

Freak Shows, Circuses, and Travelling Shows

Entertainment in the *big* cities is as varied in the world of **Rifts** as it is in our own modern world of today. The typical big city like *Lone Star*, *Chi-Town*, and *Free Quebec* offers a hundred or more television and radio channels, movie theaters, live theaters, comedy clubs, taverns, bars, bowling alleys, gambling casinos, parks, etc., but even in these cities, a travelling show, especially a circus, will bring out the crowds. Among the wilderness towns, villages, small kingdoms, and even the burbs of the bigger cities, entertainment is minimal and travelling shows are an exciting diversion from a gloomy or laborious routine.

Freak shows are generally smaller and less scrupulous than a circus, and delivers on shock value rather than real performing arts. Their stock in trade is the frightening and the bizarre. They present shrunken heads, wild men, monsters, mutants, and the exotic. In many cases the living attractions are prisoners, D-Bees and animals locked in cages. The exhibition of oddities is likely to present strange weapons, the bones of monsters, man-eating plants, fossils, magic items and alien and/or pre-Rifts artifacts, all with wondrous yarns spun around them (none of which are likely to be true). Many such items are fake, created by the show's staff or commissioned from artists. Freak shows may also sell souvenirs such as animal teeth (passed off as vampires' fangs or other monsters'), pets (including birds, snakes, lizards and the occasional exotic animal), elixirs of all kinds (usually with a narcotic or alcohol zing to it), booze (beer or moonshine), candy and/or exotic food.

Some freak shows will also sell uncommon, unique or decadent goods and services. Typically these include pre-rifts artifacts (mostly junk), weapons, E-clips, batteries, body armor, healing potions, and the services of psychic or magic healers, prostitutes and fortune telling.

The circus is generally much larger than most other travelling shows and the most professional. Although a travelling circus will have its museum of oddities, freak show, and hawkers, the main distinction is its emphasis on performance. Something is going on all the time at a circus with a dozen different attractions and shows going on throughout the day. The typical circus will offer two dozen or more shows a day (depending on the town), plus the *main event*, a two to four hour blockbuster show in the big tent, every evening. Entertainment includes clowns, comedians, jugglers, acrobats, magicians (often the real McCoy), animal acts, animal rides, mechanical rides (often powered by magic energy), fortunetellers, mind readers, minstrels, singers and sing-alongs, dancers and dancing, games of skill like knife throwing, archery and shooting, and some even show movies (pre-rifts movies attract the largest crowds).

Travelling Shows and Medicine Men are usually one to six wagon shows run by three to thirty individuals. Like the freak show, the scam is usually selling something shocking, frightening, tasty or illegal. The smallest shows will have one main attraction and one or two other points of interest, from spectacle to material goods. Most sell moonshine and a vast variety of potions to fix what ails you (many are heavy on alcohol, narcotics, or hallucinogens). The larger shows will have six to eight wagons and will have two or three main attractions, as well as sell many more potions, tonics, charms, booze, candy, and exotic services. Services often include fortune-telling, psychic or magic healing, doctoring or veterinary doctoring, and the selling of herbs, books, tools, weapons, E-clips, artifacts, and news.

The success of a travelling show, from circus to medicine man, varies from town to town and time to time. Thus, the price of admission, at least for the smaller shows, can range from a credit to ten credits (sometimes each individual attraction has a price of admittance), to free

if the show is a con-game designed to trick people into buying goods, especially worthless goods like fake potions and booze. Most shows will accept items in trade rather than credits (many wilderness communities don't deal in credits). Items accepted as trade include silver, gold, precious and semiprecious gems, artifacts, quality magic or high-tech weapons and equipment, furs, alcohol, food and other supplies. During the worst of times, even the best and most reputable shows may offer a spectacular performance or services (including manual labor) in exchange for a hot meal, feed for the animals and/or gasoline for the vehicles and a warm bed to spend the night.

A Source of Evil

Travelling shows have the opportunity to use their unique situation to earn profit above and beyond mere showmanship. The shows are wonderful sources for gathering information and making contacts with a large variety of people. As they travel from town to town, with their shows, the performers can make road maps and map a town accurately, noting places and people of importance. They can inconspicuously study the people, their philosophies, laws, defenses, army, leaders and defenders. They can make note of the community's wealth or poverty, its racial mixture, the people's loyalties, and their leanings toward magic and other activities.

