

When a new book is released by any company, it is often riddled with many errors or mistakes which slipped through the cracks during the editing process. Palladium is certainly no exception, nor have they ever claimed to be. When a book as monumental as Rifts®: Ultimate Edition is released, which completely revisited the core rule book of what is arguably Palladium Books' most revolutionary game line, fans are bound to notice mistakes. It is with the help and perseverance of such dedicated fans and supporters that this list of errata is being released, for without their help and constant requests for such a document it very well may have gone unprinted.

Personally, I would like to say thank you to all who contributed to the errata, and would also like to take a brief moment to say how you should read and use this document. First, there will be a page number and sometimes a general page placement of the passage in error. Following that will be a description of the correction and the actual correction in red. Note that to avoid confusion we did not include the passage as it appeared in the first printing, but only as it has appeared in the second printing. If you own the first printing, this document can be printed and kept with that book. With these inclusions, your first printing of Rifts®: Ultimate Edition will be current and up to date with the latest printing eliminating the need to purchase the most recent printing. Thanks again to all of the fans and supporters who contributed.

-Brandon K. Aten

p. 2 Printing has been changed from first to second.

Second Printing — January 2007

p. 3 Jeffrey Russell has been added as an interior artist.

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p. 46 **The numerical order has been changed to read as follows:**

one, with lengths of tubing carrying life-sustaining blood and fluids. Electromagnetic relays, electronics, pistons, machine parts and nano-technological workings make up the rest of the internal system.

The new body is a hundred times more durable, faster, stronger, and deadlier than its flesh and blood predecessor. Like a caterpillar transforming into a butterfly, the mortal turns into a mechanical powerhouse. Physical capabilities for Combat Cyborgs are generally taken to the maximum, and the mechanized warrior is outfitted with heavy Mega-Damage body armor.

Statistics for Full Conversion Cyborgs

1. Size & Shape: In North America, cyborgs have a human, bipedal shape and form, although they may sport an extra pair of arms or a modular weapon or tool for a hand. They are also usually man-sized, although that's a bit deceptive, as "man-sized" can range from 6-10 feet (1.8 to 3 m) tall. Typically the more demanding the work or combat involved and the more armor and weapons needed (or desired), the bigger the 'Borg. **Combat Cyborgs** are usually 8, 9 or 10 feet (2.4 to 3 m) tall and bristling with weapons and moving parts.

As noted earlier, the head and face are the only thing recognizable as being human, and that's only when the protective visor, helmet or faceplate is removed. It is interesting to note that to have a completely human face mounted into a robust mechanized body only adds to the surreal and sometimes horrific quality of the image, at least for other people, if not the 'Borg himself.

2. M.D.C. by Location for a Full Conversion Cyborg:

Hands (2) – 33 M.D.C. each (max. 50 M.D.C.)

Forearms (2) - 33 M.D.C. each (max. 50 M.D.C.)

Upper Arms (2) - 47 M.D.C. each (max. 70 M.D.C.)

Feet (2) - 13 M.D.C. each (max. 20 M.D.C.)

Legs (2) - 60 M.D.C. each (max. 90 M.D.C.)

Head - 60 M.D.C. (max. 90 M.D.C.)

Main Body - 180 (max. 280 M.D.C.). Can wear additional bionic armor or even conventional body armor if it is custom-made.

Additional M.D.C. may be purchased at any time throughout the character's lifetime, provided a bionics facility is available and the character has the credits. However, armor cannot exceed the maximum listed in parentheses. Cost: 2,000 credits per additional point of M.D.C.

3. Arms & Hands for Combat Cyborgs (Robot P.S.):

Maximum Attributes: Robot P.S. starts at 24, but the maximum is 36. Robot Strength enables the 'Borg to inflict Mega-Damage even with an ordinary punch. (**Note:** Non-Combat full conversion 'Borgs and partial 'Borgs get Bionic/Augmented P.S.) See Strength Tables in the *Rules Section*. Cost: 2,000 credits per point above 24.

P.P. starts at 18, with a maximum of 26 possible. Cost: 2,000 credits per point above 18.

Number of Weapons & Features Possible:

- Hand: Two (three if the features are small) or a multi-system sensor hand.
- Wrist: One.
- Knuckles: One each.
- Fingers: One (sensor, camera, etc.) per each digit.
- Forearm: Two or three.
- Shoulder & Upper Arm: One each, if any. Most Combat Cyborgs find weapons that protrude from the shoulder or mounted on top tend to be distracting or get in the way.
- Cosmetic Features: 8, but usually none.

4. Legs & Locomotion: Typically humanoid in configuration with two legs. An estimated 98% of all Combat Cyborgs in North America opt for having a humanoid body with two legs. However, the cyborg could use treads, wheels, spider or horse type legs for locomotion (see **Rifts® Bionics Sourcebook** for these options). The Combat Cyborgs of Russia often have vehicular lower bodies (see **Rifts® World Book 17: Warlords of Russia** for more on that part of the world).

Maximum Speed Attribute: Starts with a speed of 132 (90 mph/144 km), but the maximum is 176 (120 mph/192 km) for human legs (others offer different speeds). Can leap 7 feet (2.1 m) high and 15 feet (4.6 m) across; increase by 20% with a running start. Cost: 1,500 credits per point above 132.

Other Leg Attributes: P.S. & P.P. start at 18, but the maximum is 24. Cost: 2,000 credits per point above 18.

Weapons & Features Possible:

- Foot: Clawed toes and blades only (similar to the hand and applicable to kick attacks only).
- Leg: Three weapon systems and one small or medium compartment, or 3-6 compartments of varying sizes and/or other features, like sensors, hooks, etc.

5. Available Cyborg Armor Types: Most full conversion cyborgs also receive *external body armor* – M.D.C. plating specifically designed to snap onto or otherwise attach to the ‘Borg’s arms, legs and artificial body to provide maximum protection. After all, one does not want the human parts damaged, because it could kill the person. Brain damage has the same effects as it would on anybody, and although the bionic, machine parts can be replaced, they are very expensive. **Note:** Cyborg armor is less expensive than comparable M.D.C. environmental armor because there are no environmental aspects built into them, they are simply a protective outer covering. Cyborg armor also provides superior M.D.C. because their reinforced robotic bodies can handle much greater weight and bulk than an ordinary human.

Cyborg-Armor by Type:

LE-B1 Light Espionage Armor: +135 M.D.C. main body, +15 M.D.C. to each arm, +25 M.D.C. to each leg, and +12 M.D.C. to head. Cost: 20,000 credits.

LI-B1 Light Infantry Armor: +150 M.D.C. main body, +20 M.D.C. to each arm, +35 M.D.C. to each leg, and +15 M.D.C. to head. Cost: 28,000 credits.

MI-B2 Medium Infantry Armor: +230 M.D.C. main body, +38 M.D.C. to each arm, +60 M.D.C. to each leg and +30 M.D.C. to head. Cost: 52,000 credits.

