long, slashing and pounding (like a mace) tail. It is nearly 100 ft (32 m) long, and is currently the largest robot produced in North America. Its size and design gives it stability, strength, and the ability to carry incredible amounts of armor and weaponry.

It has six kinds of weapon systems and is designed to be very effective in melee combat. From lasers to torpedoes, the Uktena is armed for bear ... or dragon, or whatever the threat may be. It is fully amphibious and can crawl along the bottom of rivers and lakes or propel itself underwater with excellent speed, but such speed sacrifices stealth. It can even travel upstream in the largest rivers, going against the current (reduce maximum speed by one third). The Uktena **Combat-Bot** has no flight capabilities, but it can climb very well, and has long-range missiles for anti-aircraft purposes.

The robot vehicle was designed to operate for long periods of time in the wilds and away from base as it hunts for supernatural

foes and spies on the Coalition and others. To do this, it carries enough food, fresh water and survival gear to keep the robot's crew operating for months at a time. It is roomy enough to accommodate scientists, trackers, or heavy support personnel like 'Borgs or Shamans or a few passengers. These additional passengers allow the unit to be more effective at combat by using a small, but heavily armored, support team, or it can engage in more diversified work like searching for salvage or conducting experiments with Rifts, supernatural beings, magic, or any number of other operations in dangerous territories.

The Coalition States knows there are powerful robots in the New West and Canadian wilderness (more than one Coalition patrol has made the mistake of attacking one), but they have yet to equate them to the "retro-savages" (as they often call them) in the West.

Uktena Combat-Bot

Model Type: UWS-HAR-02

Class: Amphibious Heavy Assault Robot

Crew: Three. The pilot operates the robot, controls the head weapons and engages in hand to hand combat. The co-pilot monitors sensors and communications and operates movement in melee combat. The gunner controls all other ranged weapons. There is enough additional room for two passengers to sit comfortably, although three can be accommodated if one doesn't mind crowded conditions, and five can fit in an emergency (one must sit in the co-pilot's lap, and the crew loses one melee attack per round and are -2 on initiative because of the cramped conditions). The Uktena can be operated by a single pilot, but all bonuses and number of attacks are cut in half.

M.D.C. by Location:

Propulsion Unit — 200

Belly Laser Turret (1) — 100

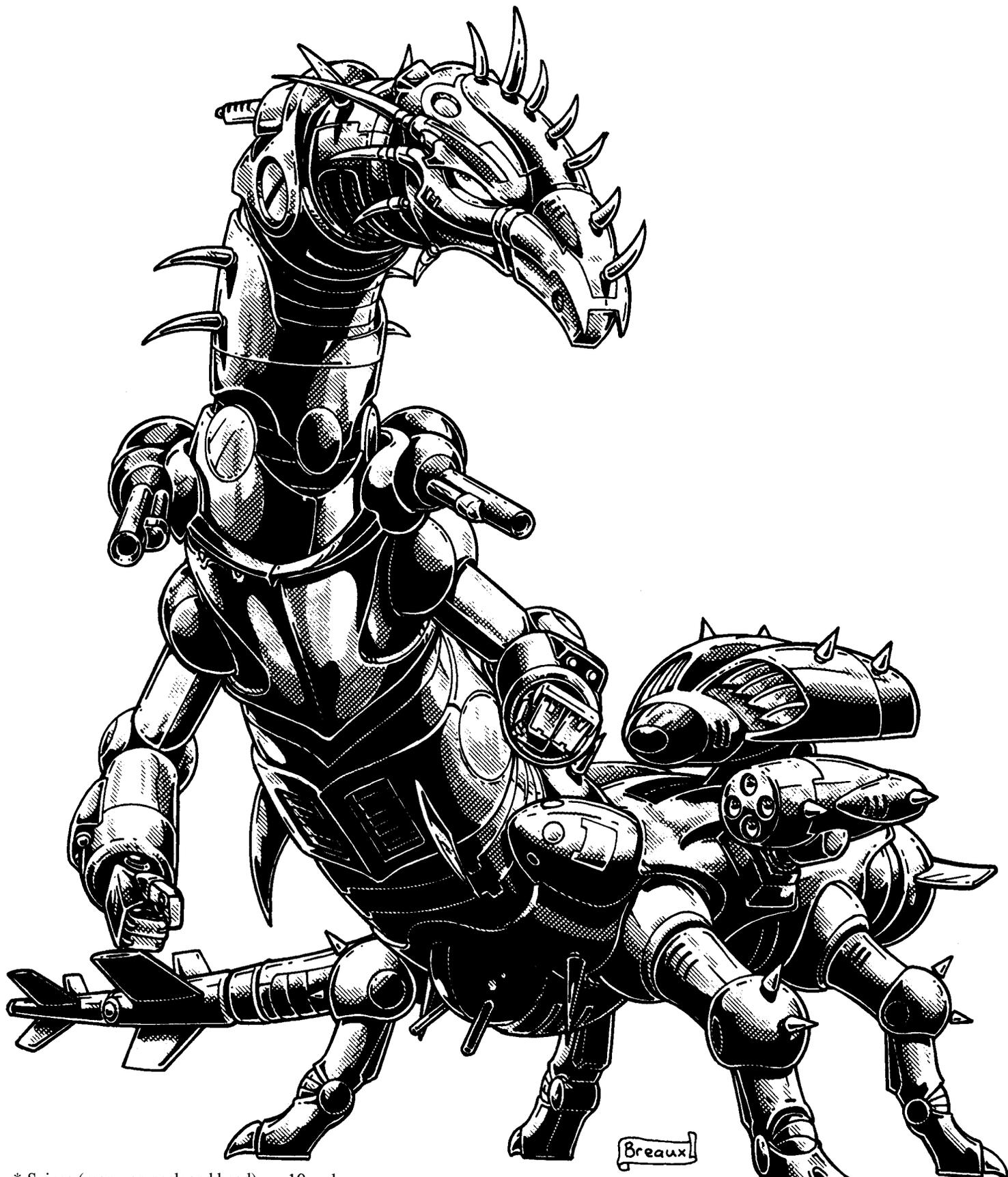
Long-Range Missile Pods (2; sides) — 175 each

* Forearm Mini-Missile Launchers (2; small, forearm) — 30

* Shoulder **P-Beam** Cannons (2) — 150 each

* Neck Mounted Rapid-Fire Laser (1; back of head) — 50

* Plasma Cannon (1; mouth) — 40



* Spines (many on neck and head) — 10 each

* Hands (2) — 50 each

Arms (2) — 200 each

Legs (4) — 260 each

** Tail Section — 360

*** Head — 320

**** Main Body — 625

Reinforced Crew Compartment — 100

* These are small targets and require a called shot at -3 to hit.

** Depleting the M.D.C. of the tail negates half of the underwater dodge and roll with punch/fall bonuses given below.

*** Destroying the head of the robot has no effect on sensors or other robot systems, except for the plasma cannon in the

mouth. The sensor systems are spread across the length of the body and can not be negated by called shots.

**** Depleting the M.D.C. of the main body will shut the unit down completely, rendering it useless.

Speed:

Running: 75 mph (120 kph) on land; excellent on rough and uneven terrain and climbing.

Underwater: Swimming or crawling on the bottom: 25.8 knots (30 mph/48 km), surfaced: 34.4 knots (40 mph/64 m) with water jets engaged. Maximum Depth Tolerance: 1500 feet (457 m).

Flying: Not possible.

Leaping: Not possible, but the size of the Uktena robot allows it to brace with its rear legs and tail and reach with its arms to a distance of 45 feet (13.8 m). The arms and head can then pull the body up or across.

Statistical Data

Height: With body upright, 35 feet (10.7 m); crawling in a low profile, prone position on all six limbs, 18 feet. (5.4 m)

Width: 18 feet (5.4 m)

Length: With body upright, about 62 feet. (18.9 m); crawling on all limbs, 96 feet (29.2 m)

Weight: 70 tons

Physical Strength: Equal to a robot P.S. of 50.

Cargo: Storage lockers hold each crew member's gear, including armor, weapons, and clothes. Additional survival gear is located in a storage bay behind the two passenger seats. It holds camping and cooking gear, like tents and portable stoves, with enough canned and dried food to support the crew for up to three months in the wilds. Medical supplies are also stored there. Additional equipment and ammunition can be put into the passenger compartments.

Power System: Nuclear with an average life of 15 years.

Market Cost: Not sold in any market outside the preserves. If one were to make it out of the Native Americans' control and onto the market, it would sell for upwards of 100 million credits.

Weapon Systems

1. Laser Turret: The underbelly of the robot has a medium laser turret for use against large humanoids, vehicles, or defense. It can rotate 360 degrees with a 60 degree arc of fire.

Primary Purpose: Anti-vehicle/anti-armor.

Secondary Purpose: Anti-personnel

Mega-Damage: 3D6 per single blast and 6D6 per each twin blast.

Rate of Fire: Equal to the number of attacks of the gunner.

Effective Range: 3,000 feet (914 m).

Payload: Effectively unlimited.

2. Mini-Missile Launchers (2): Each forearm has a pair of mini-missile launchers which can be armed to fire torpedoes or ground to air missiles. Each launcher can fire independently, or they can fire in pairs or all four simultaneously.

Primary Purpose: Anti-armor/anti-monster

Secondary Purpose: Anti-aircraft

Mega-Damage: 1D4×10 per missile. Armor piercing missiles are standard issue because of their range, durability, damage, and small blast radius.

Rate of Fire: Missiles can be fired singularly, or in volleys of 2, 4, or 6 per launcher.

Effective Range: 1 mile (1.6 km)

Payload: 50 per launcher, 200 total. Remember, the Uktena

Combat-Bot often spends one or two months away from civilization and reloads.

3. Particle Beam Cannons (2): The main weapons of the robot are a pair of shoulder mounted P-beam cannons. They have impressive range and damage, and can rotate and fire independently or synchronously.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 1D6×10 per single blast or 2D6×10 for a twin synchronous shot at the same target. A twin, synchronized blast counts as only one attack.

Rate of Fire: Equal to the number of attacks of the gunner.

Effective Range: 3,000 feet (914 m)

Payload: Each cannon can fire 40 times in one hour before needing to recharge their powerful capacitors. Recharging requires two hours.

4. Long-Range Missile Launchers (2): Mounted on the side of the body, just above the center area of the two pairs of legs, are a pair of long-range missile launchers. They can rotate 360 degrees around and 45 degrees out away from the body.

Primary Purpose: Anti-aircraft

Secondary Purpose: Heavy assault

Mega-Damage: 4D6×10 per missile. Proton torpedoes are standard issue because of their range, durability, and damage.

Rate of Fire: Missiles can be fired singularly, or in volleys of 2 or 4 per launcher.

Effective Range: 1,200 miles (1,920 km)

Payload: 4 per launcher, 8 total.

5. Rapid-Fire Pulse Laser: To protect the back of the robot from boarding foot soldiers and small, flying opponents, a rapid-fire laser weapon is mounted on the back of the neck just behind the head.

Primary Purpose: Defense

Secondary Purpose: Anti-Personnel

Mega-Damage: 2D6 per single blast or 6D6 per (3 shot) pulse blast.

Rate of Fire: Equal to the number of attacks of the gunner.

Effective Range: 2,000 feet (610 m).

Payload: Effectively unlimited.

6. Plasma Cannon: Built into the mouth of the robot is a powerful plasma cannon. The mouth must be able to open for it to fire, and thus it is only vulnerable to attack when the mouth is open.

Primary Purpose: Anti-personnel/Anti-monster

Secondary Purpose: Heavy assault

Mega-Damage: 2D6×10

Rate of Fire: Equal to the number of attacks of the pilot.

Effective Range: 1,200 feet (365 m).

Payload: Unlimited.

7. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand robot combat.

Robot Combat Bonuses:

One hand to hand attack at level one, plus an additional attack at levels five and ten; these are in addition to those of the pilot.

+2 to strike

+3 to parry

+2 to roll with punch, fall, or impact.

+2 to dodge underwater.

Critical strikes same as pilot's.

Mega-Damage:

Restrained Punch — 1D6 M.D.

Full Strength Punch — 3D6 M.D.

Power Punch (counts as two attacks) — 6D6 M.D.

Head Butt (with spines) — 4D6 M.D.

Tail Strike — 4D6 M.D.

Bite — 5D6 M.D.

Body Slam (counts as two attacks) — 6D6 M.D.; the robot rears up its forward section and slams down.

Charging Underwater Ram — 1D4×10 M.D.

Thunderbird Assault Robot

The Thunderbird Assault Robot (also known as the Thunderbird Assailant) is the flying counterpart to the Wolf (also described in this section). It is a heavy combat robot designed to engage and destroy supernatural threats as well as power armor, aircraft and flying assailants. It is a large robot and has enough armor and weapons to engage nearly any airborne or ground-based foe, including dragons, but the Thunderbird Assault Robot is not equipped for extended seek-and-destroy missions like some of the others. Instead, its flying speed allows it to fly patrols over vast areas in a comparatively short time, provides good airborne mobility and rapid-response to trouble. They function best as a powerful air force supported by lighter, faster suits of power armor or skycycles. In the latter capacity, Thunderbirds are often deployed to support other armored forces and ground troops, as well as defend and air-lift civilians. Few of the Preserves and communities in the Western Wilderness have full airstrips, so robots and vehicles with vertical take-off and landing (VTOL) capabilities like the Thunderbird Assailant are ideal.