This information has many, many applications. It can be sold to the highest bidder, criminals or other interested parties (like the Coalition), used for blackmail, and wrongdoing. The least scrupulous not only deliberately spy on unsuspecting towns, but may act as agents, performing reconnaissance for bandits or mercenaries (or the Coalition), or may be bandits themselves and work as assassins, thieves, smugglers, extortionists, terrorists, and scoundrels of all sort. This is less true of the circuses, especially the larger and older circuses, but all too commonplace among freak shows and other small travelling shows. In many cases, the owner and his performers are con-men, criminals or hardened mercenaries to begin with, and the travelling show is just a front for the brigands. The opportunity for easy money can't be resisted. Such evil and illicit deeds has given medicine men, in particular, a bad reputation, with freak shows not far behind them.

Game Master's Note About Travelling Shows

Travelling shows operated by unscrupulous opportunists and brigands can lead to many fun and strange encounters, as well as clashes with unique enemies. The freak show, circus or medicine carnival can be much more than a bunch of no-name bandits and can go a long way to adding color, suspense and action to a story. On the down side, to really make a side show work, a fair amount of thought and character development is required on the part of the GM, but it can pay off big if done right and if used as continuing characters/villains (remember, these scoundrels travel all over the country).

Of course, not all are operated by evil villains, but even the most honest and friendliest travelling show can be a great source of information, news, and rumors. Many can also provide medical treatment and/or sell food and supplies, including weapons (it depends on the specific show). If nothing else, the show will provide some amusing entertainment.

Designing Travelling Shows

Creating a Travelling Show

Step One:

The Size and Orientation

Travelling shows come in all sizes and variety. There are six basic types of shows presented here along with the total available points one can spend on show features. The smaller the show the less features available. GMs with specific needs, ideas and requirements may bend these rules, because the design rules for the travelling show are meant to serve as a guideline not constant data for all shows. Also, while the emphasis is in the design of unscrupulous or even criminal organizations, the same features can be used to create honest and good travelling shows; just skip the criminal sponsors, criminal activity and select an anarchist or good alignment.

Each basic type of show will list the initial number of points one can spend on the "features" of the show. The sponsoring force behind the show will also add points that can be spent on features, though some of these may have to be spent on a specific feature. Obviously, the smaller shows will have fewer all around features and resources, which is as it should be. Specific, individual characters in the show may add to the overall power and dangerousness of the performers.

Side Show

Freak Show

Travelling Medicine Show

Travelling Troubadours

Small Circus or Carnival

Large Circus

1. **Side Show.** This is a very small show, usually consisting of about six to twelve people, including the show's owner, performers, and operatives. The typical side show offers a combination of entertainment (minstrels, tumblers, acrobats, jugglers, magic), fortune-telling (a must whether the fortuneteller is really psychic or a charlatan), and an array of oddities. The oddities are mostly inanimate objects, including supposedly alien devices, pre-rifts artifacts, stuffed animals, strange or monstrous skulls or skeletons, and usually one "live" freak (the main attraction and often fake). The side show usually runs on a shoestring and will have very few resources and even less political power (virtually none; considered to be second-rate and charlatans by most). Often return to the same towns and places where they have done well in the past.

110 POINTS, plus an additional 10 Points for vehicles and 30 Points for acts.

2. **Freak Show.** Most freak shows are about twice the size of a side show and often have 12 to 32 personnel, but are frequently just as poorly budgeted. The show's owner, performers, workers and the freaks, are usually willing members of the show. The emphasis of a freak show is the bizarre, horrific and the frightening. Other than the show's barker (announcer/host) and the possible inclusion of a juggler, tumbler, fortuneteller, minstrel or magician, there are no performers; the freaks are the show.

There will be at least six to ten living freaks, many of whom are fakes, but at least two will be genuine and truly impressive; one, if not both, will be a show stopper. But even with the real freaks (often D-Bees, mutants, or shape changers) are not as disgusting or dangerous as they appear to be. A great deal of hype and theatrics are involved in the best of the travelling shows.