HI-B3 Heavy Infantry Armor: +360 M.D.C. main body, +50 M.D.C. to each arm, +100 M.D.C. to each leg and +40 M.D.C. to head. Cost: 74,000 credits.

The M.D.C. and prices listed above are the correct and definitive numbers.

Armor Penalties: Espionage and Light armor have a penalty of -5% on Physical skills such as Acrobatics, Climbing, Gymnastics, Pick Pockets, Prowl and Swimming. *The MI-B2 Medium armor* is bulky and imposes a -15% penalty to Physical skills as noted above. *The HI-B3 Heavy armor* can only be worn by full conversion cyborgs, and even they suffer the following penalties due to the weight and bulk of the armor: Reduce the ‘Borg’s running and swimming speed by 20%, -25% to skills like those noted above (and Prowl is impossible), and a combat penalty of -2 to strike, parry, and dodge. **Note:** There are dozens of different styles of cyborg armor.

6. The Number of Additional Options & Features for Full Conversion Cyborgs (bionic or cybernetic implants & features): These are implants, sensors, optics, audio systems and other features that can be applied to bionic limbs or the cyborg body, i.e., clock/calendar, cyber-disguise, radio system, universal headjack, modular connector unit, cosmetics (human looking and feeling skin, hair, eyes, etc.) and so on. They can be purchased as upgrades and add-ons when the character has the money and a bionics facility is available. However, once a body area is maxed out, the cyborg must stop, or can replace one with another.

Head: Six maximum, four if the cybernetic features are large.

p. 47 **The numerical order has been changed to read as follows:**

Eyes: Multi-Optics eyes or eyes with as many as three enhanced optic features each. **Note:** The often referred to HUD or picture in picture display feature comes standard with all *bionic eyes* and does not count as one of the three selections. HUD is not standard in cybernetic eyes and not possible in Bio-System eyes.

Ears: Four.

Mouth/Jaw: Five.

Neck/Throat: Three.

Chest: Four.

Cosmetics (general body): 10, but most Combat Cyborgs avoid them.

7. Penalties of Full Conversion Combat Cyborgs: Simulated sense of touch is a mere 35-55%. Prowl is very difficult and suffers a penalty of -20%; impossible in Heavy armor. Skills that require sensitive and nimble fingers and hands, such as Art, Forgery, Locksmith, Palming, Pick Locks, Play Musical Instrument, and similar are -40%. Additional penalties may apply for armor, stress situations, etc.

Average height is 8 or 9 feet (2.4 or 2.7 m).

Average weight is 1000 pounds (450 kg; smaller cyborgs are 20% or 30% less).

Fear. Some people are afraid of cyborgs, and anyplace that is anti-technology (many barbarian tribes shun, fear or hate technology) will look at a cyborg as a sort of mechanical demon to be avoided or destroyed.

8. Cyborgs, Psionics and Magic. Psionics and I.S.P.: A character who undergoes *partial bionic reconstruction* will retain his psi-powers but his available I.S.P. is reduced by half. *Full conversion* destroys all psionic abilities and I.S.P. Scientists do not understand why this is, but speculate that the psionic essence is somehow linked to the physical body as well as the mind.

Magic and P.P.E.: Likewise, if the character possessed a high amount of P.P.E. or was a practitioner of magic, getting more than two or three cybernetic implants *destroys* his magic abilities and reduces his P.P.E. reserve by 90% (only 10% remains). No cyborg, partial or full, can operate Techno-Wizardry devices or practice magic.

Combat Cyborgs/Full Conversion 'Borgs do enjoy a +5 bonus to save vs. possession, +3 bonus to save vs. magic, and are *impervious to* psionic Bio-Manipulation, Telemechanics (all), See Aura, and any attacks or weapons that do damage direct to Hit Points (is considered a Mega-Damage being now).

Of course, since there is a *human mind* inside that machine body, the Combat Cyborg is still vulnerable to psionic and magic mind attacks, mind control, Empathic Transmission, Telepathy (mind reading), Hypnotic Suggestion, illusions and any psionic power or magic spell that affects the mind.

Combat 'Borg O.C.C. Stats

Alignment: Any.

Attribute Requirements: M.E. 10 or higher is suggested, but not required.

Attribute Note: The bionic attributes are bought and acquired as noted above, but roll, as normal, for the three mental attributes: I.Q., M.E. and M.A.

Race Limitation: Humans, D-Bees and any mortals, as well as certain sub-demons such as Brodkil, Daemonix and Gargoyles. Does not work on supernatural beings, demons, creatures of magic or any beings who can shape change or bio-regenerate lost limbs or their entire body. The bodies of such beings reject cyber-implants and bionics.

p. 55 Second Column. The auto-dodge bonuses have been corrected.

the Crazy an *automatic dodge* on all attacks; even from behind and surprise attacks. Normally, a dodge counts as one melee attack/action. An automatic dodge works like a parry in that the character can bob, weave or roll out of danger so fast, and be back on his feet and ready to strike, that the act of the dodge does NOT use up a melee attack. Normal dodge bonuses do not apply, but P.P. bonuses do. Bonuses: +1 to auto-dodge at levels 1, 3, 6, 9, 12, and 15. +2 to roll with impact at levels 2, 5, 10 and 15.

p. 70 Second Column. The O.C.C. Skills have been modified to include “Pilot Robots & Power Armor”

O.C.C. Skills:

Language: Native Tongue at 95%.
Language: Other: Two of choice (+20% each).
Basic Electronics (+10%) and Basic Mechanics (+15%)
General Repair & Maintenance (+10%)
Land Navigation (+6%)
Pilot Robots & Power Armor
Pilot Robot Combat Elite: Glitter Boy
Pilot Robot Combat Basic (general)

p. 77 First Column. The O.C.C. Skills have been modified to include “Literacy: One of Choice (+10%)”

O.C.C. Skills:

Language: Native Tongue at 94%.
Language: Other: Three of choice (+20%) or one other language and two Lore skills (+10%).
Literacy: One of choice (+10%).
Computer Operation (+10%)
Detect Ambush (+10%) and Detect Concealment (+15%)
Electronic Countermeasures (+10%)
Land Navigation (+10%)

p. 79 Second Column. P.P. Bonus has been added, bonus to Roll has been modified, auto-dodge bonuses have been corrected, and a horror factor save has been included.

Special Juicer O.C.C. Bonuses & Abilities

1. Super-Endurance. Add 1D4x100 S.D.C., add 1D4x10 Hit Points, and 2D6 to P.E. attribute. Can lift and carry four times more than a normal person of equivalent strength and endurance, and can last 10 times longer before feeling the effects of exhaustion. Can remain alert and operate at full efficiency for up to five days (120 hours) without sleep. Normally needs only three hours of sleep per day.

