

Likewise, the richness of the world will be demanding on the game master. Depending on the GM and the players, the adventures in **Rifts** can be incredibly different from player group to player group or from playing session to playing session. Do not be afraid to take charge and shape the world and your adventures to your tastes. Mold it. Play with it. Explore all the possibilities. And most of all, have fun!

Some Shortcuts and Data for the GM

Yeah, so the world of **Rifts** is a colorful place brimming with possibilities. Great. It's still a lot of work for the game master to pull something together and start a campaign. And characters that require a GM to spend half an hour to roll-up do not make life any easier (believe me, I know). So, what follows in this section are a bunch of optional creation tables and stats for a *typical* this and that to help make quick roll characters and encounters easier.

Quick Roll Monsters

A variety of specific, supernatural monsters and demons will be presented in the upcoming supplements; till then, one can use the random monster generation tables, presented here, to create a host of fiends from the rifts.

The world of **Rifts** is filled with supernatural creatures that prey on humans and humanoid life forms. Generally, they are considered to be evil and demonic. Their physical appearance is often that of a monstrous humanoid, usually larger than a human and powerfully built. But they also appear in the form of grotesque animals or a combination of animal and humanoid. Predators almost always have fangs and/or canine teeth for biting and cutting. Many have claws and talons for slashing and climbing.

The exact appearance of the creature I leave to the imagination of the game master. The creature's specific abilities I will help outline and define.

The Animalistic Predator

There are vast numbers of different types of monsters that emerge from the dimensional rifts. Not all are intelligent or empowered with great magic. Some are simple predators who instinctively prey on other animals. Unfortunately, humans and humanoids are often these creatures' prey.

Most supernatural predators will share the following instincts, characteristics, and abilities.

- 1. Instinctive hunters.** Very alert, notice movement and instinctively react by giving pursuit. Quick reflexes; Roll once to see how quick: + 1D4 on initiative, also + 1 to strike.
- 2. Attacks per Melee.** Roll: 1D4 attacks per melee.
- 3. Mega-damage structure.** Most supernatural creatures are the equivalent of a mega-damage structure. This means normal weapons, such as knives, guns, etc., do no damage! Only mega-damage weapons, magic, and usually psionics will have any affect on the supernatural thing. This also means the supernatural menace inflicts mega-damage. **Note:** Most supernatural creatures are especially vulnerable to a particular item/element such as fire, water, or iron, and so on; even weapons (of this element) that are normally S.D.C. weapons will inflict mega-damage on the supernatural being. This

is the result of some unusual disparity in the physical laws that govern our world and the dimension in which the being normally exists. *See Weakness.*

To determine the amount of **mega-damage points**, instead of hit points or S.D.C., that the creature possesses, roll 2D4x10. Size may add to the beast's physical M.D.C.

- 4. Alignment.** With rare exception, supernatural predators are considered evil, or at best, anarchist. They are evil in the sense that they hunt, kill, and eat humans. They have no remorse for their actions, just as a human has no remorse for shooting and eating a rabbit. Humans and humanoids are just the *animals* the creatures prey on, plain and simple. From the human's perception, they do not see themselves as being an animal like a rabbit eaten by a wolf, and perceive the monsters as being horrible and murderous fiends who will slay and devour man, woman, and child without distinction, which is pretty much the case. These supernatural predators are walking nightmares that stalk the wilderness and cities alike.
- 5. Intelligence.** The predator is an instinctive hunter and may exhibit cunning in the way it stalks its prey, hides, and attacks, but it is not intelligent in the same way as a human. For example, most predators are solitary hunters or hunt in pairs. Their attacks are fairly straightforward, like a cat on the prowl. The majority do not use tools or weapons. Even hand-held weapons such as knives and clubs are generally uncommon, and they rarely use energy weapons, guns, or body armor. The piloting of a vehicle or the use of a computer is beyond their comprehension. These are comparatively primitive and primordial hunters who use their natural powers, teeth, and claws, over weapons, technology and strategy. What sets them above the normal animal predators humans know, like tigers, are their unusual powers and superhuman nature.