In addition to the living freaks, the show always has a display of the strange and exotic. Much like the side show, these include alleged pre-rifts and alien artifacts, demon and monster skulls and skeletons, stuffed animals, the occasional strange or cute D-Bee animal (alive), supposed magic items, castings of footprints, mummies, and other oddities, many of which are fake. Freak shows are seen as a bit off-color, potentially dangerous (part of the attraction) and eccentric. They are usually run on a shoestring and have few resources and even less political power (virtually none; considered to be rogues and charlatans by most). Often return to the same towns and places where they have done well in the past.

150 POINTS, plus add an additional 20 Points for Freaks (acts) and 10 Points for equipment features.

3. **Medicine Show.** The infamous medicine show can be as small as three or four people to a traveling show of some size (10 to 30 people) with entertainers and side show freaks, but the emphasis is always SELLING product. Medicine shows are almost always a vehicle for flimflam men and charlatans. The typical show will offer a number of potions, tonics, salves, herbs, alcohol and charms to cure whatever ails you. Often the selection of brews is staggering and can number over a hundred!

The sad thing is that most of the potions and tonics are useless fakes, sugared or spiced water or fruit juices spiked with alcohol or narcotics. Only the herbs are mostly authentic and even then it's best if one knows exactly what he's buying rather than trusting the salesperson. Generally, S.D.C. poisons, herbs for holistic medicine, garlic, wolf bay, mushrooms, spices, candy, salt, fruit juices, beer, wine and moonshine are available in abundance. Magic potions, amulets, talismans, scrolls and similar items (usually kept behind the closed doors of a special wagon for that special customer) should be viewed with the greatest suspicion!

Entertainment is likely to include stage magic focusing on sleight of hand (palming, escaping from handcuffs, etc.) and a minstrel/singer or tumbler (great distractions while another member or two of the show slips through the crowd picking the richest pockets). A fortuneteller (psychic or not) and healer or doctor (may only know first aid) are also typical members of a medicine show. The rest of the show's members are salespeople, workers, pickpockets, guards and assistants. May return to the same towns and places where they have done well, but will avoid places where they ran into trouble with the law or were accused of trickery, fraud or other illicit activity.

140 POINTS, plus 10 Points for internal security and 20 Points for criminal activity.

4. **Travelling Troubadours.** Unlike the previous three travelling shows, troubadours or minstrel shows are all entertainment. Generally, the troupe will put on a half dozen to a dozen short performances (each about a half hour long) throughout the day, ending in a big nighttime show (about two hours long). The big show can be a drama or comedy play, stand-up comedy, a pre-rifts movie (always fascinating), or music, or music and dance. The pre-rifts movie and music and dance (especially if the townfolk can dance along) are the two most popular attractions and will pack them in every time. The shorter daytime shows can include musicians, singing, sing-alongs, short comedy plays, story-telling, puppeteers, juggling, tumblers, acrobats, magicians, and sleight of hand. Often return to the same towns and places where they have done well in the past.

160 POINTS are available, plus 10 Points for equipment and 20 Points for outfits.

5. **Small Circus or Carnival.** The small circus will have the usual elements already discussed about circuses. Typically, entertainment will include a main nightly show that lasts two or three hours, preceded by several smaller shows during the day. Most circuses will have acrobats, tumblers, jugglers, clowns, magicians, fortunetellers, animal tamers, games of chance and souvenir and concession stands. They may or may not have a freak show or may or may not show pre-rifts movies. The typical small circus will employ 200 to 500 people.

Carnivals are similar to circuses except that there is less emphasis on performances (no long show) and more emphasis on rides, side shows, games, and experiences. The typical travelling carnival will support 100 to 400 workers and performers and offer at least a dozen different rides, a house of illusion, two or three showgirl performances, one magic show, two or more side shows, and a couple dozen games of chance, as well as concession stands, fortunetellers, etc. Some of the larger and/or more wild carnivals offer gambling and arena style gladiatorial matches to win a cash prize. The fights often allow challengers from the audience to fight one of several champions, for a price, of course. Rides and experiences can include traditional carnival rides like the ferris wheel and less traditional rides like zooming along on a skycycle or tree trimmer, riding giant robots, riding tame monsters and exotic animals (like a pegasus), the house of illusions (using real illusionary magic as well as mirrors and holograms), and so on. Entertainment is limited to freak shows, side shows, museums, fortunetellers, psychics, healers, magicians, showgirls, wandering clowns, jugglers, minstrels, and games of skill and chance (frequently rigged against the player). Carnivals also sell a larger array of trinkets and junk items.