The Thunderbird Assailant is equipped with a number of medium range missiles for air-to-air and air-to-ground combat. A powerful particle beam cannon is its main armament, with mini-missiles for heavy support, and a rapid-fire, multi-barreled rail gun for close quarters combat or anti-personnel.

Thunderbird Assailant, Aerial Assault Robot

Model Type: THAR-06

Class: Heavy Aerial Assault Robot

Crew: Two; pilot and co-pilot or gunner. The co-pilot helps operate the robot, controls communications/sensor systems, and operates the rail gun and energy weapons. The pilot does the flying and controls the missile launchers. The pilot and co-pilot each get their full number of melee attacks in the use of weapons they are operating.

M.D.C. by Location:

* Main Jets (4; back) — 60 each

* Particle Beam Cannon (1; mounted over right shoulder) — 150

* Rail Gun (1; center of chest) — 90

* Stabilizer Wings with Mini-Missile Launchers (2) — 175 each

Forearm Medium Range Missile Launchers (2) — 60 each

Arms (2) — 150 each

Legs (2) — 200 each

* **Head** — 175

Reinforced Crew Compartment — 80

** Main Body — 350

* These are small targets and require a called shot at -3 to hit. Depleting the M.D.C. of the stabilizer wings will impair flight and mobility: reduce speed by 10%, piloting/flying skill is -25%, and reduce dodge bonuses in flight by half.

** Depleting the M.D.C. of the main body will shut the unit down completely, rendering it useless.

Speed

Running: 60 mph (96 kph)

Flying: 600 mph (960 km) maximum. Cruising speed is typically 100 to 300 mph (160 to 480 km). The Thunderbird Assailant can hover in one position and is capable of vertical take-offs and landings. Maximum altitude is 30,000 feet (9,100 m).

Leaping: The robot can leap 20 feet (6 m) high and 30 feet (9 m) across, but with the assistance of its **thrusters**, it can reach a height of 50 feet (15 m) and cover a distance of 100 ft (30.5 m).

Underwater Capabilities: The robot can *swim* using the same type of paddling leg and arm movements as a human (assisted by built-in ballast system) at a speed of roughly four miles per hour (6.4 km/3.4 knots). It can also walk along the bottom of the sea at a rate of 20 mph (32 km or 17.2 knots). Using the jet thrusters, the Thunderbird Assailant can travel on the surface of water at 60 mph (96 km or 51.6 knots) or underwater at 40 mph (64 km/34 knots). Maximum Depth Tolerance: 1000 feet (305 m).

Statistical Data

Height: 26 feet (7.9 m)

Width: 16 feet (4.8 m) between the shoulders; 26 feet (7.9 m) from wing tip to wing tip.

Length: 10 feet (3 m)

Weight: 18 tons

Physical Strength: Equal to a robot P.S. of 48.

Cargo: Storage lockers hold each crew member's gear, including armor, weapons, and clothes.

Power System: Nuclear, with an average life of 10 years.

Market Cost: Not sold in any market outside the Indian Nations. If one were to make it out of the Native Americans' control and onto the market, it would sell for upwards of 20 million credits for the robot and another 20 million for the LAWLO system.

Weapon Systems

1. Multi-Barreled Rail Gun: Built into the chest of the robot is a rapid-fire rail gun. It has four barrels, but instead of rotating like a **gatling** gun, each fires simultaneously for a massive volley of bullets and incredible damage.

Primary Purpose: **Anti-Personnel/Anti-Monster**

Secondary Purpose: Assault

Mega-Damage: Each barrel fires a burst of 10 rounds. A single burst does 2D4 M.D., a 40 shot burst does 1D4×10M.D.

Rate of Fire: Bursts only, equal to the number of attacks of the gunner; short (10 shot) or long (40 shot) bursts each count as one melee attack/action.

Effective Range: 2,000 feet (610 m)

Payload: 4,000 rounds or 100 full bursts.

2. Mini-Missile Launchers (12): Each of the circles on the stabilizer wings is a mini-missile launcher. Each circular panel flips open to reveal its payload (five per launcher).

Primary Purpose: Anti-armor/anti-aircraft

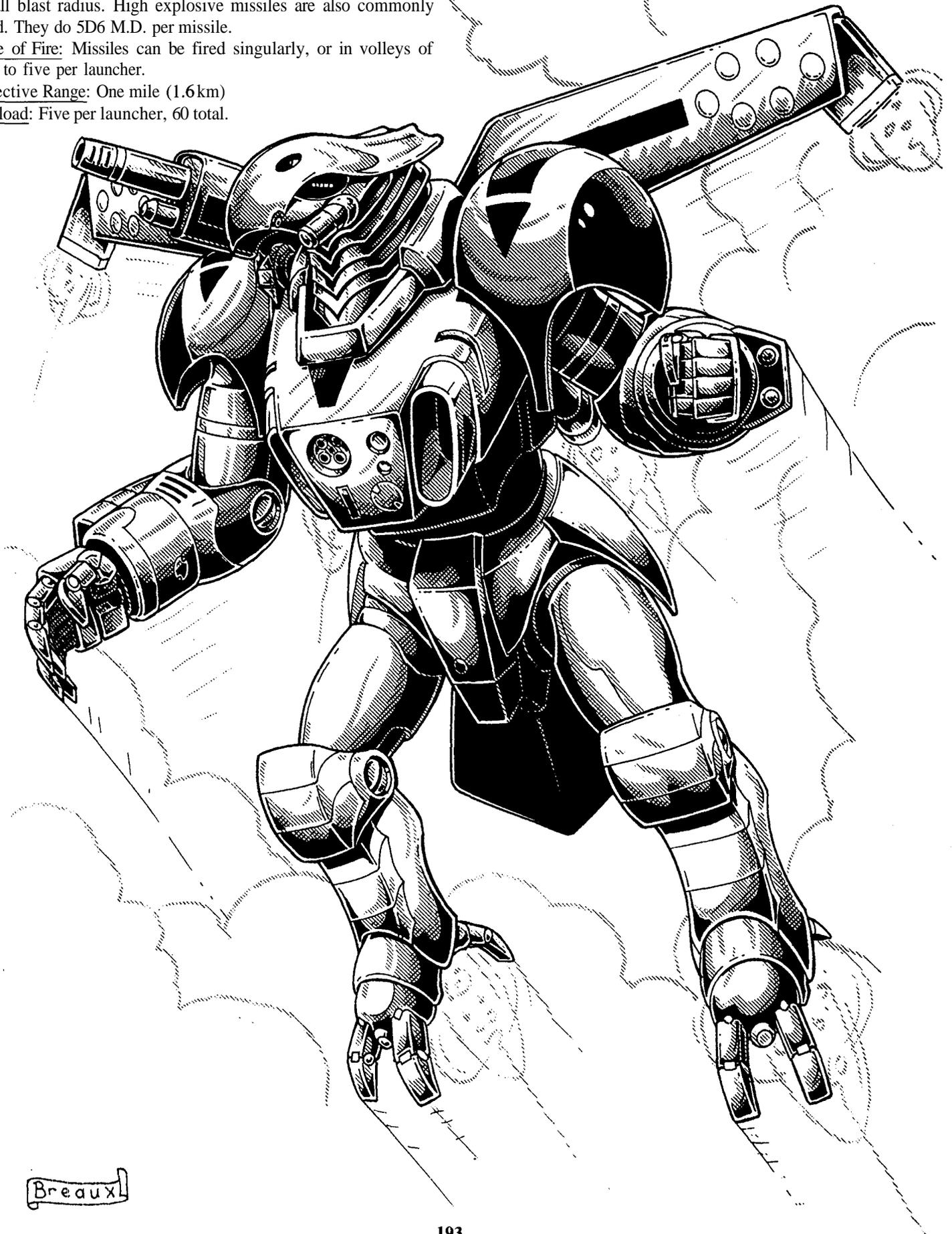
Secondary Purpose: Assault

Mega-Damage: 1D4x10 per missile. Armor piercing missiles are standard issue because of their range, durability, damage, and small blast radius. High explosive missiles are also commonly used. They do 5D6 M.D. per missile.

Rate of Fire: Missiles can be fired singularly, or in volleys of two to five per launcher.

Effective Range: One mile (1.6 km)

Payload: Five per launcher, 60 total.



3. Particle Beam Cannon: The heavy weapon of the robot is a powerful, shoulder mounted **P-beam** cannon. It is usually located over the right shoulder, but it can retract to the back and lock over the left shoulder in one melee action, allowing for a flexible field of fire.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: 1D6×10 M.D. per blast.

Rate of Fire: Equal to the number of attacks of the gunner.

Effective Range: 2,000 feet (610 m)

Payload: Effectively unlimited, but begins to overheat if fired more than 200 times in one hour and will shut down; needs two hours to cool and recharge its capacitors.

4. Medium Range Missile Launchers (2): Mounted on each forearm is a missile launcher. Each one holds two medium-range missiles.

Primary Purpose: Anti-aircraft

Secondary Purpose: Heavy assault

Mega-Damage: 2D6×10 per missile. Plasma missiles are standard issue because of their speed, blast radius, and damage.

Rate of Fire: Missiles can be fired singularly or in volleys of 2 per launcher.

Effective Range: 40 miles (64 km)

Payload: 2 per launcher, 4 total.

5. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat.

Robot Combat Bonuses:

+2 hand to hand attacks at level one, plus an additional attack at levels six and twelve.

+1 on initiative

+2 to strike (+3 with laser lock-on engaged)

+2 to parry

+2 to dodge on land; +4 in flight.

+3 to roll with punch, fall, or impact.

+3 to pull punch.

Critical strikes the same as the pilot's.

Mega-Damage:

Restrained Punch — 1D6 M.D.

Full Strength Punch — 3D6 M.D.

Power Punch (counts as two attacks) — 6D6 M.D.

Kick Attack — 4D6 M.D.

Leap Kick — 1D4×10 M.D.

Head **Butt/Beak** Attack — 4D6 M.D.

Flying Body **Block/Ram** (over 100 mph/160 km) — 1D6×10 M.D., plus a 01-90% likelihood of knocking same size and smaller victims off their feet (lose initiative and two melee actions).

6. LAWLO System (special & experimental): It also has a pair of direct targeting lasers on the head that provide advantages (extra bonuses) in combat and allows *all* of the weapon systems to be locked onto a single target! When the LAWLO (Laser All Weapon Lock-On) system is used, it must be the first (and ultimately only) attack that melee round. A called, aimed shot (+3 to strike) must be made with the targeting lasers (using one melee action). Once that is successfully done, all weapon systems will automatically target and fire at that *one* target. This attack uses all remaining attacks for that melee round, but to devastating effect (the combined damage of all available weapons; range may be a **factor**)! Unless the LAWLO system is disengaged, next melee round all weapons

will again target and fire upon that specific target. Note that because all weapons are fired at one target in one massive volley, the robot has no other attacks for the rest of the melee round and must take evasive action (one dodge or repositioning move) and is otherwise vulnerable to counterattacks and attacks from other opponents. **Effective Range:** 200ft (610m) for use with weapon systems #1-3. Medium-range missiles can be fixed too, but that's a waste of their ions-range capabilities.

Wolf Assault Robot

The Wolf Assault Robot is a giant, heavy ground assault robot designed to engage giant supernatural menaces and robots. It is the ground-based counterpart to the Thunderbird Assailant and fills the same role as a defense and armored troop support unit. It performs long-range seek and destroy missions, sometimes supporting Uktena Combat Robots in trios, as well as conducting perimeter and close-range patrols. The light, fast robot is often accompanied on patrols by either squads of foot soldiers on hovercycles, ATV APCs, or power armors. Wolf robots are also stationed on Modern Preserves as part of their primary defenses.

The Wolf is nearly 24 feet (7.3 m) long and heavily armed and armored. Its four legged design provides excellent running speed, mobility, and leaping as well as to carry or pull as much as 50 tons while retaining good speed and maneuverability. Its weapons offer monster stomping firepower and include particle beam cannons, laser pulse cannons, mini-missiles, a rapid-fire laser, and giant **vibro-claws**.

The Wolf Robot

Model Type: WH-GAR-06

Class: Heavy Ground Assault Robot

Crew: Three; pilot, gunner and communications officer. A single pilot can operate the robot, but reduce the number of attacks by two and all bonuses by -1. Two additional passengers can squeeze in behind the seats.