2. Super-Strength. Add 2D6 to P.S. attribute. **Note:** Minimum P.S. is 22, if lower, adjust up to P.S. 22. See the *Augmented P.S.* table in the Rules Section for specifics on P.S. and damage.

3. Super-Speed. Add 2D4x10 to Spd attribute. Can leap 30 feet (9.1 m) across and 20 feet (6.1 m) high after a short run; half that distance from a dead stop.

4. Super-Reflexes and Reaction Time. An accelerated metabolism makes everything around the Juicer seem to move in slow motion. **Bonuses:** **+2D4 to P.P. attribute**, +2 attacks per melee round, +4 on initiative, +2 on Perception Rolls, +2 to disarm, +2 to pull punch, **+4** to roll with impact, and gets an *automatic dodge* on all attacks, even from behind and surprise. An automatic dodge works like a parry in that the character can bob, weave or roll out of danger so fast, and be back on his feet and ready to strike, that the act of dodging does NOT use up a melee attack. Normal dodge bonuses do not apply, but P.P. bonuses do; plus the Juicer is **+1 to auto-dodge at levels 1, 2, 4, 6, 8, 10, 12, & 14.**

5. Saving Throw Bonuses. +4 to save vs. psionics, +6 to save vs. mind control (psionic and chemical), +8 to save vs. toxic gases, poisons, and other drugs, and **+4 vs. Horror Factor.** **Note:** Bio-comp can slow the blood flow or increase oxygen levels to slow the effects of drugs or inject natural and synthetic chemicals to counteract them immediately. Likewise, the Juicer can slip into a trance-like state to conserve oxygen.

6. Enhanced Healing. Heals four times faster than normal. +20% to save vs. coma and death. Virtually impervious to pain, no amount of physical pain will impair the Juicer until he is down to 5 Hit Points or

p. 81 First Column. O.C.C. Related Skills have been modified to include the “Sniper” skill.

Espionage: Detect Ambush, Detect Concealment, Escape Artist, Intelligence **and Sniper** only (+5% where applicable).

p. 82 First Column. The Communications Expert M.O.S. has been modified to include the “Literacy” skill.

01-15% Communications Expert

Literacy: Native Tongue (+10%)

Computer Operation (+15%) and Basic Electronics (+10%)

Electronic Countermeasures (+15%)

Optic Systems or Surveillance Systems (+14%)

Radio: Basic (+20%)

Cryptography (+15%) or an extra Language (+15%).

p. 83 First Column. The O.C.C. Skills have been modified to include the “General Athletics” skill.

O.C.C. Skills: These are in addition to MOS and reflect basic training.

Language: Native Tongue at 95%.

Language: Other: One of choice (+10%).

Climbing (+10%)

General Athletics

Mathematics: Basic (+5%)

Military Etiquette (+10%)

Radio: Basic (+10%)

Recognize Weapon Quality (+10%)

Running

Sign Language (military; +5%)

W.P. Knife (includes Vibro-Knives)

W.P. Energy Pistol

W.P. Energy Rifle

p. 90 Second Column. The O.C.C. Skills have been modified with the proper skill names.

Medical Doctor

Cybernetic Medicine (+10%)

Pathology (+10%)

W.P. Knife (Special bonus of +1 to strike).

p. 94 Second Column. The O.C.C. Skills have been modified to allow the selection of S.D.C. firearms.

Pilot: Automobile or Hover Vehicle (+10%)

W.P. Ancient: One of choice.

W.P. Energy Pistol or Energy Rifle, or any S.D.C. firearm.

p. 98 Second Column. Repeated word omitted and section corrected.

who love to weave tales about the things they have seen and done. Most are also experts in Demon, Monster and Faerie Lore. The Wilderness Scout knows many of nature's secrets and can live off the land with ease and traverse the wilderness without **leaving any trace** that he was there.

p. 99 Second Column. Pilot Skills available modified to include "Horsemanship: Exotic"

Pilot: Motorcycle (+14%) or Hovercycle (+10%) or **Horsemanship: Exotic**; pick one.

p. 113 First Column. Sentence omitted and restrictions on armor clarified and referenced.

Although it is not usually visible, light to medium body armor is worn under the robes. The chest, shoulders, thighs and back of the head are always protected. M.D.C. plating is often used to cover the arms as vambraces and armored gauntlets, and the rest of the legs as well. Again, it is either concealed under the robes or loose, baggy clothing, or so stylish it looks like ornamental arm bracelets or vambraces rather than armor. The armor is often made from *natural* M.D.C. materials like the plates from a Fury Beetle or hide of a dinosaur, and interlaced with M.D. ceramic plates, padding and miracle fibers. M.D.C. metal alloys may be used but are kept to a minimum (**less than 50%**) because they interfere with the flow of P.P.E. and interfere with the ability to cast spells. Remember, the mage also has magic spells, such as Armor of Ithan, Impervious to Fire, etc., he can cast to provide additional protection for himself. (**See page 188 for more on armor.**)

p. 116 Second Column. The word "twelve" has been put into proper case, and Communications skills have been modified to allow the selection of literacy and language skills.

two additional skills at level three, one at level six, one at level nine, and one at level **twelve**. All new skills start at level one proficiency.

Communications: Radio: Basic, **Language, and Literacy only.**

Cowboy: None.

Domestic: Any (+10%).

Electrical: None.

p. 131 Second Column. Spelling has been corrected.

8. Construction Cost of the Device. The Techno-Wizard Device's Construction Costs are physical requirements of the device, the nuts and bolts - literally. Depending on design, you could use copper wire, fiber optics, lasers, plastic, metal or a myriad of other parts. The key here is to be logical and creative. Generally, the Construction Cost for the physical components will be equal to your total *P.P.E. Construction Cost* times 10, then multiplied by the *Device Level*, plus the *cost of all gems* used by the Spell Chain for that Function. This price isn't absolute, and is subject to availability and parts on hand.

Construction Cost = P.P.E. Construction Cost x 10 x Device Level + the Cost of All Required Gems.

The Construction Cost of a TW device, plus the cost of labor, is the average price for purchasing such a magical item on the **Black Market!** Remember, these items are fairly uncommon and can only be used by men of magic and psychics. Magic items are illegal in all Coalition States. Possession of magic in CS territory is a serious offense, punishable by 10 years imprisonment for each item found in one's possession. Magic dealers are usually subjected to a humiliating public trial and executed!

p. 133 Second Column. Spelling has been corrected.

Andradite: Curse of the World Bizarre (100), Curse: Phobia (40), Death Curse (Special), Luck Curse (40), Minor Curse (35), Repel Animals (7), Sickness (50), Sleep (10), Spoil (Food/Water) (30), Transformation (2000).
Cost: 500 credits per carat.

p. 137 Second Column. The P.P.E. And I.S.P. Costs have been modified.