To determine I.Q., roll 2D4 for a rough equivalent to human intelligence, but the creature's thoughts are always more linear, direct, and driven by the instinct to hunt and kill. They will usually fight to the death when seriously wounded or cornered/trapped.

- 6. Average Strength.** Physical Strength is usually around 20 or higher; roll 3D6+ 12 to determine the average P.S. of the species.
- 7. Prowess and Endurance.** Roll 2D6+ 12 for P.P. and 4D4+ 12 for P.E. Attribute.
- 8. Speed:** Roll percentile.
 - 01-25 Equal to a human, roll 3D6.
 - 26-50 Fast but still equal to an athletic human, roll 5D6+6
 - 51-75 Fast, equal to many animals, roll 1D6x 10 plus 10.
 - 76-00 Superhuman speed, roll 2D6 x 10 plus 20.
- 9. Horror Factor.** All monsters have a horror factor. Roll 3D4 + 4.
- 10. P.P.E.:** Roll 1D4X10.

Note: All the following tables are set up for random rolls, but the GM may make selections to design his monsters rather than roll randomly.

Size

Roll once or select one.

- | | |
|-------|---|
| 01-10 | Five feet tall (1.5 m), equal to a small human. |
| 11-20 | Six feet tall (1.8 m), equal to typical human. |
| 21-30 | Seven feet tall (2.1 m), equal to a tall human. |
| 31-40 | 10 feet tall (3 m), giant. |
| 41-50 | 12 feet tall (3.6 m); add 1D6 M.D.C. |
| 51-60 | 15 feet tall (4.5 m); add 2D6 M.D.C. |
| 61-70 | 18 feet tall (5.4 m); add 3D6 M.D.C. |
| 71-80 | 20 feet tall (6.1 m); add 4D6 M.D.C. |
| 81-90 | 22 feet tall (6.7 m); add 6D6 M.D.C. |
| 91-00 | 25 feet tall (7.6 m); add 1D6 x 10 M.D.C. |

Natural Weapons

Roll twice or select two. Bite and claws are the most common.

- 01-10** Horn: Stabbing attacks; 2D4 M.D.
- 11-20** 1D4+ 1 Tentacles instead of arms and hands: Quite powerful; 1D6 + 2 M.D. per hit/punch.
- 21-30** Bite: Huge and powerful jaws and canine teeth; 2D6 M.D.
- 31-40** Bite: Small, sharp teeth; 1D6 M.D.
- 41-50** Clawed hands: 1D6 M.D.
- 51-60** Clawed hands: Large retractable claws; 3D6 M.D.
- 61-70** Thick, slashing tail: 2D4 M.D.; does not add to number of attacks.
- 71-80** Prehensile tail: Used like a third arm/hand for hitting and holding; 1D4 M.D. damage but also adds one additional attack per melee.
- 81-90** Prehensile tail with spikes or blade: Used as a third claw or stabbing/slashing weapon; 2D6 M.D.
- 91-00** Fire Breath: Range is 40 feet (12 m), inflicts 3D6 M.D.

Note: Dragons generally inflict 2D6 M.D. with their claws and 2D4 M.D. by bite.

Natural Predator/Hunting Abilities

Roll two times or select two different abilities.

- 01-10** Swim 90%
- 11-20** Prowl 54% +4% per level of experience.
- 21-30** Track by sight (follows trails, footprints, and other visual signs; knows the habits of its prey): 44% +4% per level of experience.
- 31-40** Sense P.P.E. and Magic (same as Dog Pack).
- 41-50** Track by smell 54% +4% per level of experience.
- 51-60** Climb: 80% +2% per level of experience.
- 61-70** Nightvision (Like an owl, can see clearly 200 feet (61 m) in total darkness and 4000 feet in outdoor night/darkness with other sources of light such as stars, moon, etc.).
- 71-80** Keen Hearing (same as Dog Pack); + 1 on initiative and parry.
- 81-90** Sense psychic and magic energy (same as Dog Pack).
- 91-00** Natural sense of direction (never gets lost, homing sense: 80%).