M.D.C. by Location:

* Particle Beam/Laser Pulse Cannons (2; shoulders) — 175

* Tail — 50 (just for show)

* Shoulder Mini-Missile Launchers (10) — 30 each

* Eye Lasers (2) — 30 each

* Legs (4) — 250 each

** Head — 150

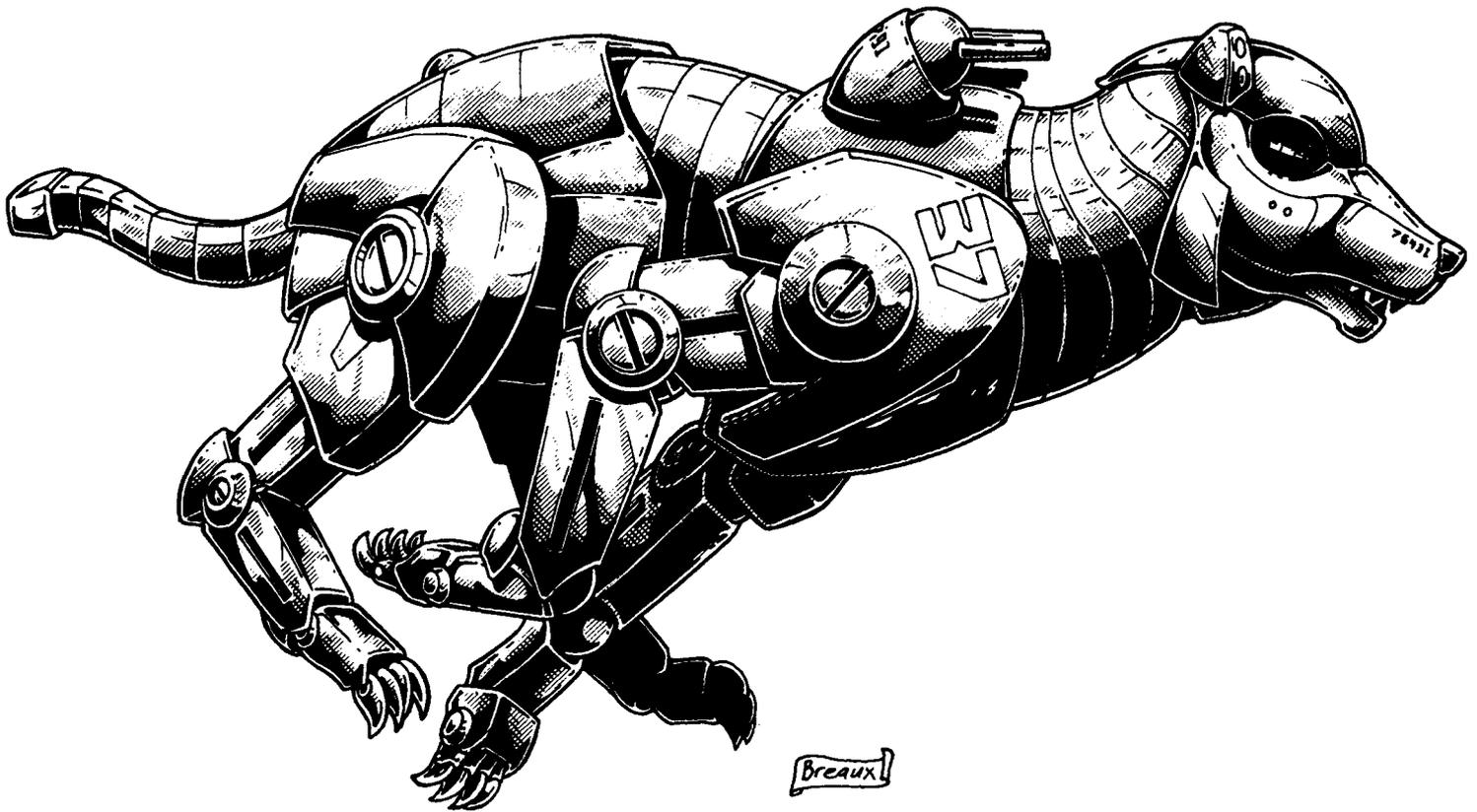
Reinforced Crew Compartment — 100

*** Main Body — 480

* Items marked by a single asterisk are small targets and require a called shot at -3 to hit. Depleting the M.D.C. of one leg will reduce speed by one half, and all bonuses by -2. Destroying two legs severely cripples the robot, reducing it to dragging itself at a speed of 3D6 and negating all bonuses.

** Depleting the M.D.C. of the head will knock out the advanced sensors, reducing all robot bonuses to zero (0), but the pilot's bonuses are unaffected. The crew compartment is in the chest.

*** Depleting the M.D.C. of the main body will shut the unit down completely, rendering it useless.



Speed

Running: Maximum speed is 160 mph (256 km), but cruising speed is normally 60 mph (96 kph).

Flying: Not possible.

Leaping: The robot can leap 40 feet (12.2 m) high and 60 feet (18.3 m) across, but it can reach heights of 60 feet (18.3 m) and cover a distance of 120 feet (36.6 m) with a running start at 100 mph (160 km) or greater.

Statistical Data

Height: 20 feet (6 m)

Width: 11 feet (3.3 m)

Length: 26 feet (7.8 m); excluding the tail.

Weight: 32 tons.

Physical Strength: Equal to a robot P.S. of 50

Cargo: Storage lockers hold each crew member's gear, including body armor, weapons, canteen, and extra clothes. Additional survival gear is located in a storage bay behind the pilot compartment. It holds camping and cooking gear, like tents and portable stoves, with enough canned and dried food to support the crew for up to two months in the wilds. Medical supplies and ammunition are also stored here.

Power System: Nuclear, with an average life of 12 years.

Market Cost: Not sold in any market outside the preserves. If one were to make it out of the Native Americans' control and onto the market, it would sell for upwards of 25 million credits.

Weapon Systems

1. Rapid-Fire Laser (2): Built into the eyes of the giant robot are rapid-fire lasers for use against small or unarmored targets and ground troops. They are also very effective against fast moving or flying targets like power armor and some monsters.

Primary Purpose: Anti-Personnel/Anti-Monster.

Secondary Purpose: Assault

Mega-Damage: 3D6 per single blast or 6D6 M.D. per double blast.

Rate of Fire: Equal to the number of attacks of the pilot.

Effective Range: 2,000 feet (610 m).

Payload: Effectively unlimited.

2. Shoulder Mini-Missile Launchers: Built into each of the front shoulder housings are rapid-fire mini-missile launchers. The protective panels flip open to release deadly volleys of armor piercing missiles.

Primary Purpose: Anti-armor/anti-aircraft

Secondary Purpose: Assault

Mega-Damage: 1D4×10 per missile. Armor piercing missiles are standard issue because of their range, durability, damage, and small blast radius. High explosive missiles are also commonly used. They do 5D6 M.D. per missile.

Rate of Fire: Missiles can be fired singularly, or in volleys of 2, 4, 6, 8, or 10.

Effective Range: 1 mile (1.2 km)

Payload: 100 total; 50 mini-missiles per each shoulder. An additional 25 missiles are kept in a storage bay, but they require 15 minutes to unpack and load into the launcher.

3. Dual Particle Beam/Laser Cannon Turret (2): The main weapons of the robot are a pair of powerful cannons mounted in turrets just above and behind the shoulders. The particle beam cannons have high damage capabilities and modest range, while the lasers have greater range, but lower damage yield — although their "pulse" configuration makes them formidable. Each turret can rotate 180 degrees.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-Damage: Particle Beam: 1D6×10 per single blast or 2D6×10 per double blast from both turrets simultaneously.

Laser Cannon: 2D6+2 M.D. per single blast or 1D4×10 per triple pulse blast, and 2D4×10 for a triple pulse from both turrets simultaneously. The laser and particle beam guns can not fire simultaneously.

Rate of Fire: Equal to the number of attacks of the gunner; a triple pulse counts as one attack.

Effective Range: Particle beam: 2,000 feet (610 m).

Laser Cannon: 4,000 ft (1,200 m).

Payload: Each **P-Beam** cannon can fire 100 times in one hour before needing to recharge its capacitors. Recharging requires two hours. The laser cannons can fire indefinitely; effectively unlimited.

4. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand to hand combat.

Robot Bonuses:

+2 hand to hand attacks at level one, plus an additional attack at levels four, eleven, and fifteen.

+2 to strike with ranged weapons.

+4 in hand to hand melee combat.

+3 to parry

+3 to dodge

+4 to roll with punch, fall, or impact

Critical strikes same as pilot's.

Mega-Damage:

Restrained Claw Strike — 2D6 M.D.

Full Strength Vibro-Claw Strike (front paws) — 1D4×10M.D.

Power Claw Strike (counts as two attacks) — 2D4×10 M.D.

Kick Attack (Rear) — 6D6 M.D.

Head Butt Attack — 3D6 M.D.

Pouncing Leap or High Speed **Block/Ram** (over 100 mph/160 km) — 1D6×10 M.D., plus a 01-80% likelihood of knocking same size and smaller victims off their feet (lose initiative and two melee actions).

Bite Attack — 1D4×10M.D.

Stomp — 2D6 M.D.

5. Note: What appear to be ears are sensor clusters, the tail is mainly for show, but the tip usually has a few additional sensors.

Native American Power Armor

Colonel Baker studied the computer screen for the third time, a frown etching the granite planes of his face. He was currently reading over a complete debriefing report and a partial personal account from the sole survivor of one of their long-range reconnaissance patrols. He did not like what he was reading, and the urgently summoned Major Redding was quite late. Cursing to himself for missing the actual debriefing session, he rose as the door opened.

"Major Re...", his secretary began, but Baker quickly cut him off.

"Send him in! Send him in!" he snapped. Major Redding entered a moment later.

"So, you've read the reports on the incident."

"Damn straight I read the reports!" Baker snapped. "Is all of this credible? Because if it is, Chi-Town will have to hear of it."

"Sergeant Phillips is undergoing evaluation, but it appears as though he is not insane or deluded. There is also the video footage."

Redding looked to the computer display that had taken the Colonel's attention. For the fourth time, the video-clip played.

The footage came from a helmet camera in Sergeant Phillips' SAMAS unit. He was on extended reconnaissance patrol with another soldier, Corporal Beign, overseeing two squads of Skelebots. The video began with a sharp boom, not unlike thunder, and a jolt as something exploded off camera. Calling for Beign, Phillips engaged the SAMAS's thrusters to hover just over the ground as the Skelebots opened fire. As the video camera panned around, the remains of Beign's SAMAS could be seen strewn across the grassy area. A shiny object flashed momentarily under the cover of the trees as Phillips turned rapidly around to his left where flying opponents were bearing down on his position.

"Is that enhancement report correct?" Colonel Baker asked.

"Yes, Sir," Redding replied, "The bright object in the trees is a Glitter Boy. Accuracy is 88%."

As the two talked, neither looked away from the screen, though they had both watched the scene several times. The flying enemies loosed mini-missiles as they dipped toward the battle. A number of the Skelebots surrounding Phillips disappeared in clouds of flame, smoke and shrapnel, and the footage reeled as his armor was pelted with concussive shockwaves and pieces of the robots. One of the aerial opponents swooped in low, making it easy to see that it was a winged unit power armor. Phillips' rail gun became visible as it swung into the frame to face the enemy. The video froze into a clear image of enemy power armor. The Colonel leaned back from the frame freeze toggle and looked at Redding.

"You know that Bandito Arms has copied CS SAMAS designs and recently begun marketing these cheap knock-offs in the West."

"Yes, sir."

"Major, you are one of the few men to have seen these Bandito Arms ... clones. Can you confirm this is a different SAM design?"

"Yes, sir."