Red zircons worth 22,000 credits, iron rod, and gold or copper plating. Duration of Charge: Effects last for one minute (4 melee rounds). To Recharge: To activate the Lightning Rod costs **8 P.P.E. or 16 I.S.P.** Construction Time: 112 hours. Black Market Cost: 40,000 credits.

p. 154 First Column. Mega-Damage Transformation has been clarified.

9. Mega-Damage Combat. Even Wild Psi-Stalkers wear M.D.C. armor, but what has been a closely guarded secret (even the CS is only now starting to suspect) is that whenever a Psi-Stalker **engages in physical, hand to hand combat with an M.D.C. supernatural being or creature of magic**, his Hit Points turn into M.D.C., temporarily making the mutant a minor Mega-Damage creature. This also occurs when on a ley line, giving the Psi-Stalker 50% more M.D.C. and his M.D.C. is doubled at a nexus point. However, Psi-Stalkers still hate being on ley lines because of the disruption to the senses they rely upon so heavily. **Note:** Although their H.P. becomes M.D.C. they still inflict S.D.C. damage with their bare hands.

p. 158 Multiple corrections have been made. Spell Attacks per melee have been removed and the skills have been clarified and now include a Hand to Hand combat option. The entire page will read as follows:

(sometimes within 100 miles/160 km of his territory). The dragon whose turf has been invaded will emerge from his lair to confront the intruder, and unless the intruder backs down and leaves, a titanic battle will ensue. The fight is over only after one has fled or is slain.

A dragon may forgive, but never forgets a wrong or injustice done to it. They are famous for patiently waiting decades, even generations, before extracting their revenge.

Player Notes

Alignments. If the player has a definite idea of the alignment he or she desires for the Hatchling character, it can be selected now. Otherwise, the Hatchling will start off as having the *Unprincipled* or *Anarchist* alignment (pick one) and behaves like a child; self-serving, self-obsessed, self-indulgent (me, me, me) and, perhaps, a little snotty. He or she will tend to be helpful and cooperative only when it suits or interests him, and the Hatchling may wander off and desert the group (without realizing the trouble that may cause) when they need him most. Or the Hatchling may (innocently) bring trouble to them. The Dragon Hatchling, like any little kid (4-7 year old), may whine and complain when things don't go his way or are boring. There will also be times when the Hatchling gets over-exuberant, displays his naivety and/or lack of social graces, and cause the group more trouble. With luck, this will change quickly, but like any young child (4-7 year old), the Hatchling must *learn* that he is not the center of the universe, and what it means to have friends, trust, love, loyalty, compassion for others, etc.

At level three of experience, the player must select a *definitive alignment* for his character (if he hasn't already). The dragon can be of any alignment, good, selfish, or evil.

Size: The power of metamorphosis allows most dragons to adjust their physical size, up or down, by 50%. However, the true size of the typical Dragon Hatchling, from snout to tail tip, is 30 feet (9.1 m), and 4-8 tons!

R.C.C. (Racial Character Class). Although dragons can learn magic, skills and technology, they tend to be creatures of instinct and rely on their impressive range of natural abilities, including magic and psionics.

Natural Abilities. All dragons possess a range of natural abilities inherent to that species and typically including some kind of breath attack weapon, claws, slashing tail, enhanced vision, Supernatural Strength, and bio-regeneration. See the individual dragon descriptions.

Magic Knowledge. All Dragon Hatchlings have a full understanding of magic, but they know no spells at first level. However, they can intuitively use all types of Techno-Wizard devices without instruction, recognize and use other types of magic weapons, can read magic, use scrolls, and recognize magic circles and enchantment (the latter is 40% +5% per level of experience). Can also sense ley lines and nexus points (Range: 20 miles/32 km) as well as other dragons, even when they are using metamorphosis to disguise their true nature (Range: Visual Contact up to 4000 feet/1219 m away). Note that the former sensing ability can not pinpoint specific locations, only sense the nearness and general direction.

Spells can be learned by the usual means beginning at second level. By third level the Hatchling Dragon will have learned 2D4+2 spells from levels 1-3, and another 2D4+2 by level five from levels 3-8. The Hatchling can learn 3 new spells per level of experience thereafter, up to its own level of experience. The young dragon gains a +1 to Spell Strength at level nine.

Psionics. Most dragons possess some range of psychic ability.

Skills. Dragons are an R.C.C. (Racial Character Class) which means their occupation is . . . well, being a dragon. However, dragons do pick up *some* skills along the way.

At level one select two Secondary Skills from the Secondary Skills List found in the Skill Section. Select another two Secondary Skills at levels 2, 4, 8, 10, 15 and 20. Only the dragon's I.Q. bonus applies to these skills. All new skills start at the base skill level.

Special Areas of Interest & Expertise: Select one "special interest" skill, in which dragons exhibit a natural aptitude, at levels 1, 3, 6, 9, 12, 15 and 20. These skill areas all get a +15% skill bonus, plus any I.Q. bonuses. Language: Other (any or all; dragons love language), Literacy: Other (any), Lore (all), and Research. **Note:** These are in addition to the dragon's "instinctive" skills (**All speak and read Dragonese/Elven (98%) and know Math: Basic (starts at 45% and improves by level) at birth.**)

Hand to Hand Combat: If the G.M. allows it, "Dragon" (see pg. 349); otherwise the Hatchling gets **Hand to Hand: Basic (Expert or other for Adults).**

Weapons & Equipment. A Hatchling can use any type of weapon, may or may not wear much by way of clothing (or Mega-Damage body armor) except as a disguise when in humanoid form, and tends to rely on its own natural, magical and psionic powers.

Money. Unlike adults, very young Dragon Hatchlings (under the age of 100) aren't usually interested much in wealth or power, though always attracted to magic items. They are more interested in seeing and learning about the world, people, magic and themselves.

Cybernetics: Starts with none, and the dragon's natural bio-regenerative powers prevent them from ever getting bionics. Their body rejects them and pushes them out as it heals on an amazing level.

Related R.C.C.s. Other species of Dragon Hatchlings can be found in the **Palladium Fantasy RPG® Sourcebook: Dragons & Gods™**, but use this Dragon R.C.C. for skills and level advancement. It's also important to remember that only the adult dragons have the natural dimensional powers and instinctive dimensional magic listed in that book. More species of dragons can be found in **Rifts® World Book 8: Japan**, **Rifts® World Book 12: Pyscape** and **Rifts® World Book 25: China 3: Masters of Magic**.

Species of Dragon

By Carmen Bellaire

Dragon names by Robyn Bellaire

The Hatchling Dragon Player Character

Players can select a Dragon Hatchling as their character. The Hatchling is quite powerful by human standards, but only a fraction as powerful as a young adult, let alone a mature adult or ancient dragon. The Hatchling is roughly comparable to augmented humans (Juicer, Crazy, or Combat Cyborg) in raw physical power plus basic magic abilities and some psionics.