240 POINTS are available, plus 50 on acts and 10 on reputation.

6. **Large Circus.** The circus is still the favorite of all the travelling shows, consequently, there are a number of large travelling circuses throughout the world. Circuses are especially popular among frontier and rural communities that don't have common access to technology or television. A large circus can employ 800 to 1600 people and will offer a huge venue of diverse acts and entertainment.

300 POINTS are available, plus 90 on acts and 20 on reputation.

Note: The points listed are the total available points for all the different show features. Even with 350 points, selecting features can be difficult. Remember that if no points are spent on a particular feature, say Security, then the travelling show automatically has the worst level, #1—NONE, in that feature.

Step Two:

Travelling Show Features

- A. **Sponsorship.** Exactly who is controlling the travelling show, providing them with their leadership, goals, and their real source of funds? Select one. There is no cost for this necessary feature.

1. **NONE. Independent Operative.** The show is owned and operated by an entrepreneur or group of owners who like the business and run the show. Sometimes funded by a larger private business. His goals are to make money as he and his employees see fit. The owner(s) is responsible for the upkeep of the show, the selection of its attractions, payment to the employees and performers, food, supplies and virtually everything else. He (they) answer to no one and go where they please. Add 20 Points to acts and 20 Points wherever desired.

Show Cost: None

2. **Secret.** The performers and staff have no idea who is really behind the organization or what hidden motives there might be in their assignments to stay alert and gather information. For the mo-

ment, they are their own bosses, given a free hand at what they want to do, provided they stay within the frame work of the organization. The features and equipment of the show are paid for by this mysterious benefactor.

Add 10 Points for the purchase of additional acts, 10 Points to defense, and 30 Points wherever desired, but remember, they don't know who they are working for or toward what purpose. The characters may find themselves s for on assignments they do not want, or told to do things that may compromise their morals (if the sponsoring agency is corrupt). GMs should take advantage of this as a continuing story subplot.

Show Cost: None

3. **Criminal: Small-Time Bandits.** The travelling show is run by a gang of brigands who use the show as a means to steal, smuggle, gather damaging or reconnaissance information for resale and extortion, spy, assassination, sell illegal or fake merchandise, etc. Add 30 Points for the selection of criminal activity and 10 Points wherever desired.

Show Cost: None

4. **Criminal: Organized Crime.** The show is a big-time crime outfit engaged in everything listed in number three but on a larger and more covert scale. Add 10 Points to internal security, 10 Points to defense, 50 Points to criminal activity.

Show Cost: None

5. **Government.** This kind of show is secretly sponsored by an official government, usually one of the smaller kingdoms, and is covered by the government's legal framework. The group's emphasis can range from crime-busting to smuggling, from scientific research to espionage. This could include internal security, ferreting out moles/spies from other governments, criminals, monsters, and terrorists, covertly investigating and eliminating supernatural dangers without frightening the public, as well as smuggling, reconnaissance and field investigations. **Note:** Not necessarily an evil force, may be good or anarchist in nature. Add 10 points to internal security and 50 Points wherever desired.

Show Cost: None

6. **Coalition Front.** Sponsored, controlled and secretly owned by the Coalition! 75% of the management personnel are Coalition soldiers (military specialists and technical officers), 20% of the employees and performers are Coalition soldiers and the military defense force is entirely CS personnel. The show is a front for the travelling espionage network used to spy on non-Coalition towns, suspected anti-CS supporters/rebels, magic users, free thinkers, and to gather other intelligence. It is also used for terrorism, blackmail, and assassination. The travelling organization is free to set its own policies and to wage war against enemies of the Coalition States as it sees fit; this can include burning a town to the ground and slaughtering hundreds if it can be done without implicating the travelling show/espionage network. Either way, the characters represent a special team of operatives who utilize robots, borgs, high technology, magic and psychic powers. The organization should be predominately evil. Add 10 Points to internal security, 20 Points to defenses, 10 Points to equipment and another 40 Points to wherever desired.