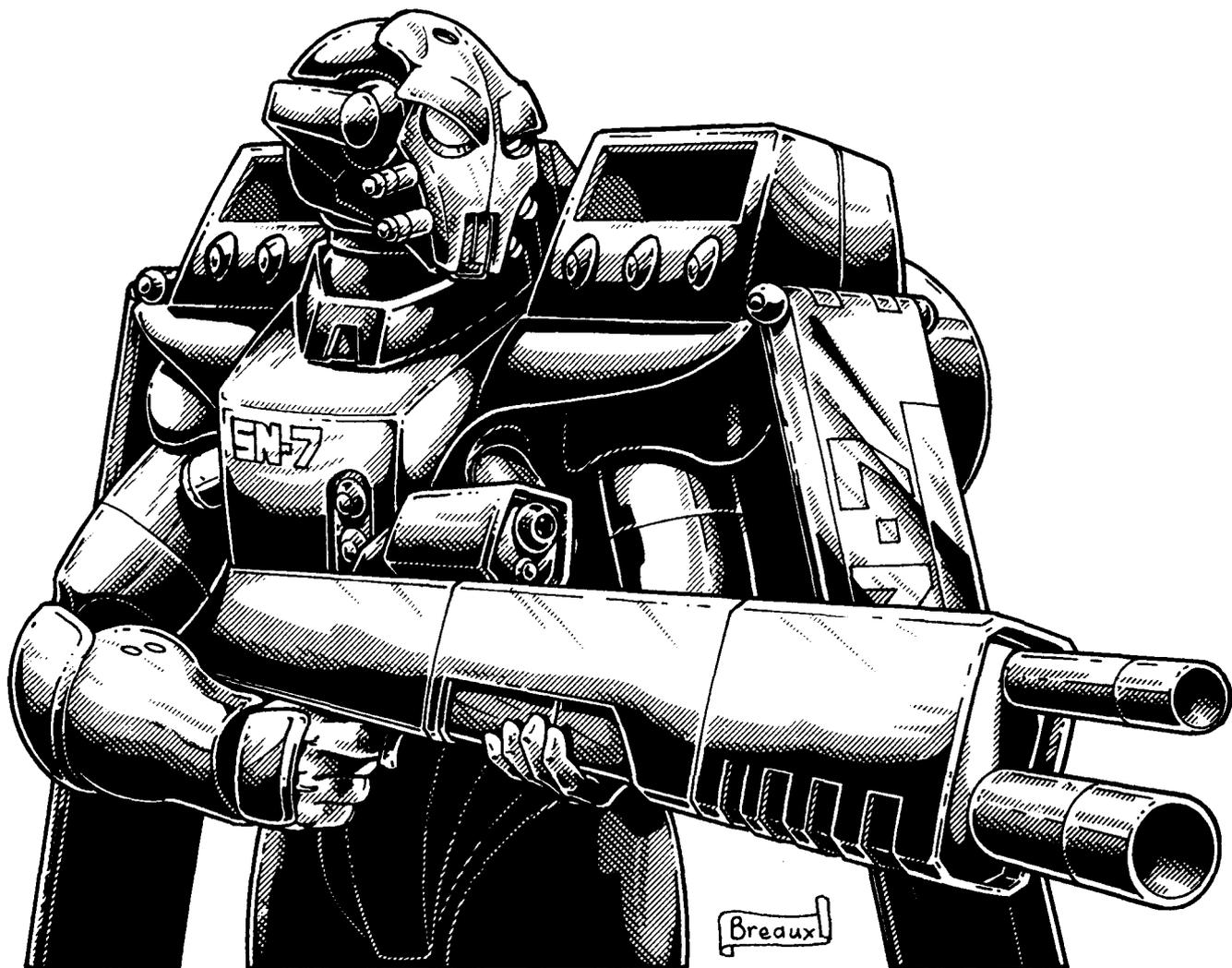
"You are the most experienced power armor pilot on this base," Colonel Baker grumbled, "and a CS Ace ... I am a military historian. We've both seen confidential files. I recognize that flying armor as a pre-Rift, USA SAMAS. Can you tell me I am wrong?"

"No, Sir. I cannot."

U.S.A. SAMAS Power Armor

By Kevin Siembieda with additions by Wayne Breaux, Jr.

When the Native Americans first began to build the Preserves, they relied upon salvaged equipment from pre-Rifts cities. A group of Modern Indians uncovered several caches of pre-Rifts weapon, and vehicles at a secret northwest military base. Among the items salvaged: dozens of Glitter Boys, hovercycles and rail guns, but the biggest find was an intact, completely automated (all robot production) and fully stocked power armor production factory. The facility appeared to have been



new, perhaps unused, waiting to make its initial run. Presumably the Great Cataclysm intervened — delaying production by several centuries. The facility was stocked and ready to go. All the discoverers had to do was get the generators going, grease the machines and let the automated facility do what it was created for!

The Native American techs cranked the place up and turned out hundreds of U.S.A. SAMAS armor before the supplies ran out. Technically, the facility holds all the design and construction data necessary to produce hundreds more, just as the Black Market has done with its similar find at Area 51. However, the Modern Indians have seen how adversely the Coalition States have responded to somebody else utilizing "their" SAMAS designs. Consequently, the Indians have chosen to keep their stash of recently constructed (in the last 15 years) SAMAS a secret weapon.

The U.S.A. SAMAS is identical to the original Coalition SAMAS except for minor statistics and stylistic changes. The Coalition believed it had the only plans for the suits, and it did, until Native Americans found the factory that was to build the suits. It was so well protected from potential enemy attacks that it survived the Coming of the Rifts and the subsequent disasters. Since the Coalition has few connections and little concern about the low tech people, monsters and "retro-savages" of the New West, they have been blissfully unaware that these SAMAS exist (even if a few were spotted at a distance, it would have been assumed that they were Bandito Arms knock-offs).

The U.S.A. SAMAS is presented in full detail here for the convenience of the reader and because the Native Americans have added and modified some weapon systems. The SAMAS is one of the best man-sized suits of flying power armor in the world, and it continues to see much use by a slowly increasing number of people. However, their presence is rare in areas east of New Mexico, Kansas and Nebraska because of the strong presence of the Coalition States.

The U.S.A. SAMAS

Model Type: PA-04A

Class: Strategic Armor Military Assault Suit

Crew: One

M.D.C. by Location:

Ammo Drum (rear) — 25

Rail Gun — 50

*** Shoulder Wings (2) — 30 each

Main Rear Jets (2) — 60 each

Forearm Mini-Missile Launcher (1, left) — 50

* Head — 70

** Main Body — 250

* Destroying the head of the power armor will eliminate all forms of optical enhancement and sensory systems. The pilot must then rely on his own human vision and senses. No power armor combat bonuses to strike, parry, and dodge. **Note:** The head is a small and difficult target to hit, requiring a called shot at -3 to strike.

** Depleting the M.D.C. of the main body will shut the unit down completely, rendering it useless.

*** Destroying a wing will make flight impossible; however, even with no wing(s) the SAMAS can make jet powered leaps and hover in a stationary position above the ground.

Speed

Running: 60 mph (96 kph) maximum. Note that the act of running does tire out its operator, but at 10% of the usual fatigue rate, thanks to the robot exoskeleton.

Flying: The rocket propulsion system enables the SAMAS to hover in a stationary position up to 200 feet (61 m) or fly. Maximum flying speed is 320 mph (516 kph), but cruising speed is considered to be 160 mph (256 kph). Maximum altitude is limited to about 650 ft (195 m).

Flying Range: The nuclear power system gives the SAMAS decades of life, but the jet rockets get hot and need to cool after a maximum of ten hours of flight when traveling at speeds above cruising, and twenty hours at cruising speed, but can fly indefinitely with rest stops.

Leaping: The powerful robot legs can leap up to 15 ft (4.6 m) high or across unassisted by the thrusters. A jet thruster assisted leap can propel the unit up to 100 ft (30.5 m) high and 200 ft (61 m) across without actually attaining flight.

Statistical Data

Height: 8 feet. (2.4 m)

Width: Wings down: 3.5 feet (1.06 m)

Wings extended: 10 feet (3 m)

Length: 4.5 feet (1.4 m)

Weight: 340 pounds without rail gun.

Physical Strength: Equal to a P.S. of 30.

Cargo: None.

Power System: Nuclear, with an average life of 20 years.

Market Cost: Not sold in any market outside select Modern Indian Preserves in the New West. Fair market value would be in the neighborhood of 4+ million credits for a fully powered suit with rail gun and a full ammo drum.

Weapon Systems

1. USA-M31 Rail Gun: This is the original rail gun issued to the U.S.A. SAMAS. It is slightly heavier than the C-40R because the old American Empire had an enormous military budget and could afford to waste materials and ammunition, unlike the Coalition, which has to make the most of what they have. The M31 can be used as a machinegun, but its weight usually requires that it be used as a vehicle mounted weapon.

Primary Purpose: Assault

Secondary Purpose: Defense

Weight: Gun: 110lbs, Ammo drum: 190 lbs.

Mega-Damage: A burst of 40 rounds does 1D6×10 M.D.; one round does 1D4+1 M.D.

Rate of Fire: Equal to the number of attacks of the pilot.

Effective Range: 4,000 feet (1,200 m)

Payload: 2000 round drum for 50 bursts. A second drum can be hooked to the undercarriage of the rear rocket jets, but it must be manually removed by another SAMAS, or a character with a strength of 26 or greater can replace the used drum. Reloading a drum will take about five minutes for those not trained, but a mere one minute by somebody trained in the use of SAMAS power armor.

2. USA-M17 Mini-Missile Launcher: Just like the original Coalition SAMAS, the U.S.A. version comes standard with a single two missile rocket launcher on the forearm opposite

the rail gun. The Native Americans have also uncovered a number of SAMAS that appear to be heavy assault models. These units have a single mini-missile mounted on the tips of the shoulder and leg wings, adding four missiles to the armor's arsenal. One in every five of the U.S.A. SAMAS is a heavy assault model.

Primary Purpose: Anti-aircraft

Secondary Purpose: Defense

Mega-Damage: 1D4×10 per missile. Armor Piercing missiles are standard issue because of their range, durability, damage, and small blast radius. Plasma mini-missiles (1D6×10 M.D.) are common on heavy assault versions.

Rate of Fire: Missiles can be fired singularly or in pairs. Heavy assault SAMAS can launch missiles one at a time or in pairs (2, 4, or all 6).

Effective Range: Usually one mile (1.6 km)

Payload: Two standard, but heavy assault models have a total of six.

3. Rotary Mini-Missile Launcher (optional): This weapon system consists of a long cylinder with mini-missiles loaded around the center. The heads of the missiles lie flush with its surface and are arranged in five columns of five missiles. As the missiles in each column are depleted, the system rotates to another column. In order to place the weapon system on the SAMAS without reducing speed or maneuverability, it must replace the ammo drum and rail gun behind the shoulders of the armor. When it is ready to be fired, the launcher snaps up into position above the right shoulder intake and fires. SAMAS units equipped with the rotary launcher cannot use a rail gun or other weapon that requires a drum for ammunition. Light rail guns with clips or, better still, energy rifles are common replacements.

Primary Purpose: Anti-aircraft

Secondary Purpose: Assault

Mega-Damage: 5D6 per missile. Fragmentation and high explosive are the most common, but any mini-missile can be used.

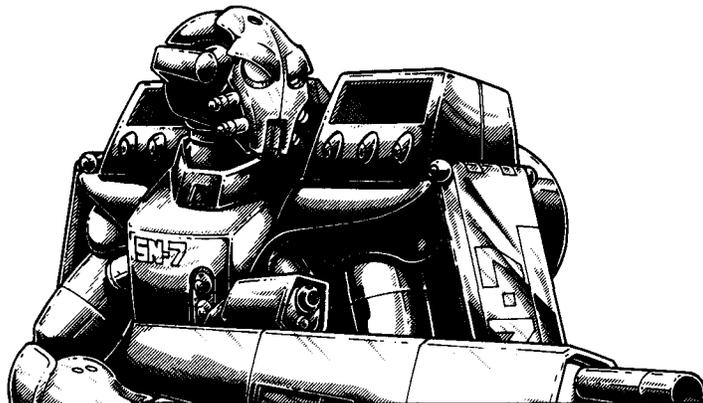
Rate of Fire: Missiles can be fired singularly, or in volleys of 2, 3, or 5.

Effective Range: Usually 0.5 to one mile (0.8 to 1.6 km).

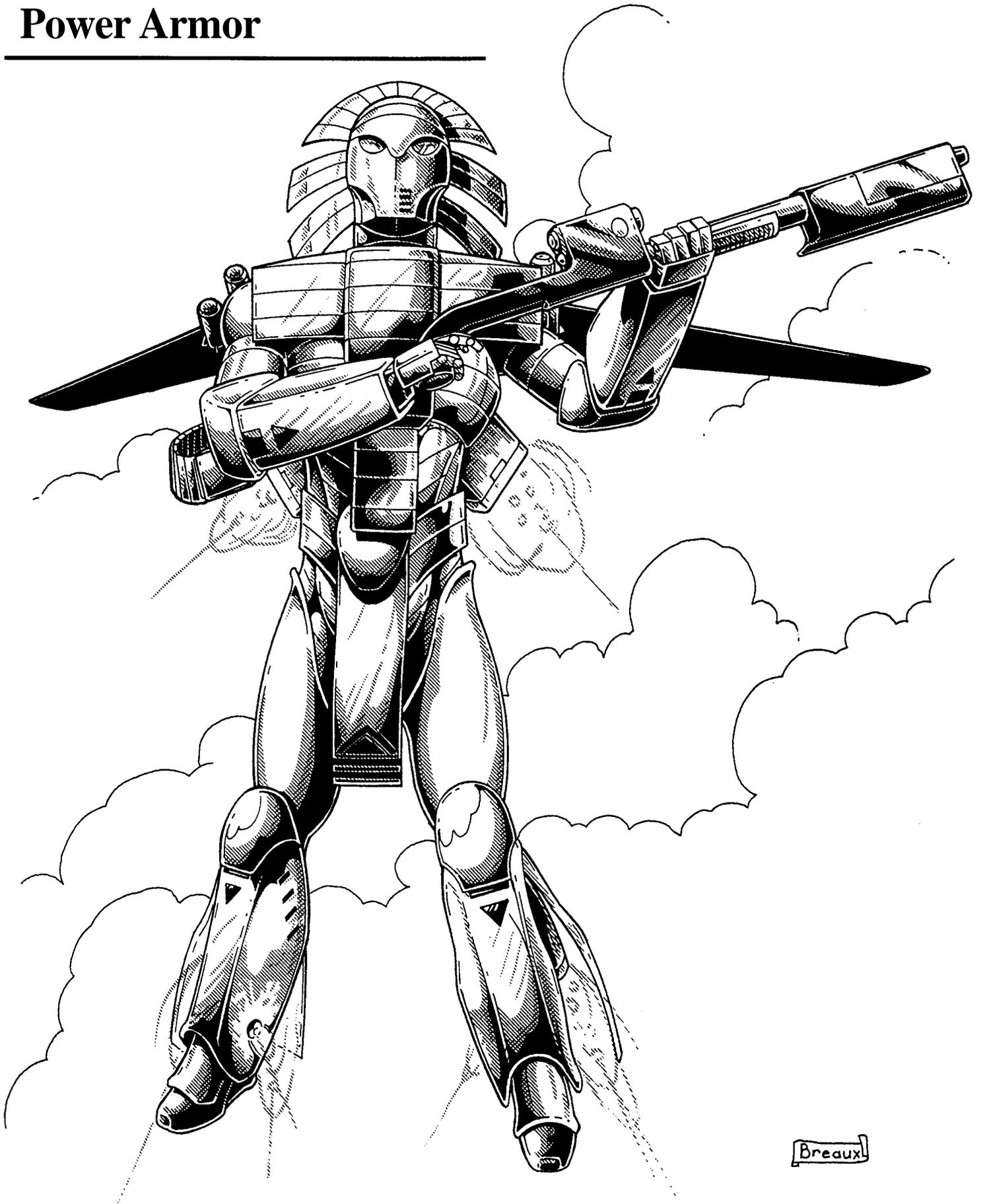
Payload: 5 per column, 25 total.