Natural Magic Powers

These are magic powers that are not used in the format of a spell, but instead, the creature can simply use the powers at will as often as once per melee. Roll twice or select two.

- 01-05 Sense magic
- 06-10 Fire ball
- 11-15 Turn self invisible
- 16-20 See the invisible
- 21-25 Chameleon
- 26-30 Fly as the Eagle
- 31-34 Energy field
- 35-37 Breathe without air
- 38-40 Repel animals
- 41-45 Fire bolt
- 46-50 Levitation (self)
- 51-55 Metamorphosis self into insect
- 56-60 Escape
- 61-65 Metamorphosis self into animal
- 66-68 Calling
- 69-71 Shadow meld (self)
- 72-75 Call lightning
- 76-80 Wind rush
- 81-85 Spoil food/water
- 86-90 Metamorphosis self into mist
- 91-95 Blind
- 96-00 Life drain

Feeds on...

Roll once or select one.

- 01-25** P.P.E., by killing its prey and absorbing the potential psychic energy, which is doubled at the moment of death.
- 26-50** Feeds on human flesh; cannibal.
- 51-75** Drinks human blood; vampire- like.
- 76-90** Feeds on fear. A psychic vampire who empathically feels and absorbs his victim's emotions of fear/terror.
- 91-00** None; hunts for the sheer pleasure of the kill. Does not eat or use any part of the prey.

Weakness

Roll once or select one weakness.

- 01-10** Water. Normal water inflicts mega-damage! A squirt from a toy water pistol does 1D4 M.D. per each squirt (typical range 30 feet). A splash from an eight ounce glass of water does 2D6 M.D., a half gallon (1.6 liters) inflicts 6D6 M.D., while a gallon (3.7 liters) does 1D6X10 M.D. points.
- 11-20** Energy. All types of energy including, fire, lasers, plasma, ion blasts, electricity, and nuclear energy inflicts double damage. However, kinetic energy/attacks, including mega-damage punches from robots and power armor, vibro- blades, explosives/missiles, rail guns, and bullets, do absolutely NO damage!
- 21-30** Light. All forms of light blind and frighten the creature (-9 to strike, parry, and dodge when blinded). Lives in a dark cave or dwelling during the day. Hunts only at night. Exceptional night vision equal to a human's day vision. Laser weapons inflict double damage.
- 31-45** Fire. All fires, even normal fires, inflict mega-damage. Mega-damage fire/plasma/magic inflicts double damage.
- 46-55** Weapons of Iron (must be 88% pure iron) inflict the mega-damage equivalent of the normal, ancient, S.D.C. weapon; i.e., a pure iron short sword that normally inflicts 1D6 S.D.C. damage inflicts 1D6 mega- damage (M.D.) against this creature. A 1D8 S.D.C. mace does 1D8 M.D., but only against this creature. Against normal humans the weapons are simple S.D.C. items.
- 56-65** Wood. The supernatural fiend is vulnerable to weapons made mostly of wood (90%). Thus, while bullets may bounce off, a wooden arrow shot from a bow will inflict mega-damage (see S.D.C. conversion to M.D. in the previous *Weapons of Iron* description).
- 66-75** Silver. The paranormal monster is vulnerable to weapons made of silver (including bullets). Basically works the same as *Weapons of Iron*.
- 76-85** Symbols of goodness and purity invoke fear and hold the creature at bay. To be touched by the symbol inflicts 2D4 M.D. and sends the monster running 2D4x100 yards/meters away.
- 86-95** Mirror. The beast's reflection is terrifying, even to itself. If the creature sees its own reflection it must roll against its own horror factor. A failed roll means the creature is momentarily stunned as per the usual horror factor, then flees and hides for 1D6x10 minutes.
- 96-00** Cold. The creature can not stand the cold. Exposure to freezing or below temperatures will inflict 2D6 M.D. every minute. The creature is rarely found in regions where the temperature drops to freezing, although the monster may migrate with the seasons. Shards of ice can be used like a dagger or club and do 1D6 M.D. each (snowballs inflict one M.D. point of damage each). Ice cold/frozen weapons will also inflict mega- damage.