Show Cost: None

- B. **Outfits.** The quality and flamboyance of the clothing worn by performers and workers. Replacement of any show outfit is automatic.

1. **None.** The characters are responsible for their own clothing. Costumes tend to be plain and simple. No replacements of any kind are available.

Show Cost: None

2. Utility Outfits. The show has standard uniforms for all its employees and colorful costumes for its performers. Quality is good and designs are nice, but nothing spectacular.

Show Cost: 5 Points

3. Open Wardrobe. A complete range of clothes, uniforms, and costumes of superior quality. Bright colors, spectacular designs, rhinestones, sequins, feathers, capes, hats, and masks are available to all employees and performers. Quality is excellent; replacements and new designs are regularly available.

Show Cost: 10 Points

4. Specialty Clothing. The absolute BEST in uniforms and costumes. A similar array as described in number three are available, only more dynamic, imaginative and colorful. Includes stage armor, fluorescent colors, glow in the dark fabric, wigs, masks, hats, and props, as well as standard uniforms, clothing and special gear. Even civilian clothing is fairly classy, equivalent to what's available in expensive clothing stores.

Show Cost: 20 Points

5. Gimmick Clothing. A full range of quality clothes and costumes equal to number three (add 10 points to be equal to number four), but also includes an array of colorful wigs, fright wigs, masks, complete make-up kits, disguises, and grease paint. Plus "gimmick" costumes like clothes with hidden pockets, body armor, concealed items (flowers, coins, tools, weapons, etc.), wings that are functioning gliders, jet packs, concealed optical systems built into helmets/hats/goggles, etc. The quality is high, very fashionable and believable.

Show Cost: 30 Points

6. Unlimited Clothing. All the quality costumes, uniforms, specialty outfits, and gimmick clothing one could ever want. All quality levels are available and the world's top designers are on call to specially make appropriate outfits for any need. Replacements and new designs are frequently available.

Show Cost: 50 Points

C. Equipment. This describes the general equipment and supplies provided free of charge by the management of the travelling show. Replacement of any lost or damaged equipment is usually automatic and at the expense of the management.

Special Note: Unlike other categories, it is possible to pay points to purchase more than one of the following equipment features. For example, by spending 15 Points, a show would provide both electronic (#3) and medical (#4) equipment as described below.

1. None. The characters are responsible for buying and replacing their own equipment.

Show Cost: FREE

2. Cheap Gear. Each performer has the basic equipment, props, and materials for his craft and up to 5000 credits of additional equipment available to him. Damage or lost items may not be easily replaced, especially expensive things like cybernetic implants, weapons and vehicles.

Show Cost: 2 Points

3. Electronic Supplies and Good Gear. Good quality gear is provided, along with up to 25,000 credits' worth of common sensory, recording, video, camera, communication, computer, surveillance, and miscellaneous equipment (like language translators, electro-adhesive pads, etc.) are available for each major performer and 10,000 credits' worth for secondary performers. This selection is limited to electronic items only.

Show Cost: 5 Points

4. Medical Equipment. First-aid and paramedic type equipment and pharmaceuticals are available. Includes antibiotics, painkillers, anesthetic, protein healing salve, sodium pentothal (truth serum), dosimeter, E.K.G. and E.E.G. machines, portable lab, bio-scan, oxygen, all commonly available robot medical kits (RMK, IRMSS, Compu-drug dispenser, etc.) and two basic life support units. Plus a budget of 750,000 for emergencies requiring hospitalization and cybernetic organs or prosthetics.

Show Cost: 10 Points

5. Medical Clinic. The traveling show is equipped with full medical facilities equal to a small medical clinic. A full-time doctor (M.D. or Holistic) and one psychic healer are on staff and assisted by four nurses and two paramedics. In addition, the show has an emergency medical budget of 1D4+2 million credits for cybernetics and hospitalization. There is also a small veterinary facility for any circus animals. Replacement of lost or damaged equipment is automatic, but the total amount of medical equipment can never exceed 10 million credits.