4. Other Rail Guns and weapons: The SAMAS can make use of any other hand-held weapons, including rail guns and energy rifles to Vibro-Blades and magic items.

5. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand-to-hand combat. See *Power Armor Combat Training* in the Robot Combat section of the Rifts RPG; page 45.



War Chief Power Armor



Breaux!

The War Chief is an experimental suit of power armor inspired by and based on the U.S.A. SAMAS. It is a fast, agile, flying suit of power armor with great maneuverability and impressive firepower for its size. The Modern Native Americans have access to pre-Rifts construction facilities, but they do not have pre-Rifts design capabilities, thus, the War Chief is derivative of the SAMAS, and some minor capabilities were lost in the copying. The War Chief is lighter and faster than the SAMAS (additional +1 to parry and dodge), but it has thinner armor in some places. The flight speed is also enhanced by the War Chief's lighter weight. All this being said, the War Chief is far from an inferior suit of armor. It is just as durable and reliable, and its size and versatility are equaled only by the SAMAS, but the one edge it does have is the standard issue NAE-1D Ion Gun System.

The NAE-1D is a powerful energy rifle that draws power directly from the nuclear power supply of the power armor. This means that no E-clip is needed, although the weapon does have a port for one in case the power cord is damaged (20 M.D.C.; called shot at -4 required to hit). Surplus War Chief units are hidden in underground bunkers in the event of war so that a large number of replacement units would be available, and so that isolated warriors and downed pilots will have access to war machines in the wilds.

War Chief Power Armor

Model Type: WC-PA-02

Class: Strategic Assault Military Armored Suit

Crew: One.

M.D.C. by Location:

* Ammo Drum (optional; rear) — 25

* Rail Gun (optional) — 50

* Ion Gun — 75

Shoulder Missiles (4) — 10 each

*** Shoulder Wings (2) — 25 each

* Main Rear Jets (2) — 50 each

* Head — 50

** Main Body — 250

* Items marked by a single asterisk are small targets and require a called shot at -3 to hit. Destroying the head of the power armor will knock out the pilot (01-70% chance) and eliminate all forms of optical enhancement and sensory systems. The pilot must then rely on his own human vision and senses. No power armor combat bonuses to strike, parry, and dodge.

** Depleting the M.D.C. of the main body will shut the unit down completely, rendering it useless.

*** Destroying a wing will make flight impossible; however, even with no wing(s) the SAMAS can make jet powered leaps and hover stationary above the ground.

Speed

Running: 75 mph (120 km) maximum. Note that the act of running does tire out its operator, but at 10% of the usual fatigue rate thanks to the robot exoskeleton.

Flying: The rocket propulsion system enables the War Chief to hover in a stationary position up to 200 feet (61 m) or fly. Maximum flying speed is 380 mph (608 km), but cruising speed is considered to be 190 mph (304 km). Maximum altitude is limited to about 1000 feet (305 m).

Flying Range: The nuclear power system gives the War Chief decades of life, but the jet rockets get hot and need to cool after a maximum of ten hours of flight when traveling at speeds above cruising, and twenty hours at cruising speed, but can fly indefinitely with rest stops.

Leaping: The powerful robot legs can leap up to 18 feet (5.4 m) high or across unassisted by the thrusters. A jet thruster assisted leap can propel the unit up to 120 feet (36.6 m) high and 240 feet (73 m) across without actually attaining flight.

Statistical Data

Height: 8.6 feet (2.6 m)

Width: Wings down: 3.5 feet (1.06 m)

Wings extended: 10 feet (3 m)

Length: 4.5 feet (1.4 m)

Weight: 330 pounds (148.5 kg) without rail gun.

Physical Strength: Equal to a P.S. of 28.

Cargo: None.

Power System: Nuclear, with an average life of 20 years.

Market Cost: Not sold in any market. If one were to make it out of the Native Americans' control and onto the market, it would sell for 3+ million credits for a fully powered suit with ion gun.

Weapon Systems

1. NAE-1D Ion Gun System: The NAE-1D is the standard armament for the War Chief. All War Chief power armors are constructed with the power port for use with the Ion Gun System.

Primary Purpose: Assault/Anti-armor

Secondary Purpose: Defense

Weight: Gun: 70 lbs (31.5 kg).

Mega-Damage: A single powerful blasts does 6D6 M.D.

Rate of Fire: Equal to the number of attacks of the pilot.

Effective Range: 3,500 feet (1,067 m)

Payload: Effectively unlimited. The gun can fire 100 blasts per hour before the gun needs to cool for 30 minutes. As many as 200 blasts can be fired per hour, but each blast beyond 100 has a cumulative 1% chance of destroying the weapon (the insides melt).

2. Shoulder Mini-Missiles: To conserve space and cut costs, the War Chief has mini-missile mounts on the shoulders, making them potential targets to the enemy. Thus, they are usually the first weapons to be deployed.

Primary Purpose: Anti-aircraft

Secondary Purpose: Defense

Mega-Damage: 1D4×10 per missile. Armor Piercing missiles are standard issue because of their range, durability, damage, and small blast radius. Plasma mini-missiles (1D6×10 M.D.) are common on heavy assault missions.

Rate of Fire: 1 or 2 at a time per launcher.

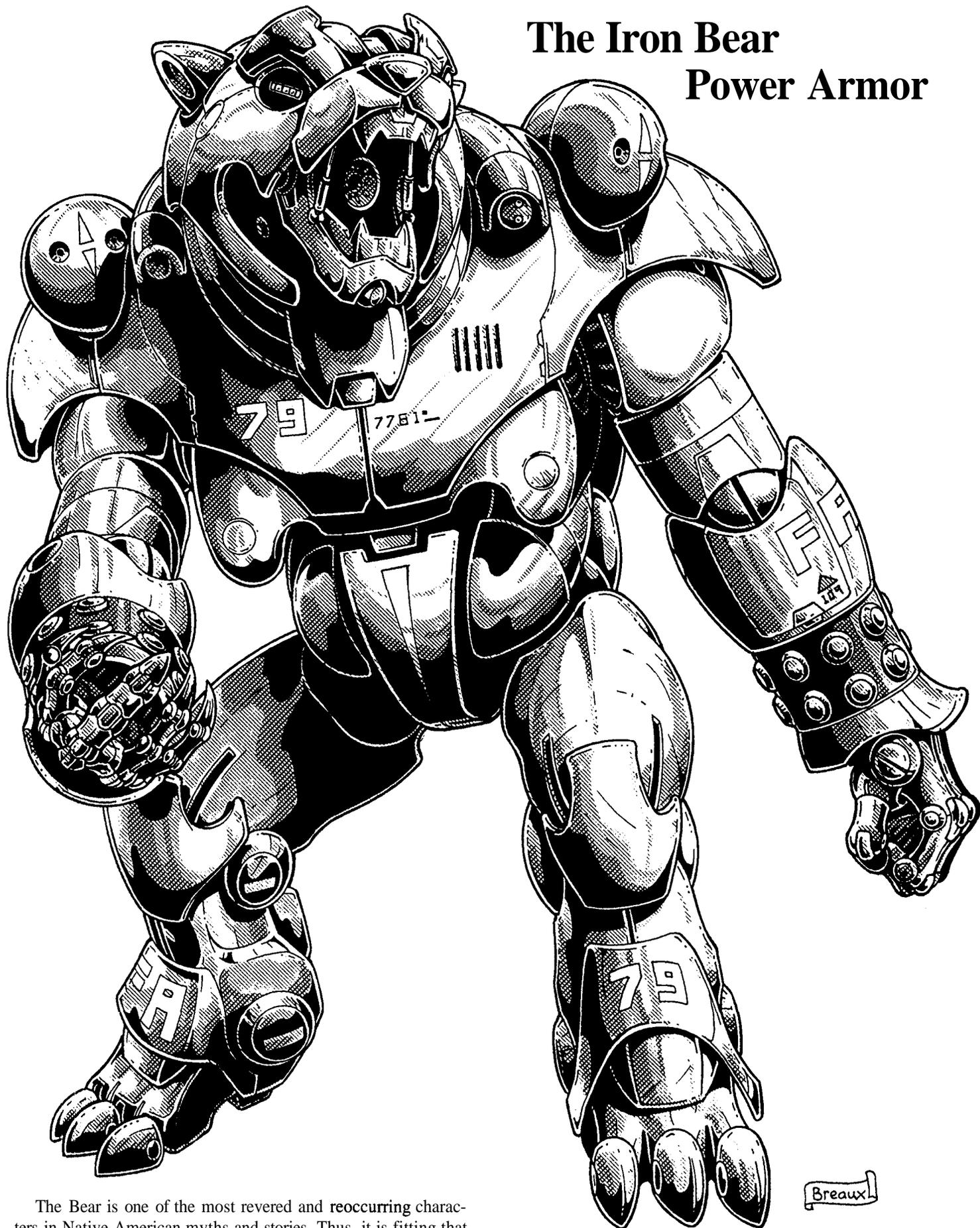
Effective Range: Usually one mile (1.6 km)

Payload: Two per shoulder for a total of four.

3. Other Rail Guns and weapons: The War Chief can make use of any other hand-held weapons, including rail guns and energy rifles. See other entries in this section for common Native American weapons, and other Rifts books for numerous alternatives.

4. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand-to-hand combat. See *Power Armor Combat Training* in the Robot Combat section of the Rifts RPG.

The Iron Bear Power Armor



The Bear is one of the most revered and reoccurring characters in Native American myths and stories. Thus, it is fitting that the Modern Indians have created a heavy power armor in the shape of the bear. The Iron Bear is a ground assault power armor designed to take advantage of the cluttered, urban environments

that usually surround big cities, towns and settlements. The Iron Bear is also ideal for rummaging through ruins, foraging, traveling through woodlands, and climbing uneven and rocky cliffs.

Such rough terrains or crowded and cluttered conditions can slow the progress of large war machines to a crawl as they climb, move, or blast their way through, but the Iron Bear (also known as Ursa HP A) can easily move through, around, and/or over such elements. It is an oversized suit of armor that in many ways is patterned after the Glitter Boy. It has extremely heavy armor, being a suit of power armor instead of a robot, and packs considerably heavier weapons than most human-sized power armor suits.

Model Type: Ursa-HPA-09

Class: Military Heavy Assault Power Armor

Crew: One

M.D.C. by Location:

* Ion Cannons (2; small shoulder units) — 45 each

Rear Thrusters — 150

* Forearm Missile Launchers (2; wrist launchers) — 60 each

Upper Arms (2) — 110 each

Forearms (2) — 110 each

* Clawed Hands (2) — 50 each

Legs (2) — 200 each

* Gas Ports (2) — 20

* **Head** — 115

* Muzzle/Jaws — 80

* Sensor/Camera Eyes (2) — 8 each

** Main Body — 400

* Items marked by a single asterisk are small targets and require a called shot at -3 to hit. Destroying the head of the robot will negate all bonuses from sensors. Only the pilot's bonuses apply to rolls.

** Depleting the M.D.C. of the main body will shut the unit down completely, rendering it useless.

Speed

Running: 55 mph (88 kph)

Flying: Not possible.

Leaping: The Iron Bear cannot fly, but it does have powerful **thrusters** to help it leap. The powerful legs can propel the armor 10 feet (3 m) high or across without use of the thrusters. **Thruster** assisted leaps can propel the unit up to 50 feet (15.2 m) high or across.

Statistical Data

Height: 9.5 feet (2.8 m)

Length: 5 feet (1.5 m)

Weight: One ton.

Physical Strength: Equal to a P.S. of 50

Cargo: Only a small locker for the pilot's body armor and gear.

Power System: Nuclear, with an average life of 15 years.

Market Cost: Not sold to any outside market. If one were to make it out of the Native Americans' control and onto the market, it would sell for upwards of 4+ million credits.

Weapon Systems

1. Ion Cannons (2): Built into the shoulders of the power armor are two powerful, short-range ion cannons. They are on ball and socket mounts and can rotate 180 degrees in all directions. They are primarily used against vehicles and large supernatural monsters.