Adults: Adults will see mental attributes increased 1D4+2 points each, +1D6+4 to P.S. and P.P., +1D6+10 to Spd, M.D.C. is increased by 10x, double all bonuses, increase physical size 20%, double I.S.P., and P.P.E. is increased by 10x (sometimes as much as 20x) depending on the breed.

Age of the Hatchling. Roll percentile dice to determine the age of the character. At this stage in the dragon's young life, he or she is fairly innocent and naive. The attitudes and values that the dragon will adopt in later years may be influenced now by the creature's current companions, encounters, and experiences (adventures).

01-10% 6D6 hours old.	41-60% 3D6 days old.
11-20% 1D6 days old.	61-80% 5D6 days old.
21-40% 2D6 days old.	81-00% 8D6 days old.

Note: A dragon is considered to be a *Hatchling* until the serpent reaches physical maturity, which is approximately 600 years of age,

p. 169 First Column. Note has been added.

Mind Block

Range: Self.

Duration: 10 minutes per level of experience.

I.S.P.: 4 (per each duration period).

This is the ability to completely close or block oneself from all psychic/mental emanations. When intentionally closed to supernatural or psychic forces the character can not sense anything, can not use psychic abilities, nor be influenced by others. A Mind Block will prevent penetration of Telepathy, Empathy, Hypnotic Suggestion, and Empathic Transmission. It can be an invaluable protective mask when dealing with malevolent psychic forces. Adds a bonus of +1 to save vs. all psychic and mental attacks. **Note: Mind Block only blocks psionic attacks that affect the psychic's mind or emotional state (e.g. Telepathy, Empathy, Hypnotic Suggestion, etc.). It offers no protection from magic.**

p. 185 Base P.P.E. Has been added.

Every person has some amount of Potential Psychic Energy (P.P.E.). Most humans and D-Bees have very little (**Base: 2D6**), because they have unwittingly spent their P.P.E. on occupational skills, hobbies and other interests.

p. 186 Spelling has been corrected and the effects of Ley Lines on Magic Potency has been included. The entire corrected page reads as follows:

P.P.E. spell costs range from as little as one point to as much as 2000. The most expensive spells tend to have the most spectacular effects, but it is actually the less expensive spells that are the most practical and helpful in everyday life, staying alive and combat. The practitioner of magic should be able to summon forth his own impressive amount of P.P.E. to cast most spells.

Recovery of P.P.E. Like psionic I.S.P., the loss of P.P.E. points is *temporary* and they will replenish themselves naturally at the rate of about five points for every hour of rest or sleep (or as indicated under the specific O.C.C.).

Meditation is a skill known and practiced by all practitioners of magic. It is used to focus one's concentration and to relax and open oneself to mystic forces. A meditative state will restore expended P.P.E. at a rate of 10 per hour (or as indicated by the specific O.C.C.) and every hour of meditation is equal to one hour of relaxing, restorative sleep. Note that meditation cannot give the mage more P.P.E. than the character normally possesses. That's his *Permanent P.P.E. Base*.

Other Sources of P.P.E.

Most practitioners of magic can also draw P.P.E. from sources other than themselves. The ley lines are the obvious one, but also from magic artifacts and other living beings.

Drawing P.P.E. from magic artifacts. There are some magic artifacts that act as a portable P.P.E. battery from which a mage can draw additional magic energy. These items are uncommon, but immediately recognized by practitioners of magic who can usually sense (and in the case of the Ley Line Walker, see) the magic energy contained within them.

Drawing P.P.E. from other living beings. Every living creature has P.P.E., even if it is only a few points. A practitioner of magic can tap that energy in a variety of ways.

1. Freely Given P.P.E. The P.P.E. is offered with the character's knowledge and consent, enabling the mage to absorb 70% of the P.P.E. offered by each person within a 20 foot (6.1 m) radius. The donated P.P.E. may be used all at once, or parceled out to a number of different **spells**. There is no limit to the number of people who can join in an offer of their energy, and if they are all focused via a ritual, the mage can draw on them all instead of those within only a 20 foot (6.1 m) radius of him. This is the basic purpose behind cults, covens and ritual magic, to get everyone focused on the same goal and willing their P.P.E. to the master of ceremonies.

Note: *Drawing P.P.E. from an unwilling subject is difficult.* The unwilling participant must first be made aware of the mage's intentions, then the unwilling character gets to make a saving throw vs. magic with a bonus of +4 to save. If he saves, none of his P.P.E. can be collected; if he fails to save, only 1% can be drained because he's fighting the process every step of the way. It doesn't matter why the character resists, only that he does.

It is impossible to draw P.P.E. from an unwilling practitioner of magic. These men and women of magic are too attuned to, and in control of, their magic energies for it to be plundered by others. Of course, they can willingly give their P.P.E. away or have it taken in a blood sacrifice.

2. Blood Sacrifice. The most terrible method of extracting P.P.E. from a living creature is by killing it. This is where animal and human sacrifices come into play. For reasons unknown, a living being's P.P.E. doubles at the moment of death. An evil mage takes advantage of this by murdering his subject and absorbing *all* the victim's doubled P.P.E. at the moment of death. He must use this extra energy within the next six minutes per level of the mage, because after that time, the stolen P.P.E. rapidly leaks away at a rate of 1D10x10 per minute. Only animals of a certain size have enough P.P.E. to make their sacrifice worthwhile. Cat to small-dog sized: 2D6 P.P.E., medium to large dogs: 3D6 P.P.E., cattle (cow, ox, sheep, goat, etc.): 4D6 P.P.E., and certain animals like horses and apes have 5D6 P.P.E. Tiny animals, smaller than a cat, have so little P.P.E. that it does not even register as more than a fraction of a single point, making them useless.

Most characters of Principled and Scrupulous alignments will *NEVER* even consider animal sacrifices. **Note:** Only characters of an evil alignment will consider the sacrifice of a human or any intelligent life form as a viable means of acquiring extra P.P.E. However, selfish characters may consider animal sacrifices and any alignment may be able to justify a blood sacrifice for the greater good of others (i.e., sacrifices a volunteer to work some great good or to save the lives of many, or justify killing an enemy and using his P.P.E. to work some beneficial magic, etc.).

Ley Lines & Nexus Points. Ley lines are energy conduits tied to Earth energy. A matrix of natural Potential Psychic Energy that runs in *straight lines* at locations across the globe. The source of the energy is unknown and apparently inexhaustible. At places where two or more ley lines cross – nexus points – the energy is at its greatest. These P.P.E. intersections are some of the places where Rifts can be opened.

In the world of Rifts Earth the ley line energy is at an all-time high and offers a seemingly endless source of mystic power for the taking. Practitioners of magic, supernatural creatures, and demons can stand on or near a ley line and freely feed on its energy to cast magic as well as *enhance* their magic. (Increase the range and duration of a spell by 50% when on or within 2 miles/3.2 km of a ley line.)