Show Cost: 20 Points

6. Unlimited Equipment. The travelling show is a high-tech operation equipped with high quality equipment, electronics, computers, communication systems, props, and all materials and equipment needed for the acts and to operate the show. In addition, there is a superb mobile mini-hospital that can accommodate as many as 40 patients, has six life support systems, three surgery rooms and one cybernetic surgery unit (cybernetics can be repaired and replaced safely). Two medical doctors, one psychic healer, one cyber-doc, six paramedics and twelve nurses comprise the medical staff. Plus one million credits worth of common cybernetic items in stock and an emergency medical fund of 20 million credits. There is also a comparable veterinary clinic for any circus animals.

Show Cost: 50 Points

D. Vehicles. Transportation provided by the management of the show to the characters. Also includes information on the show's fleet of vehicles.

1. None. Can you run? Fly? Swim? We sure hope so, because you're not going to get any kind of ride from the travelling show. The owner has two horse drawn wagons: his personal wagon and living quarters and the supply wagon. Both are so filled with equipment that there is no space for others. Characters must provide their own transportation and tents.

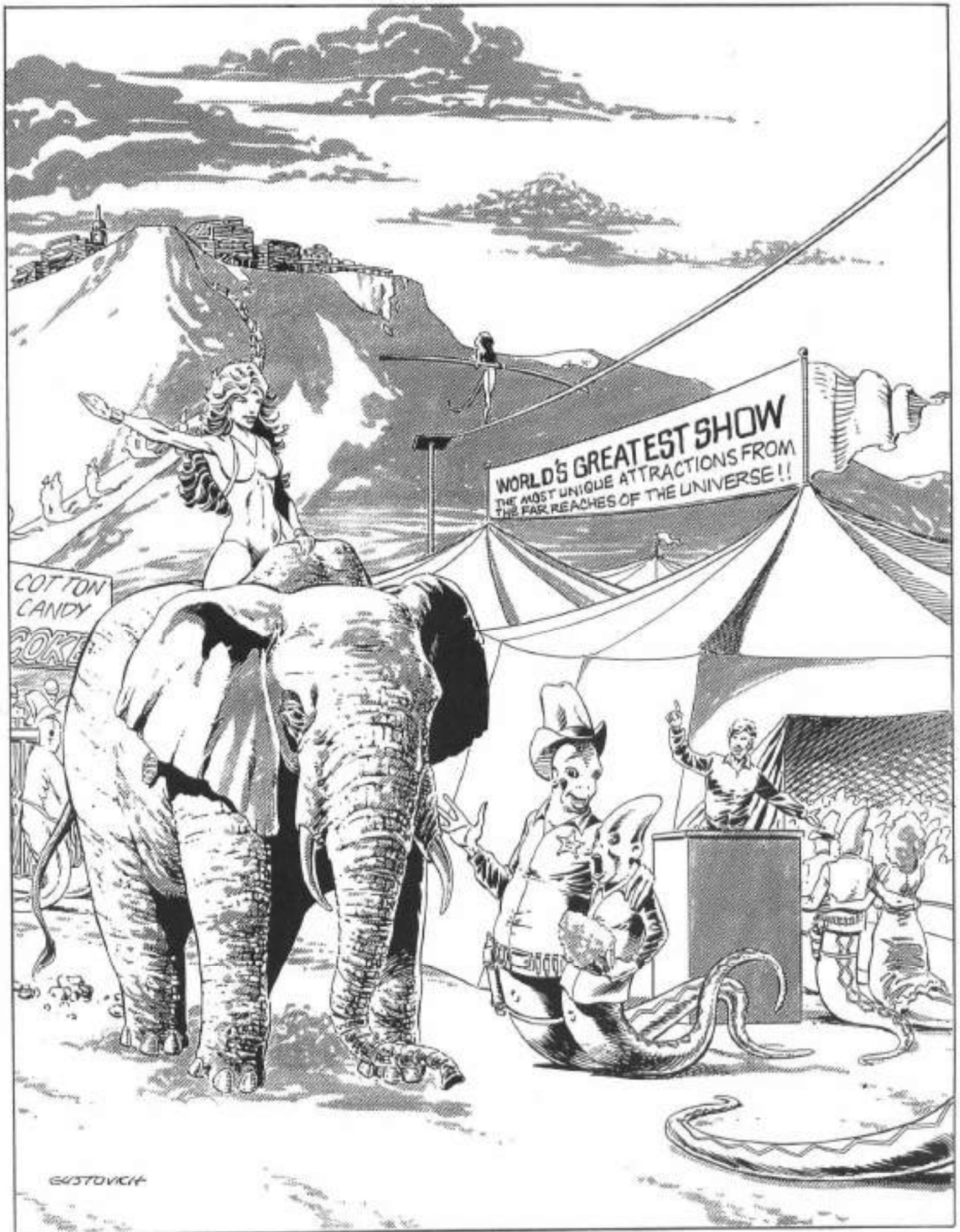
Show Cost: None

2. Basic Transportation. The travelling show has just enough vehicles to accommodate their needs. A third are horse drawn wagons, a third are trucks and motor-home trailers, and the remaining third are old hovertrucks and trailers. Living quarters are cramped and must be maintained by the people living in them. Performers may purchase their own vehicles but maintenance is their cost and responsibility.

Show Cost: 3 Points

3. Company Fleet of Vehicles. The management of the show maintains a fleet of trucks, trailers, motor-homes, and wagons; all are fairly new and well maintained hover vehicles. 1D4+2 construction vehicles such as cranes and bulldozers, and two giant NG-V10 robot labor vehicles complete the standard fleet. In addition, the performers may be assigned their own personal hovercar, hovercycle, or minivan. Living accommodations are pleasant, spacious, personal trailers for top performers and their families and reasonably spacious accommodations shared by two to six laborers or minor performers. Special travelling arrangements and expenses for commercial airline flights are available upon authorization, with about 500,000 credits in the expense account.

Show Cost: 10 Points