Primary Purpose: Anti-vehicle/anti-monster

Secondary Purpose: Assault

Mega-Damage: 5D6 per single blast and 1D6×10 for each twin blast.

Rate of Fire: Equal to the number of attacks of the gunner.

Effective Range: 1,200 ft (365.7 m)

Payload: Effectively unlimited.

2. Mini-Missile Launchers (2): Each forearm has a small, rotary mini-missile wrist launch system. As the missiles are fired, the panel rotates and keeps active missiles at the ready.

Primary Purpose: Anti-aircraft

Secondary Purpose: Anti-armor/anti-monster

Mega-Damage: 1D4×10 per missile. Armor Piercing missiles are standard issue because of their range, durability, damage, and small blast radius.

Rate of Fire: Missiles can be fired singularly, or in volleys of 2, 4, 6, or eight per launcher.

Effective Range: 1 mile (1.2 km)

Payload: 18 per launcher, 36 total.

3. Gas/Smoke Dispensers (2): These nozzles are built into the lower sides of the chest. They are loaded with either smoke or some type of gas (tear gas, poison, etc.). Their primary use is in riot control and pacification.

Primary Purpose: Pacification/Crowd Control

Secondary Purpose: Defense

Mega-Damage: None. The smoke obscures a 60x60 ft (18.3 x 18.3 m) area, and the gases are S.D.C., except for a powerful nerve poison that kills humans, but tranquilizes supernatural beings. Use the normal types of available gases, and treat the nerve poison as a supernatural tranquilizer (humans save vs lethal poisons or suffer 2D4×10 S.D.C. of damage; half if saved).

Rate of Fire: Equal to the number of attacks of the gunner.

Effective Range: 60 foot (18.3 m) area.

Payload: Each dispenser holds eight doses of gas.

4. Vibro-Claws: Each hand of the Iron Bear is equipped with a set of Vibro-Claws. They are used for up close fighting with supernatural monsters and demons, or to tear through M.D.C. materials and armor.

Primary Purpose: Defense

Secondary Purpose: Anti-armor

Mega-Damage: Restrained Claw: 2D6 M.D.

Full Strength Claw: 5D6 M.D.

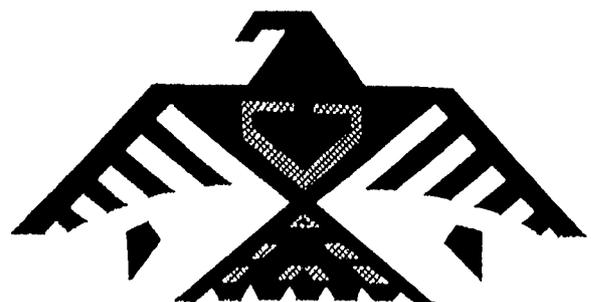
Paired Claw Attack: 1D6×10 M.D.

Power Claw: 1D6×10 (uses two attacks).

5. Optional use of Rail Guns and other hand-held weapons:

The Iron Bear can use nearly any power armor-sized rail gun or energy weapon. The large hands and claws prohibit the use of smaller weapons like energy assault rifles and pistols, though.

6. Hand to Hand Combat: Rather than use a weapon, the pilot can engage in mega-damage hand-to-hand combat. See *Power Armor Combat Training* in the Robot Combat section of the **Rifts RPG**, and damage notes listed in number four.



Weapons of Note

These items are generally manufactured or available at high-tech communities of Modern Indians and from Bandito Arms and Northern Gun as specialty items for the Western market. Also see **Rifts® New West™** for a variety of different Northern Gun, Bandito Arms and other manufacturers' energy weapons, conventional firearms, body armor, power armor, robot horses, **Cyberslinger** cyborg bodies, and **Techno-Wizard** weapons that turn ordinary S.D.C. weapons into mega-damage weapons. Not to mention more world information and New West O.C.C.s. **Rifts® Lone Star** offers in-depth information about that Coalition State, the Pecos Empire, bandits, gangs, various D-Bees, hovercycles and other fun stuff suitable for adventures in the Western Wilderness.

NA-LB1 Laser Bow

This bow looks very much like a modern compound bow, complete with pulleys and multiple strings, but the area where an arrow is normally fired has a short barrel and metallic laser discharge mechanism. A cable attaches the mechanism to the bowstring (which is really a cable, not a string). When the string is drawn, the cable pulls on a plunger type generator in the mechanism and generates enough energy for a single laser shot. The weapon is aimed and can be fired like a normal bow, but cannot fire normal arrows.

There are two fire settings for the bow. It can be drawn back and released, just like a normal bow, or it can be drawn and the charge stored in a small battery. In the latter case, firing the shot is done by the touch of a button. The small battery can only hold one shot in this manner, but a port is located on the weapon for an E-clip (20 shot) in the event of a broken string or jammed plunger. A strength of 12 or higher is needed to draw this bow because of the power needed to cycle up a charge in the generator.

Weight: 4 pounds

Mega-Damage: 2D6 M.D.

Rate of Fire: Single shot.

Maximum Effective Range: 1,000 feet (305 m)

Payload: Effectively unlimited, but the draw cord and plunger wear out after about 500 shots.

Black Market Cost: 8,000 credits

NA-SW4 M.D.C. Bow

This bow looks exactly like a modern compound bow, complete with pulleys and multiple strings, but instead of fiberglass or lightweight composites, it is constructed of M.D.C. materials and designed to fire M.D.C. arrows! These weapons are constructed for use by Spirit Warriors and other humans who possess *supernatural strength*. The bows are large and very unwieldy for normal humans, and the string pull is nearly 1,000 pounds (450 kg)! The actual pull weight is only a few hundred, thanks to the pulley array, but humans with less than a 21 P.S cannot even draw the string an inch, let alone fire it — a non-supernatural P.S. of 35. Characters with supernatural P.S scores of 18 or higher can put the bow to full use and inflict M.D. when using special M.D.C. alloy arrows.

Weight: 24 lbs for the bow; arrows are 3.5 lbs each.

Mega-Damage: Ordinary arrows do an extra 3D6 S.D.C. and may shatter on impact.

Arrows made of M.D.C. material (about three times thicker than normal arrows) inflict 2D6 M.D.

Rate of Fire: 2 to 8; see the W.P. Archery and Targeting skill in the **Rifts RPG**.

Maximum Effective Range: 1,500 feet (450 m)

Payload: Up to six arrows can clip onto the bow itself. Quivers typically hold 12, 20, or 24 arrows.

Black Market Cost: 18,000 credits for the bow. M.D.C. arrows cost 80 credits each.

High-tech Arrowheads

For space considerations, full descriptions of the high-tech arrows will not be reprinted. For full details and descriptions, see page 58 of the **Rifts Sourcebook One**. All arrowheads are available for both bows (ancient and modern) and crossbows.

Light Explosive: 1D6×10 S.D.C.; Cost: 100 credits each.

Medium Explosive: 1D6 M.D.C.; Cost: 300 credits each.

Heavy Explosive: 2D6 M.D.C.; Cost: 550 credits each.

High Explosive: 3D6 M.D.C.; Cost: 900 credits each.

Gas: Covers a 10 ft (3 m) area; Tear Gas -Cost: 100 credits each; Tranquilizer Gas - Cost: 250 credits each; Paralysis Gas - Cost: 400 credits each.

Smoke: Covers a 20 ft (6 m) area; Cost: 80 credits each.

Flare: Burns for 60 seconds.; Cost: 10 credits each.

Neural Disrupter: Works like a neural mace.; Cost: 400 credits each.

Tracer Bug: Transmits to a distance of 8 miles (12km). ; Cost: 200 credits each.

Weight: Special arrowheads weigh 1 to 2 lbs(.45 to .9 kg).

Damage: See above for specific effects and the W.P. Archery and Targeting skill in the **Rifts RPG** for ranges and S.D.C. damages.

Rate of Fire: 2 to 8; see the W.P. Archery and Targeting skill in the **Rifts RPG**.

Maximum Effective Range: Varies with bow type; maximum is 700 ft (213 m).

Black Market Cost: Bows can be made for free with a successful Carpentry skill roll, but characters without the skill who want bows built with modern materials will need to purchase them.

Short bow: 200 credits

Long bow: 400 to 600 credits

Modern bow: 500 to 1,200 credits

Crossbow: 400 to 600 credits

Crossbow Pistol: 200 credits

Modern Crossbow: 600 to 1,200 credits

Vibro-Weapons

All Vibro-Blades are surrounded by an invisible high-frequency energy field that gives them mega-damage capabilities.

Vibro-Axe or Tomahawk

Mega-Damage: 1D6+3

Black Market Cost: 1,600 credits

Vibro-Spear

Mega-Damage: 2D6+2 M.D.

Black Market Cost: 2,500 credits

The Preserves

Domains of Technology

A few reservations of Modern Native Americans managed to locate and recover a number of lost or damaged industrial, military and technical facilities sometime during the latter years of the Dark Age. This enabled them to build strong, fortified modern communities and to produce weapons, computers, vehicles, armor, and, on occasion, even robots and power armor. These communities were usually small and isolated from the burgeoning civilization growing in the Midwest and Southern Canada. Much of this technology and information has been shared between the Modern Native Americans, and production facilities for such items are located throughout the American wilderness, hidden deep in the hearts of Modern Preserves.

Over time, the relationship between Modern Indians and retro-tribes (Traditionalists and Pure Ones) degraded with old rivalries and the radical separation of many factions. Soon the network of technology and sharing of knowledge became strained, and in some areas, totally fell apart. Many Traditionalists regard these Indian based sanctuaries of technology to be foul and dangerous place. Others regard these and all Modern Indians and Renegades as the "Lost Tribes" destined to repeat the mistakes of the past. As such, most Traditionalists avoid these places and people, while the extremists and fanatics regard them with disdain and even hatred, sometimes engaging in acts of sabotage and murder against them. Perhaps needless to say, this has created new tribal rivalries and wars among some factions.

Much of the advanced military capabilities of the Modern Native American production facilities comes from the recovery of computers and machinery, and a few prototypes, from the remains of a KLS development plant in the Northwest wilderness, and most of their early power armor units came from hidden US military storage bunkers. All of the bots, power armor and other items listed in the previous section are based on pre-Rifts technology and, in some cases, actual pre-Cataclysmic relics or recreations of old designs. The tiny handful of high-tech Indian Preserves usually trade among each other, with Renegade Indian clans, and with the Black Market/Bandito Arms. They tend to be leery of outsiders and do not share their technological secrets with them (even the Black Market has failed to steal their technology and bot designs — on the other hand, the Black Market, through *Bandito Arms*, has equivalent SAMAS technology (see **Rifts® New West™**), comparable bots and overall superior technology and resources. A lack of raw materials and resources are the advanced communities' greatest problems. Consequently, technology and especially the manufacture of power armor and robots, are kept to a minimum.

As anyone familiar with **Rifts®** knows, the wilds of the world are filled with ley lines, dimensional portals, and scores of creatures released from them, making these areas unsafe for humans. The wilderness regions, which are vast, also hold ancient ruins, lost secrets of technology and mysteries rooted in Earth's past and other dimensions. The wilds of North America have been the homelands of the Native Americans for centuries. The

Traditionalists and Pure Ones use old knowledge, wisdom, wits, the ancient spirits and a fair bit of powerful magic to survive. The Modern Indians rely on modern science and technology, while the renegades use a combination of magic and technology.

Areas dominated by Native Americans, whether tech or retro, are known as Preserves — generally because the people "preserve" the land and many of the old traditions. Like the frontier forts of the Old West, the Modern and Renegade Preserves are armed military bases that serve to protect the civilian populations around or within them by policing the surrounding territories. Preserves dominated by Traditionalists and/or Pure Ones are sprawling, relatively untouched expanses of wilderness where the people live in harmony with nature. Here the tribes follow the animals they hunt and move with the seasons. Coming onto a tribal settlement is like stepping 600 years into the past, with simple, traditional houses (typically tepees or huts), weapons and tools made of wood, bone and stone, and people clad in buckskin or cotton garments adorned with feathers, beads, and turquoise.

The Modern Preserves are usually built on or around the ruins of pre-Rift cities, and a few are located on top of the ruins of old Indian Reservations of the past. Most Traditionalists and Pure Ones have migrated to their old homelands. In the empty wilderness of the West, this has been relatively easy, however, in the east the Coalition States and other people (human and inhuman) already lay claim to the tribal lands. Although this has led to some confrontations, most Traditionalists are willing to adjust the borders of their old lands to avoid conflict and share the land with others, provided their newly reclaimed territories are not further encroached upon.

The first Preserves were established halfway through the Dark Ages. The Modern Native Americans realized that some form of fortification would be necessary for people to survive in this savage world. Meanwhile, the Traditionalists were joined by the Ancients who taught them the old ways, traditional magic, showed them how to communicate with the spirits, and led them to old hunting grounds and tribal territories.

For over a generation, a rare spirit of cooperation existed among the tribes. Even ancient enemies and those with opposing world views (Modern, Renegades and Traditionalists) worked together, helped one another and shared information and resources. Locations for Preserves were chosen and divided among the many different tribes and establishment of the renewed Indian Nations was under way.