Available P.P.E. at Ley Lines: Most magic O.C.C.s can draw 10 P.P.E. once every melee round from a ley line and 20 P.P.E. from a nexus point (a Ley Line Walker and Ley Line Rifter can draw double: 20 from a ley line, 40 from a Nexus). **Note:** To access the energy the character must be standing in the ley line or at the nexus point. Remember, even the thinnest ley line will be at least a few hundred yards/meters wide; most are a mile (1.6 km) wide.

The following increased levels of P.P.E. are available at a ley line *nexus* at special times.

- Double the available P.P.E. for the first 1D4 minutes at *dawn* (as the sun peeks over the horizon), *midday* (noon) and *midnight*.
- Triple the available P.P.E. during the daylight hours of the *Vernal (Spring) Equinox* and the night hours of the *Autumnal Equinox*.
- *Summer Solstice* (June 21st) and *Winter Solstice* (December 21st) multiple the normally available amount of P.P.E. by x10 from dawn till dusk.
- *Lunar Eclipse* x12. A lunar eclipse happens about once a year. Extra P.P.E. is available for 90 minutes. WARNING: There is a 01-77% likelihood that a random Rift will appear.
- *Partial Solar Eclipse* x30! A partial solar eclipse happens about once every 10 years. P.P.E. is available for only 2D4 minutes. WARNING: There is a 01-88% likelihood that a random Rift will appear.
- *Minor Planetary Alignment*. Three or four planets, x10, same as the Solstice, and the P.P.E. is available for 15 minutes starting from the point they all first line up. This occurs about once every 8 years.
- *Major Planetary Alignment*. Five or more, x30, same as the Partial Solar Eclipse, and the P.P.E. is available for 8 minutes starting from the point they all first line up. This occurs about once every 22 years.

Step 5: Understanding Magic

There are four major categories of magic: Spells (spoken), rituals (performed), summoning (either), and special O.C.C. powers (exclusive abilities).

Spell magic requires spoken incantations and hand gestures that serve as a focus to cast magic. **The Base Saving Throw** against spell magic is 12. As a mage increases in experience levels he receives bonuses that increase his Spell Strength. For example: The spell of a second level Mystic has a +1 added to his Spell Strength. This means his magic is now more potent and victims of his mystic assault must roll a 13 or higher, instead of the base 12, to save.

p. 198 First Column. "Summon and Control Canine" has been removed from the list.

Level Nine

Desiccate the Supernatural (50)

Dragon Fire (40)

Familiar Link (55)

Mute (50)

Protection Circle: Simple (45)

Speed of the Snail (50)

Wall of Defense (55)

Water to Wine (40)

p. 203 First Column. "Invisibility: Superior" has been removed from the Note.

The spell caster and anything he is wearing or carrying at the time of the invocation are turned completely

invisible. Any object picked up after the character has become invisible remains visible. Likewise, any item on his person that is dropped becomes visible. Neither normal nor nightvision can detect invisibility; only beings who can naturally, psionically or magically “see the invisible” are able to see an invisible person. Infrared and heat detectors can also detect and pinpoint an invisible character.

Although the invisible character is imperceptible to the eye, he still retains physical mass. This means he can not go through walls nor can weapons pass harmlessly through him. The character still makes noise, leaves footprints, and physical and magical contact/attacks still affect him as usual.

While invisible, the mage can talk, weave spells, walk, climb, run, open doors, carry objects, and perform other acts of physical exertion, including combat, and remain invisible. The invisibility is terminated when the magic’s duration time elapses or the mage cancels the spell. Invisible characters are -9 to be hit. If the character is cut and blood is drawn, then the penalty is reduced to -3. If cut, only the blood is visible, and so is anything sprayed on the character. **Note:** Beings that turn invisible as a natural and/or magical ability have Simple Invisibility, not superior, and may be heard, smelled, register on motion detectors, etc. Aggressive action (including combat) will NOT terminate an **Invisibility: Simple spell**. Characters who can *See the Invisible* see both Simple and Superior Invisibility.

p. 204 Second Column. Spell attacks have been clarified.

Each electrical blast counts as one melee attack/action and is limited by the character’s total number of attacks. **This means a character with four attacks per melee round uses up one attack to cast the spell, leaving him with three electrical attacks possible that melee round.** While the damage is not great, it is accurate, and is an easy, inexpensive spell to cast.

p. 212 First Column. A time constraint was removed allowing the spell attack to be clarified.

whatever multiple targets the mage desires. Actually, these mini-missiles can be directed at several different targets (as few as one target per missile), as volleys of several missiles directed at two or more targets, or all concentrated as one large volley to all hit the same target. The balls of fire are magically guided and rarely miss! Regardless of the missiles created and the way they are distributed, the attack of a **Ballistic Fire takes only a single spell attack to cast.**

p. 236 First Column. Illustration Caption has been corrected to properly label the suit on the right in the illustration.

Special Forces

Armor

p. 254 Second Column. Quantity of laser turrets has been clarified and is in agreement with the illustration.

2. CR-4T Laser Turret (2): Heavy laser turrets are mounted in the forward section of the cycle, **and in the rear, under the tail fin.** Each is capable of 180 degree rotation side to side but has no up and down movement.

p. 255 First Column. Model Type and Main Body M.D.C. clarified.

Model Type: FASSAR-20 (Original Style Skelebot)

Class: Fully Automated Self-Sufficient Assault Robot.

Crew: None; artificial intelligence.

M.D.C. by Location:

Hands (2) – 10 each

Arms (2) – 30 each

Vibro-Blades (2) – 5 each

CV-213 Laser Rifle (1) – 5

Legs (2) – 50 each

*Head – 40

**Main Body – 130

p. 258 Both Columns. C-12 damage, C-27 metric range, and CV-212 damage have all been adjusted.

combat abuse and activity without mechanical failure. The rifle has three settings, one S.D.C. and two M.D.C. settings. The rifle can also be set to fire a single shot or a burst of three. Comes standard with a passive nightvision scope and laser targeting.

Weight: 7 lbs (3.2 kg).

Mega-Damage: 2D6 M.D. or 4D6 M.D., or 6D6 S.D.C.

Rate of Fire: Each laser blast or burst counts as one melee attack.

Effective Range: 2000 feet (610 m).

Payload: 20 M.D. blasts from standard E-Clip or 30 from a long E-Clip, plus another 30 can be added with one E-Clip canister, a new Coalition invention. Note that six S.D.C. shots equals one Mega-Damage blast.

Laser Targeting: Add +1 to strike on an Aimed shot.

Black Market Cost: 20,000 credits for the rifle.

(In the C-27 entry)

Effective Range: 1600 feet (488 m).

Payload: 10 blasts per E-Canister.

Targeting Scope: Add a bonus of +1 to strike on an Aimed shot.

Black Market Cost: 32,000 for the rifle. Can only be used with an E-Clip Canister which costs 10,000 credits new and fully loaded; recharge is 2000-2500 credits.