Hunting Orientation

Roll once or select one.

- 01-25** Mated pairs, where there is one, another is near by.
- 26-55** Solitary Hunter, always found alone.
- 56-75** Hunt in small packs of 2D4.
- 76-95** Hunt in medium packs of 3D6.
- 96-00** Hunt in large packs of 6D6.



Intelligent Supernatural Monsters

The intelligent supernatural monsters can appear just as hideous, demonic, and inhuman as the predators. They too, often feed on humans and humanoids, but are much more calculating and clever about it. The intelligent monsters are also motivated by needs and desires other than an instinct to hunt. Like humans, they may crave power, wealth, fame, revenge, etc., as well as feel the emotions of hate, love, anger, greed, envy, etc. Many of these fall into the category of "demons," as humans tend to call them. Evil, maniacal beings that enjoy inflicting pain and sorrow on innocent and unsuspecting humans and possess superhuman powers to help them accomplish their goals.

Most intelligent, supernatural creatures will share the following characteristics and abilities.

1. **Cold and calculating fiends.** They are alert, clever, and devious schemers who delight in hurting others. They are often quite persuasive and tricky. Roll 4D4+ 10 to determine M.A.
2. **Attacks per Melee.** Roll: 1D4 hand to hand attacks per melee.
Mega-Damage: Claws 1D6 M.D., Bite 1D4 M.D., or by weapons or magic or psionics.

Mega-damage structure. Like most supernatural creatures, the intelligent monster is the equivalent of a mega-damage structure. This means normal weapons do no damage and only mega-damage weapons, magic, and, usually, psionics, will have any affect on the monster. This also means the supernatural fiend inflicts mega-damage. **Note:** The intelligent supernatural creatures are also often vulnerable to a particular item/element such as fire, water, or iron, and so on; even weapons that are normally S.D.C. weapons will inflict mega-damage on the supernatural being. *See Weakness.*

To determine the amount of physical **mega-damage points**, instead of hit points or S.D.C., roll 1D6x10. The creature may also utilize technology and wear M.D.C. body armor.

Alignment. With very rare exception, the intelligent supernatural monster is evil, usually miscreant or diabolic. They love to torment others, especially the comparatively weak humans. They have no remorse for their actions and delight in torture, deceit, revenge, and all manner of cruelty. Humans and humanoids are just *the playthings*

in a foul and twisted game or the pawns used for the acquisition of their wants. From the human's perception, these fiends are demons who prey on the misery of man.

5. **Intelligence.** Most are equal to the average human and some are incredibly intelligent. The majority seem to be knowledgeable in magic or possess psionic powers, as well as utilize some rudimentary degree of human technology. Many use human weapons, equipment, vehicles, and even cybernetic implants and bionics. Some disguise themselves as humans or human-like D-Bees to make themselves more accessible to the trappings of humankind. Others pronounce themselves demi-gods and gather cult followers or conquering armies. I.Q.: roll 3D4 + 3, roughly equivalent to human intelligence.
6. **Average Strength.** Physical Strength is usually around 20 or higher; roll 3D6+ 10 to determine the average P.S. of the species.
7. **Prowess and Endurance.** Roll 2D6 + 8 for P.P. and 4D4+ 10 for P.E. Attribute.
8. **Speed:** Roll percentile.
 - 01-20 Equal to a human, roll 3D6.
 - 21-50 Fast but still equal to an athletic human, roll 5D6 + 6.
 - 51-80 Fast, equal to many animals, roll 1D6x10 plus 10.
 - 81-00 Superhuman speed, roll 2D6x10 plus 20.
9. **Horror Factor.** All monsters have a horror factor. Roll 3D4 + 4.
10. **P.P.E.:** See Supernatural Powers and Orientation Table.
11. **Skills:** GM's option. The intelligent demon may also learn/know a handful of skills, select ten, one must be a language. Skills are generally restricted to the following. No bonuses are available to any skills other than possible I.Q. attribute bonus.
 - Communications: Radio Basic only.
 - Domestic: Any
 - Espionage: Disguise, Escape Artist, Intelligence, and Wilderness Survival only.
 - Mechanical: None.
 - Medical: First Aid or Holistic Medicine only.
 - Military: Any
 - Physical: Climbing and swimming only.
 - Pilot: Any, except Robots and Power Armor.
 - Pilot Related: Any
 - Rogue Skills: Any
 - Science: Any
 - Technical: Any
 - Weapon Proficiencies: Any
 - Wilderness: Any

Note: All the following tables are set up for random rolls, but the GM may make selections to design his monsters rather than roll randomly.