By the time the large Preserves were established, the spirit of unity and cooperation had evaporated as philosophies, customs and world views began to clash and divide the people. Even individual communities were splintered by factions from within. Matters were complicated as old and new rivalries arose to further divide the people. Some say the gods or even the Nunnehi had used some form of magic to foster the early cooperation between the tribes, later lifting it when the Indians were strong enough to stand on their own, but no one can prove this theory. The current state of the Native American people on Rift's Earth fell into place about 70 years ago and has pretty much remained the same for all those years to the present.

Traditionalists and Pure Ones clearly outnumber the organized groups of Modern Indians who occupy and maintain small, fortified compounds or cities. Most Traditionalists live the way

their ancestors did centuries ago, before the coming of the white man. Less than 10% live in permanent housing, the rest live off the land and travel through the tribal territories in a nomadic lifestyle.

Each tribe usually has a large celebration once a year, and most of the wandering clans return to a specific location (city, village, sacred site) within the Preserve for it. All of the Preserves hold such celebrations, and most outside clans will attend. Of course, there are strict Traditionalists who refuse to attend the celebrations, either because they are not held in exactly the right location, or other trifling reason. During these celebrations, stories are exchanged and plans are made for the next year.

There are fifteen large Preserves in North America, and more than twice that many smaller ones. Each is governed by a council of chiefs and is run like a small nation. The councils govern thousands of square miles of tribal lands in and around their Preserve, but they actually control only the lands around it that are directly patrolled and densely populated (typically comparatively small population clusters). The rest of the lands are open, and many are infested with hostile creatures. The clans that do not acknowledge the rulings of the Preserves are governed by themselves, usually under the guidance of Pure Ones and/or the spirits, or a strong independent leader (such is the case with most "factions"). Such self-governed tribes are either isolationists, strict Traditionalists, or they oppose the policies of the Preserve chiefs enough to brave the wilds away from the larger collective of the Preserve tribe. Generally, each of the tribes that live within the territories controlled by a Preserve Council will have a "chief on the council. These chiefs are not necessarily the chiefs of their tribe or clan, and most are chosen strictly for the position on the Preserve Council as a special clan representative.

With the help of the spirits and each subsequent generation, the strength of the Preserves grows and expands, and so does their influence. One day, the Native Americans may actually control a large portion of the Americas. By the time the Coalition's territorial expansions begin to seriously encroach upon Native American holdings, the Indians may be strong enough to stop the CS or at least give them pause.

New Enemies

Clashes and raids between enemy tribes occur a handful of times a year, as do clashes between extremist factions of Traditionalists with Modern Indians, Whites, and even other Traditionalists. However, tribes of Simvan Monster Riders, Brodkil, and some clans of Wild Psi-Stalkers have become *mortal enemies* to all Native Americans (not to mention sporadic conflicts with supernatural monsters, Xiticix, Worm Wraiths, animal predators and other life forms). It would seem that these alien people regard Native Americans, especially Traditionalists and Pure Ones, as both rivals and enemies. This is, in part, due to the fact that they tend to hunt, travel and lay claim to many of the same territories, particularly in the Central Plains and Southern Canada. Another is the fact that the Simvan and Brodkil typically prey on humans and other humanoids as their favorite source of food which adds an entirely new dimension to the situation. Yet another factor is that the Traditionalists and Pure Ones share similar ways of tribal life and communion with nature, which make them somewhat equals and more obvious rivals. To compound matters, Simvan and Brodkil rarely distinguish be-

tween specific tribes and consider all Indians, Modern, Renegade or Traditionalist, as blood enemies.

Exactly how this enmity came into existence seems to be lost on all parties. Most Native Americans are puzzled and point to a long list of wars, atrocities, and brutality initiated by the nonhumans against them for nearly two centuries, but while this illustrates the hatred and viciousness of these enemies, it does not address the question of how or why this all began. The Simvan and Brodkil only wax philosophically about how the Red Man is their enemy and shall suffer endlessly at their hands until they are wiped from the face of the Earth. Wild Psi-Stalkers usually have vendettas against specific clans and even specific leaders for a variety of reasons, most of which are petty and vindictive.

It is important to recognize that all Psi-Stalkers do *not* hate Native Americans, and many Wild Psi-Stalker tribes have excellent relationships with several different Indian tribes. In fact, some conflicts exist because of the Psi-Stalker clan's friendship with a particular tribe. Such strong bonds of friendship and alliance often means the Psi-Stalkers adopt the enemies of the Native Americans as their own, which may lead to campaigns against these mutual enemies, and, at the very least, a lasting dislike and animosity. In other cases, it is simple rivalry, competitiveness and acts of cruelty.

As stated elsewhere, most Native Americans in the New West consider the Coalition States as a potential adversary, but have had little contact with the States and tend to avoid conflicts or interaction. The CS currently has little concern about these "retro-savages." Clashes in the wilderness are typically with Skelebot extermination squads and the occasional scouting party.

Notable Preserves

The Native American Preserves are spread across the North American continent, from the pre-Rifts state of Texas to the old Canadian Empire. There are fifteen major preserves and scores of smaller ones spread through the wilderness. The use of spirit messengers and astral contact allowed them to be established in an organized manner without having to send messages across Coalition territories that could be intercepted by conventional means, thus most of them remained hidden for decades. However, recent encounters and years of intelligence gathering has led the Coalition to believe that there are organized, fortified cities hidden in the thickly forested wastelands of North America. There is little they can do about it presently, except for the occasional reconnaissance patrol, but those generally never return.

The tribe with the most direct control over the Preserve's resources and defenses are identified as the controller/owners of the base; however, each preserve can have as many as a dozen different tribes living in its territory and/or the surrounding areas. These short entries are brief and generalizations. The political and social views are also those of the ruling council and do not necessarily reflect the beliefs of the overall population, and certainly not the many factions that are likely to exist.

1. Fort Apache (New Mexico): Located in the Black Range Mountains of New Mexico, this is the largest, best armed, and most hostile of the Modern Native American Preserves. They are generally isolationists who want little to do with anybody, fellow Indians, Whites, D-bees ... anybody. They are a self-contained, self-sufficient community that likes being isolated from the rest

of the world. It was the Modern Indians of Fort Apache who originally discovered the pre-Rifts military, mountain complex they call home, and who first found and/or developed the previously described SAMAS and other robot creations. Their sharing of this knowledge and war machines during the generation of peace and cooperation troubles them to this day (they believe they would have been better off keeping the technology to themselves, and someday their actions will come to haunt them).

Fort Apache is actually carved out of the rock of a cliff face. The entire six mile (9.6 km) thickness of the cliff between the two faces has been carved into an underground stronghold that houses more than 100,000 people! It has eleven levels, three of them within the cliff and eight below ground level. The top three levels include the robot and vehicle storage and deployment bays, weapon and ammunition storage, M.D.C. repair facilities, housing for soldiers, and other important facilities that require immediate access to the surface. The middle levels, level four through level eight, are the location of resident housing and recreation facilities. Many of the halls in these levels are left as carved rock tunnels, as opposed to finished metal or wood hallways, to ease the surroundings of the ancients living here. Levels nine and 10 hold all of the city's necessary facilities, including agricultural areas, processing facilities, construction facilities, communications center, computer mainframe, water pumping and purification (from deep wells), and others. On the lowest level is the power facility. It is a series of large topaz crystals built as a giant techno-wizard mystic generator that sits on a subterranean ley line. It provides power for the whole city. Also in the lower levels are sacred caves that are actually minor ley lines where shamans can go to contact the spirits, weave strong magics, meditate, and fashion fetishes.

In addition to these underground areas, half a dozen cliff dwellings have been built in the immediate area (within 5 miles/8 km). These are the homes of many ancients that accept the preserve's protection and governing. Numerous camps of nomadic clans also dot a twenty mile (32 km) area around the preserve. Some of these nomadic clans are those that do not agree with the preserve's policies, but they still share in the safety offered by the military city. Travelers are more likely to find a warm welcome in these camps and cities than at the preserve. Unless they are residents returning to the preserve, related to a resident of the preserve, or are a member of one of the tribes residing in the preserve, getting in may be difficult. Processing of applications can take anywhere from a few minutes to a few months. Much of this time is for political and/or bureaucratic reasons, but a large part of it is security based (and these Indians seem to love their security).

Fort Apache Preserve Population:

Apache: 18,500— 65% Modern and 35% Renegades.

Other Native Americans: 95,000 — 25% Renegades, 50% Traditionalists, and 25% Pure Ones.

Other Races: Officially none, but adopted tribe members are tolerated; about 10% are non-Indians, mostly D-bees.

Modern Soldiers: 6,000, which does not include Traditionalist warriors, hunters and Shamans (which easily adds up to an additional 25,000).

Modern Military Vehicles of Note:

Note: 70% of these are active units. The rest are reserve/backup units.

Uktena Assault Robots: 53

Thunderbird Robots: 288

Wolf Assault Robots: 576

USA SAMAS: 600

Glitter Boys: 49

War Chief PA: 400

Ursanoid HPA: 200

Other Robots and Power Armors: 170

2. The Valley Preserve (California): The rebuilt city of Stockton, in California, has been walled in and fortified by the Miwok. Like the Nimipu Preserve, a large percentage (29%) of the population in the Valley Preserve is made up of non-Indians, but many of whom have adopted the Indian's culture and beliefs. Roughly 12% are Modern Indians, 20% Renegades, 58% Traditionalists and 10% others.

3. Shoshone Mountain (Nevada): This Preserve is built into the side of a mountain in eastern Nevada. It is controlled by the Shoshone and taps into one of the largest aquifers in the area. Most of the food is grown in underground agricultural centers under artificial light. 40% of the population is Modern Indians, 30% Renegades, and 30% Traditionalists and others.

4. Water Point Preserve (Washington): Built near the ruins of Tacoma and Seattle in Washington, this Preserve is governed by the Makah. It is built on Puget Sound and gets much of its food from fishing in the Pacific. The Modern Indians and Renegades in the Preserve occupy a small coastal city of 32,000 people (15% white, 28% D-bees) and defenses include four pre-Rifts M.D.C. submarines salvaged from a nearby base. However, the vast majority of the Native Americans in the Preserve are Traditionalists.

5. Nimipu Preserve (Idaho): The Boise Preserve, renamed the Nimipu Preserve after the Nez Perce name for themselves, is an example of a truly mixed preserve, including the largest D-bee population of any Preserve (40%). Its non-Indian residents have accepted the governing of the Native Americans and many of the Traditional customs, teachings and magic. They have subsequently been adopted into the tribes of the Preserve and are as Traditional Indian in culture and discipline as any true Native American. The majority of these mixed people believe that the only way to save mankind and build a better world is through cooperation of "all men." Their views have proven themselves in Boise, where all of the races within the Preserve work, live, and fight together for survival and their own betterment.

The Nimipu Preserve is locked in an ongoing war with the Black-Winged Monster-Men who occupy several ruins of pre-Rifts cities and delight in torturing and killing the citizens of Nimipu. The Preserve is also plagued by marauding Simvan, Brodkil and the occasional Blackfoot raiding party, as well as demons and monsters from the Rifts in Montana and Calgary.

Approximately 72,000 (mixed) people live in the Nimipu Preserve, but 28,800 are D-bees, and 6,000 are non-Indian humans; 70% are Traditionalists, 20% Pure Ones, 5% Renegades and 5% others.

6. Blackwall (Montana): The fortified central site has stone walls painted black, like the moccasins of its residents, the Blackfoot tribe. This Preserve was the first to sever ties with other Native Americans. The Blackfeet are enemies of the Sioux and the Shoshone (who respectively control Preserves east and

south of the Blackfeet), and they are governed by a strong anti-white faction. The permanent Preserve settlement is built on the bones of *Helena, Montana* and sits in the middle of a large magic zone. It is on a ley line and less than five miles from a nexus point, giving it formidable magical protection in addition to its technological weapons. The Blackfeet are extremely warlike and frequently raid the Shoshone, Sioux and whites, and engage in constant bloody battles against Simvan, Brodkil and Xiticix — which the Blackfeet usually win. They are the most feared of all the tribes, with the majority (76%) being fanatical Traditionalists who have little tolerance for Renegades and complete disdain for Modern Indians, the White Man in general and the Coalition States. In fact, these militant tribes frequently clash in words and weapons with other Traditionalists whom they consider rivals or too soft. The Blackfeet tend to treat non-Indian humans and D-bees as invaders and hated enemies to be forced from all Indian lands or enslaved. Monsters such as dragons, Xiticix, Black-Winged Monster-Men, Brodkil and most demons and evil supernatural creatures (which thrive in Calgary to the north) are killed on sight. These tribes are found mainly in the northeastern half of Montana, but send raiding parties and seek and destroy bands (sabotaging and exterminating all enemies and invaders) into Wyoming, South Dakota and southwestern Canada. The Blackfeet respect and honor the Cyber-Knights as the greatest of non-Indian warriors, but still consider them outsiders who don't belong, never ask for their aid or accept them as true equals (although close) and consider it a great honor to kill one or to die at their hands.