CV-212 Variable Light Frequency Laser Rifle. Introduced in 102 P.A. it remains a popular “anti-Glitter Boy” weapon, though mostly used by Military Specialists and other special forces. The CV-212 is designed to overcome laser resistant armor. A microchip in the weapon’s computer will automatically analyze an opponents armor (if not already preprogrammed into its memory) and after one melee round (half damage) will adjust to the light frequency that will inflict full damage. It is a sturdy and reliable rifle that can survive a fair amount of combat abuse without jamming. However, M.D.C. damage is likely (80% chance) to disengage the computer analyzer and frequency adjustments must be made manually (takes 1D4 melee rounds to find the optimum frequency). The rifle can also be set to fire in a single shot or a burst of three. Comes standard with a passive nightvision scope and laser targeting.

Weight: 8 lbs (3.6 kg).

Mega-Damage: **Setting One:** 2D6 M.D. single shot, **Setting Two (Burst):** 6D6 M.D. and a **Setting Three (S.D.C.):** 6D6 S.D.C.

Rate of Fire: Each blast counts as one melee attack.

Effective Range: 2000 feet (610 m).

Payload: 20 M.D. blasts from standard E-Clip or 30 from a long E-Clip, or E-Clip canister. Note: Six S.D.C. shots

equals one, light, Mega-Damage blast.

Laser Targeting: Add +1 to strike on an aimed shot.

Black Market Cost: 42,000 credits for the rifle.

p. 259 Second Column. Payload has been added for the Neural Mace.

Neural Mace

A handheld stun weapon used most commonly by the CS Dog Packs and Police. It is a stun weapon that releases an energy charge that temporarily short-circuits the nervous system.

Damage: Non-lethal; the victim who is stunned is -8 to strike, parry, and dodge plus reduce the character's speed and number of attacks per melee round by half. The accumulative effect on the nervous system of the body being repeatedly struck and stunned may knock the victim unconscious, even if he has previously saved. After being struck more than four times, the unprotected character may be stunned into unconsciousness for 2D4 melee rounds. When he recovers, he will suffer the stun penalties for 1D4 minutes. Roll to save, a failed roll means there is a 01-42% chance of being rendered unconscious. Note that in this case, even if the individual remains conscious, the charge will impair his movement as per the penalties previously described. Physical damage from the mace is 2D6 S.D.C. plus P.S. attribute bonus when used as a club; 1D6 plus strength bonuses when used as a jabbing weapon. The mace is an M.D.C. structure and can be used to parry M.D. attacks from Vibro-Blades, 'Borgs, 'bots and power armor.

Duration of Stun Effects: 2D4 melee rounds. The duration of the impairment is increased 2D4 melee rounds for every hit by the mace for which the character does not save.

Save vs. Neural Mace: 16 or higher; the same as saving against non-lethal poison. The character must save each time he or she is struck. A successful save means the character loses initiative and one melee attack/action that round but is otherwise okay. Note: The mace is ineffective against environmental, M.D.C. body and power armor, but is effective against Dog Pack armor and half suits, or body armor without a helmet (not fully environmental without the helmet attached). Also ineffective against supernatural opponents and creatures of magic.

Payload: 100 charges; rechargeable.

Black Market Cost: 8,000 credits.

p. 270 The Variable Frequencies have been referenced and the Laser Targeting has been adjusted for both the JA-11 and the JA-9. S.D.C. Damage adjusted for the JA-11.

idea to develop the device. The difference between the two is that the canister on the JA-11 can not be physically removed from the rifle, but can be recharged. Other than this, the energy cells work identically, adding more power to the E-Clip's capacity. In the case of the JA-11, the E-clip is used up first. Apparently, the canister was considered to be an energy reserve system.

Weight: 6.5 lbs (2.9 kg).

Mega-Damage: Laser has two settings: 2D6 M.D. and 4D6 M.D., both work on different light frequencies too (same as the CV-212 on pg. 258.).

The ion beam does 3D6 M.D. It was probably meant as a heavy assault or defensive weapon to be used against a large number of troops.

S.D.C. Damage: Single, hand loaded 7.62mm shell. Available types include a standard 7.62mm round that inflicts 5D6 S.D.C., or armor piercing 6D6 S.D.C., or exploding 1D6x10 S.D.C. damage.

Rate of Fire: The laser is meant to be a precision sniper/assassin weapon and as such, can only be fired as an Aimed shot. Total shots are equal to the total number of hand to hand attacks per melee. It can not fire bursts.

Ion beam: Each blast counts as one melee attack.

The 7.62mm round can be loaded and fired once for every two hand to hand attacks per melee; one to load and one to aim and fire.

Effective Range: Laser: 4000 feet (1219 m), Ion Beam: 1600 feet (488 m), S.D.C. 7.62mm round: 2000 feet (610 m).

Payload: Short clip 10 shots, Long clip 30 shots. Canister Cell: Adds 30 shots.

7.62mm round: One loaded in weapon, others to be added.

Laser Targeting Bonus: +3 on an Aimed shot.

Black Market Cost: 40,000 credits.

JA-9 Juicer Assassin Variable Laser Rifle

Another German Pre-Rifts design for the Juicer. A variable light frequency laser to overcome laser resistant armors, like that of the Glitter Boy. The Juicer can adjust the frequency of the laser to blast through a Glitter Boy's defenses (or anybody else; same as the CV-212, pg. 258). Greatly resembles the JA-11, complete with laser targeting and scope.

Weight: 6 lbs (2.7 kg).

Mega-Damage: 2D6 M.D.

Rate of Fire: Each blast counts as one melee attack.

Effective Range: 4000 feet (1219 m).

Payload: 10 shot with a short E-Clip or 30 with a Long E-Clip.

Laser Targeting Bonus: +3 to strike on an Aimed Shot.

Black Market Cost: 20,000 credits.

p. 283 First Column. Simple Skills have been left to the discretion of the G.M.

number of *O.C.C. Skills* by half(!) and the number of *O.C.C. Related Skills* to a total of 1D4 with no additional skills with level advancement. Only *O.C.C. Skills* get a bonus, reduced by half; *O.C.C. Related Skills* get no bonus. Add 1D4 *Secondary Skills* to start, +1 one new *Secondary Skill* at levels 3, 6, 10, and 15 (ignore whatever the *O.C.C.* description usually allows). The character cannot learn to read or write and it is impossible for him to learn anything but the most rudimentary of skills, mainly *W.P.s*, *Domestic*, *Physical* and *Wilderness* skills. May be sensitive about people who make fun of him or may be totally oblivious to it. Relates best to children.