Size

Roll once or select one. Intelligent monsters tend to be human size.

- 01-10 Five feet tall (1.5 m), equal to a small human.
- 11-30 Six feet tall (1.8 m), equal to typical human.
- 31-45 Seven feet tall (2.1 m), equal to a tall human.
- 46-60 Eight feet tall (2.4 m), equal to a tall D-Bee or mutant.
- 61-70 10 feet tall (3 m), giant.
- 71-80 12 feet tall (3.6 m); add 1D6 M.D.C.
- 81-90 15 feet tall (4.5 m); add 2D6 M.D.C.
- 91-00 20 feet tall (6.1 m); add 4D6 M.D.C.

Supernatural Powers and Orientation

Roll once or select one.

- 01-10 A strange cross between a techno-wizard and a cyborg. Select two bionic limbs (page 239), select two bionic weapons for those

limbs (TW equivalent weapons like the TK machinegun or P.P.E. powered weapons may be substituted; see pages 91, 92, and 96), select one bionic head or throat feature (page 242), and select two cybernetic implants of choice (cybernetics page 230), but all are powered by P.P.E. energy/batteries made possible through technowizardry (the usual life of the artificial limb/implant is unchanged). The creature also knows 1D4 magic spells from levels 1-3, but with the usual TW penalties/limitations. Does not have the usual *Special Techno-Wizard Powers*. P.P.E. is 1D6x10.

- 11-20 Effectively a Line Walker. Has all the Line Walker's abilities from numbers 1-7, and knows 1D4 spells from each magic level 1-7. P.P.E. is 2D4x10+10.
- 21-35 A master psionic similar to a Mind Melter. Select six psi-powers from the Healer or Sensitive or Physical category (6 powers from one category) and select six additional psi-powers from the Super category. I.S.P. is 3D4x10. P.P.E. is 4D6.
- 36-50 Creature of magic. Possesses natural mystic powers. Roll five times or select five powers from the *Natural Magic Power* table and roll once or select one from the *Weakness* table found in the Supernatural Predator section. Plus add 2D6x10 M.D.C to the creature's physical mega-damage structure. P.P.E. is 2D4x10.
- 51-70 Psychic and magic creature. Select two psionic powers from each of the psionic power categories, including super. Then select two spells from each magic level 1- 4. I.S.P. is 2D4x10. P.P.E. is 2D4x10.
- 71-85 Intelligent predator! Roll on all the *Supernatural Predator Tables* listed in the previous section, but has the intelligence and characteristics listed under numbers 1-11 of the intelligent supernatural being in this section. P.P.E. is 1D6x10.
- 86-00 Sorcerer! Has vast spell knowledge and P.P.E. Knows 1D4 spells from each magic level 1-9. P.P.E. is 3D6x10+ 10. Also roll once on the *Natural Magic Power* table found in the Supernatural Predator section.

Optional Tables

For additional color, roll on the *Feeds On...* and *Weakness* tables found in the **Predatory Supernatural Monster** section.

SPEED CHART

The following is a simple conversion table of speed factors into *approximate* miles per hour (mph) and kilometer equivalent.

Speed Factor	Approx. MPH	Kilometers Per Hour
5	3 1/2	5.6
11	7 1.2	12
22	15	24
27	18 1/2	29.7
33	22 1/2	36
44	30	48
50	35	56
55	37 1/2	60
58	40	64
66	45	72
77	53	85
88	60	96
110	75	120
132	90	148
220	150	241
293	200	321