7. Casper Preserve (Wyoming): This Preserve is built on the ruins of Casper, Wyoming and is manned and controlled by the Cheyenne/Sioux Coalition. It is one of the best defended of the Preserves in terms of the skill and determination of its warriors, shamans and spirit allies, but then it needs to be. It is located on the edge of the Black Hill Nexus and is a land besieged by supernatural horrors, including Black-Winged Monster-Men, monstrous predators and marauding bands of Simvan Monster Riders, Brodkil, and Wild Psi-Stalkers. Despite this adversity, the Native Americans who call this region home (predominantly the Cheyenne and Sioux) flourish. 90% are avid (but not fanatical) Traditionalists.

8. Fort Dakota (North Dakota): Fort Dakota is a Renegade stronghold of 29,000 with another 8,000 Renegades in scattered bands 100 miles (160 km) around the Fort, which is located north of the pre-Rifts city of Fargo. Approximately 40,000 to 50,000 Traditionalists of various tribes (50% are Sioux; the dominant force in the Preserve) claim the entire eastern half of North Dakota as their Preserve. They consider the Renegades to be misguided but well intentioned and accept them as heroic allies. This is a hostile and dangerous region because it is on the edge of Xiticix Territory. The Fort-City stands as a major defense against the murderous insectoid hordes and has some of the most experienced monster-fighting warriors in the New West — only the Black Feet and Cyber-Knights are more experienced, and Justice Rangers are their friends and equals. The Sioux controlling the Preserve have regular clashes with the alien insects, while the Renegades of Fort Dakota seem to have dedicated their lives to protecting the region from these monsters. The Renegades even extend their protection to some of the D-bee towns and White settlers to their east, on the fringes of the

Coalition States. They also fight against some of the "things" accidentally unleashed by Tolkeen and approximately two thousand have joined the beleaguered kingdom in its fight against the Coalition States.

9. Fort Comanche & The Comanche Preserve (Kansas): Built near the ruins of Wichita, in Kansas, Fort Comanche is one of the largest Preserves in the New West. They are predominantly Traditionalists and Pure Ones with a half dozen Renegade Bands whom they hope to convert fully to the old ways. These people of various tribes live in peace and have moderate views. They are not militant or aggressive and seek only to live in peace with nature and the spirits. Although they try to keep people away from the primary tribal site around Fort Comanche, they generally treat outsiders with respect and consideration. Approximately 8% of their tribe members are Psi-Stalkers and 10% are whites and D-bees.

Generally speaking, these Native Americans have a high regard for life, accept other people and their customs as being as valid as their own (although not for them), and respond to outsiders in either a positive or negative manner depending on how the outsiders treat them. Outsiders (anybody who is not a member of the Preserve tribes) who treat the Native Americans and their land with the respect and honor due them, are treated in kind. Those who show the People no respect are treated as foul barbarians and the most disruptive, disrespectful and foul-hearted are driven from the land. Those who come as aggressors with the intention of subjugating or harming the People in any way — through business, exploitation or war — are met by warriors and either driven from the Preserve or destroyed. Ultimately, violence begets violence, but the People of the Comanche Preserve seldom start conflicts.

This Preserve is in the greatest danger from Coalition aggression. Kansas has been long earmarked by the CS as a territory for Imperial expansion. Furthermore, the CS regards them as both primitive savages and dangerous practitioners of magic who worship and conspire with supernatural monsters (i.e. spirits). For the time being, the CS has taken little direct or immediate military action against the Native Americans or any of the (unrelated) tiny, independent human and D-bee communities in Kansas or Oklahoma. However, spies, CS employed mercenaries and rabble-rousers have been sent into the region on reconnaissance missions and to cause dissension and trouble. In addition, there have been a few incidents involving CS troops, Skelebots, and hunter-killer teams sent into the territory allegedly in pursuit of dangerous criminals and bandits that have led to combat with Indians. There have also been a handful of border skirmishes over the last decade and incidents with alleged "rogue" CS Military groups, but nothing major.

Fort Comanche is a permanent Native American fortified city (population: 22,600 — 50% Traditionalists, 40% Pure Ones, 10% others) with sprawling horse ranches and two large Renegade towns within 50 miles (80 km; populations 11,000 and 5,400 respectively for the Renegade towns). This is also the site of the annual gathering of the tribes. The remaining 90,000 or so members of this Preserve are scattered throughout the southern and eastern portions of Kansas and northern Oklahoma, with nomadic tribes sometimes traveling into Texas/Lone Star, Arkansas, Nebraska, southern Colorado, and occasionally, the Coalition State of Missouri. Fort Comanche has the largest

known number of domesticated horses in the New West and regularly trades with members of the Colorado Baronies and Pecos Empire, as well as the Renegades, adventurers and others. Of the six Renegade bands, four are strong friends and allies and only one, a mercenary band with criminal leanings (and, unknown to them, ties to the CS) in the north, is considered hostile and dangerous.

10. Sky Fort Preserve (Louisiana): The Natchez-controlled Sky Fort Preserve is so named because it is built on pylons and raised above the Louisiana swamps. The structure resembles a large pre-Rifts oil drilling platform and sits at the center of a large tribal community of 27,000. Houses, huts and buildings rest on stilts or on mounds of stone or earth. According to legend, Elemental Spirits helped to build this expansive community and Elemental Shamans are the most honored and revered of all wisemen. Canoes, rafts and boats are seen at every home and are the main means of transportation. 70% of the community are Traditionalists, 15% Pure Ones and the rest are Renegades. They are friends with a neighboring tribe of 1,800 Wild Psi-Stalkers and a small community of Techno-Wizards (about 700 people, 30% Techno-Wizards). An additional 4,000 Traditionalists from various tribes and divided into small clans of 200 to 600 members, are scattered in the wooded highlands. *UktWater Serpents* (an estimated 4,000+ living off the coast of Louisiana and Alabama) are a constant source of trouble.

11. Camp Cherokee (South Carolina): This Preserve is headquartered at a permanent settlement of 6,500 Cherokee just south of where *Asheville* once stood. It is one of the few Preserves with its key settlement built on a ley line nexus point, but the powerful magics protecting the city siphon off enough of the energy to stabilize the point against random Rift activity and frequent incursions by demons from the Rifts. There are still problems during equinox and other surge periods, but the Traditionalists and Pure Ones have things quite well in hand. An adult fire dragon lives nearby and is both a friend and advisor. Approximately 7,000 other Native American clans are scattered throughout the region.

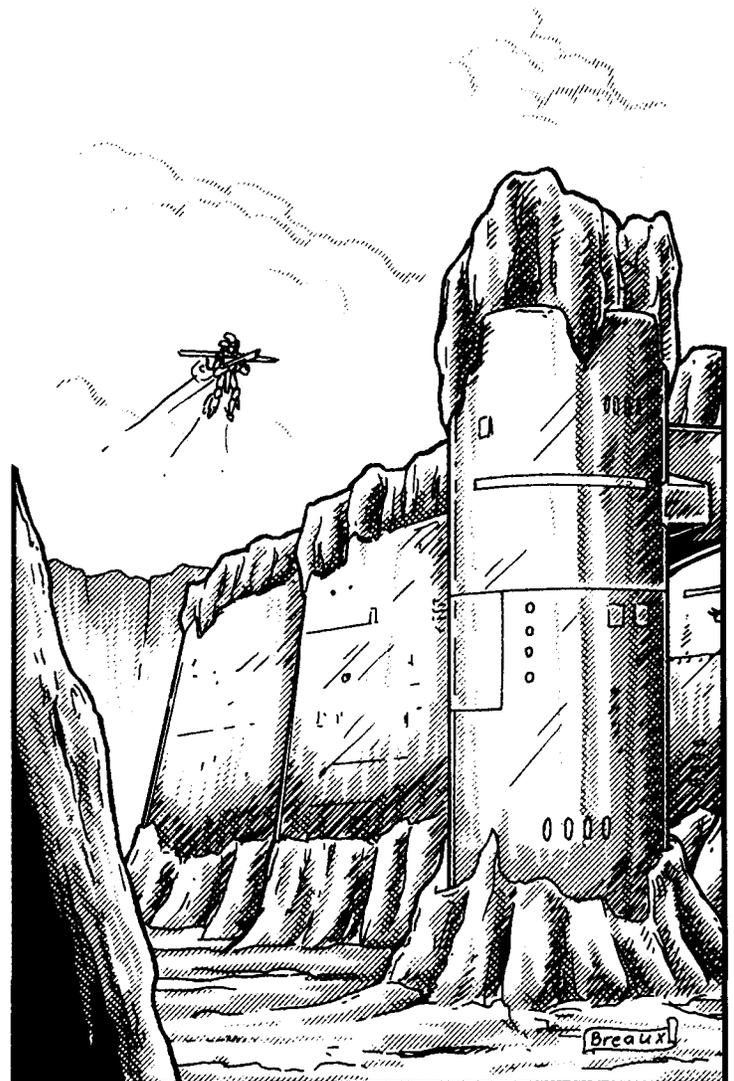
12. The Central Preserve (Kentucky): This Preserve earned its name because it acts as a gathering/meeting point for northern and southern tribes. The security it offers is not just Indian dominated and defended tribal lands but the widest and longest branch of the Magic Zone forms a barrier between the Central Preserve and the Coalition States. This is also a gathering place for Shamans looking for security and reasonable access to the P.P.E. rich Magic Zone. This Preserve also has two holy places that server as portals to the Spirit Realm (known only to the Chief and experienced Shamans). Approximately 40% of the Native Americans are avid Traditionalists, 30% Pure Ones and 20% fanatical Pure Ones/Traditionalists and anti-White factions. *Man-Monsters*, evil and monstrous Shamans, are also attracted to this Preserve and the Portals to the Spirit Realm. At least two hundred are believed to inhabit the Preserve with another two hundred scattered throughout the Magic Zone.

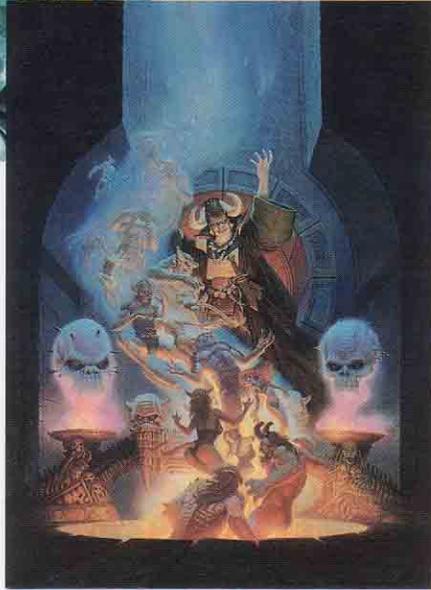
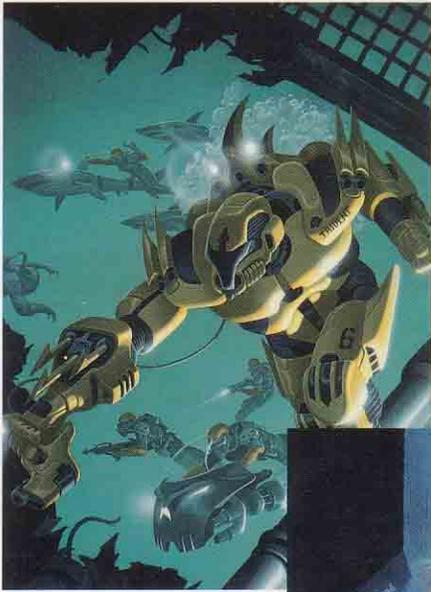
13. The Longhouse Preserve (New York): The permanent settlement for this Preserve is the rebuilt and fortified pre-Rifts city of Albany in old New York state. It is dominated by Mohawk tribe members and governed by chiefs from the Oneida, Seneca, and Mahican tribes. These are some of the fiercest of the Native American warriors, and among their numbers is the high-

est concentration of spirit warriors known. Approximately 13,000 people inhabit the fortified settlement (60% Traditionalists, 40% Pure Ones), with another 20,000 Traditionalists and 4,000 Renegades scattered throughout the northern part of the state. They are also friendly with several small tribes of Psi-Stalkers (400-800 members).

14. Fort Huron (Ontario, Canada): This is the only known large Preserve in the old Canadian Empire. It is built near the ruins of the city once known as *Chapleau*, Ontario. The permanent settlement at the fort holds a population of 6,000 (60% Pure Ones, 39% Traditionalists), but another 49,000 Native Americans of various tribal heritage live in the forests throughout the region; typically in clans and tribes of 500 to 1200 members.

15. Fort Alaska: Manned by Eskimo natives, this is perhaps the most secure of the Modern Preserves. It is actually a pre-Rifts military base built into the ice! The entire complex is actually a submersible city that was intentionally ice bound to form a stable base of operations. It is completely self-sufficient and its remote location means it will probably not become embroiled in any of the conflicts in the old American Empire. Those who live at the old complex are Modern Indians (22%), Renegades (68%) and non-Indians. Several small clans and tribes of Traditionalists and Pure Ones live in scattered communities nearby and throughout Alaska (typically 100-600 members strong).





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