An I.Q. of 1 or 2 indicates a mind on par with a two year old child. Skill Modifiers: Can select only 1D4+1 *O.C.C. Skills*, *no O.C.C. Related skills*, and only gets a total of 1D4 *Secondary Skills* with no additional skills gained through experience. None of the skills get any bonuses either, in fact, reduce the *Base Skill* proficiency and level advancement by half, and round down. That means if the *Base Skill* normally starts at 30% +5% per level of experience, this feeble character's skill starts at 15% +2% (rounded down) per level of experience. This character barely remembers his name, can only learn the simplest of skills (*G.M.'s discretion*) at a substandard level, and pretty much needs to be told what to do and led by the hand. Monster races and barbarians put such characters on a leash and treat them like animals.

p. 285 First Column. Borg Strength Categories have been clarified.

(Under Augmented Strength)

Characters who possess an enhanced *P.S.* include *Crazies*, *Partial Conversion & non-combat Full Conversion Cyborgs*, *Headhunters* with bionic arms and hands, *Juicers*, and pilots of light power armor like the *Triax Hopper* or *Flying Titan*, and certain *D-Bees* may have *Augmented Strength* and can inflict *Mega-Damage*, but only when they use a *power punch*.

(Under Robot Strength)

Combat Cyborgs, *M.D.C.* robot drones like the *skelebots*, robot vehicles and giant robot war machines (walking tanks), as well as heavy power armor (with 230 or more *M.D.C.*) such as the *Samson*, *SAMAS*, *Ulti-Max* and *Glitter Boy*, can deliver *Mega-Damage* attacks from their punches and kicks. The higher the *Robot P.S.*, the more damage. A low *Robot P.S.* may only deliver an *M.D.* attack with a *power punch*.

Remember, 'Borgs are not as powerful as 'bots. *Robot Strength* will be indicated in the stats of the robot's description. Most man-sized units range from 18-28, giant robots may have a *Robot P.S.* of 28-55, sometimes higher.

p. 289 First Column. Wilderness Scout was removed from this selection.

The second way is to select an O.C.C. that has some psionic abilities like the *Operator, Crazies, and Cyber-Knight*, but the power level of these characters is very limited.

The third way is to roll percentile dice on the following random table. If psionics are rolled, the character has some psychic ability in addition to his usual O.C.C./R.C.C. skills and abilities.

p. 295 The appropriate level markings have been added to the Elemental Fusionist experience table.

Elemental Fusionist

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 – 400,920

p. 299 Second Column. The following statement has been set in BOLD type.

If an O.C.C. or R.C.C. starts off with a skill that normally has a prerequisite skill(s), assume that the character has the pre-requisite skill as part of their training.

p. 329 Both Columns. Long Burst has been added to Submachine-Gun. References to the applicable bonuses for W.P. Energy Pistol and W.P. Energy Rifle have been added.

W.P. Submachine-Gun: A familiarity with small arms automatic weapons like the Uzi.

Damage: 4D6 S.D.C. per single round or 1D4x10 S.D.C. per three round burst, **1D6x10+4 for a long burst (six rounds/bullets fired) but counts as two melee attacks.**

Average Range: 500-600 feet (152 to 183 m; an Uzi is the latter range).

Typical Payload: Fires pistol rounds.

W.P. Bonuses: +1 to strike at levels 1, 3, 6, 9, 12 and 15.

W.P. Energy Pistol: Includes lasers, ion blasters, and all types of energy firing small arms. Mega-Damage varies. (See page 360.)

W.P. Energy Rifle: Includes all long-range energy firing rifles. Mega-Damage varies. (See page 360.)

p. 346 Second Column. Power Punch has been clarified. The Psi-Stalker save versus psionics has been corrected.

Power Punch: A haymaker thrown with everything the character has, his every last ounce of strength. A power punch ALWAYS counts as two melee actions (**the blow lands on the *second* action**). A power kick can also be done. For characters with normal P.S., it does double damage in Hit Points and/or S.D.C. (normal punch damage of 1D4 times two plus any possible P.S. or Hand to Hand Combat damage bonus on top of that). Characters with extraordinary augmented P.S. or Supernatural Strength clearly indicate the damage inflicted in the listings presented at the beginning of this section.

Saving Throws: Occasionally, characters must roll to save against exotic attacks like poison, gas, disease, drugs, etc.

Curses: 15 or better.

Disease: 14 or better.

Lethal Poison: 14 or better.

Non-Lethal Poison: 16 or better.

Harmful Drugs: 15 or better.

Acids: No save possible – dodge!

Insanity: 12 or better (sometimes higher).

Magic: 12-16 depending on the power level of the spell caster. 16 or higher to save vs. ritual magic.

Psionics:

6 or better for Psi-Stalkers.

10 or better for Master Psychics, including Mind Melters, Dog Boys and Bursters.

12 for Major & Minor Psychics.

15 for ordinary people and animals.

p. 347 Second Column. Body Flip/Throw has been removed from the starting combat moves available to Hand to Hand: Basic.

This is an elementary form of hand to hand combat training. Though it hardly stacks up against some of the more advanced forms of fighting, one who has trained in Hand to Hand: Basic still fights with combat skill compared to the simple, everyday folk without training.

Note: Basic combat training enables the character to use any basic/common attacks, including **Punch, Elbow, Kick, Knee, Disarm, Dodge, Entangle, Body Block/Tackle, Roll with Impact, Power Punch (but not a Power Kick) and Pull Punch** – but *no* special moves or martial art attacks such as Automatic Dodge, Back Flip, Holds, Karate Punches, Leap Kick or other moves.

p. 348 First Column. Body Flip/Throw has been removed from the starting combat moves available to Hand to Hand: Expert.

This is the fighting style taught to police officers, soldiers, bodyguards, thieves, and anybody else who will be expected to live by violence. While it lacks the mastery of the Martial Arts, an Expert fighter knows how to scrap quickly and efficiently. At high levels, especially, those with this skill can often hold their own against dedicated masters of the martial arts.

Note: Expert combat training enables the character to use any basic/common attacks, including **Punch, Elbow,**

Kick, Knee, Disarm, Dodge, Entangle, Body Block/Tackle, Roll with Impact, Power Punch, Power Kick, and Pull Punch and even some martial arts moves (as noted below) – but unless noted below, the character does *not* have special moves or martial art attacks such as Automatic Dodge, Back Flip, Holds, Karate Punches, Leap Kick or other moves.

p. 350 Second Column. Teleport Dodge is now listed as costing one action.

Teleport Dodge: Teleporting is a very basic and instinctive ability of dragons. It's only natural that they would avail themselves of its use during combat. As the young dragon matures, they rely on this ability more and more often, thus becoming more efficient at its use. This gives the dragon bonuses to dodge and a small bonus to teleport for combat purposes only. Also, the teleport dodge is limited to no more than 100 feet (31 m). A dragon can still execute their normal teleport any time during combat as a single action. However, they do not benefit from the bonuses of the teleport dodge. It should also be noted that the dragon must perform a successful dodge roll and be able to see where it is teleporting in order to dodge. A failed dodge means the dragon was struck first, takes full damage and the pain of the attack prevented the teleportation from being completed. **Uses 1 action.**