4. Deluxe Fleet of Vehicles. The fleet of vehicles includes new and constantly maintained hover trucks, trailers, motor-homes, wagons, construction vehicles (8), four NG-V10 robot labor vehicles, six mountaineer ATVs, and a small fleet of personal luxury vehicles for the show's star performers (their choice). An expense account for vehicle maintenance, fuel, and rentals, including chartered aircraft and boats, is also maintained at a level of four million credits. All vehicles are high quality, with special vehicles being the top in luxury and performance. Living accommodations for the stars are spacious and luxurious, equipped with video and music disc stereo systems, rich furnishings and attractive in design. Personal trailers for minor performers and workers are also spacious and attractive though shared by families or two to six individuals.

Show Cost: 20 Points

5. Specialty Vehicles. This fleet contains a number of specially designed vehicles, especially large trucks, trailers, animal trailers, vans, motor-homes and construction vehicles (12). Includes six NG-10V robot labor vehicles, a dozen NG-W10 heavy labor bots, six NG-W9 light labor bots, and two dozen T-21 Hopper power armor suits (see **Rifts Sourcebook** for labor bots and hopper power armor)! 20% of the vehicles are outfitted with additional armor (+20% the normal armor), special sensory (radar), electrical (computer), surveillance (camera and bugs), and security systems (locks and alarms) worth about 100,000 credits. 70% are outfitted with short-range radios (6 mile range/9.6 km). Also, a variety of conventional vehicles and luxury vehicles (for star performers) and helicopters are available on a limited basis. All vehicles are top quality, heavy-duty construction, and constantly maintained (ten million credits budget). A team of mechanics is employed full time and includes one techno-wizard, four operators (with robotics and weapon system skills), 12 mechanics, and 12 assistant mechanics. Living accommodations are luxurious (identical to #4).

Show Cost: 30 Points

6. Unlimited Vehicles. Any existing vehicle is available, including rare and expensive pre-rifts models (used in the show), jet packs, aircraft, and all the specialty vehicles and robots listed in number five. 50% of the vehicles are outfitted with additional armor (+40% more than normal armor), special sensory, electrical, surveillance, security, and weapon systems (if allowed by the military/defense feature), or may be modified to techno-wizard systems; up to 500,000 credits may be spent on a vehicle of importance. All are outfitted with short-range radios (6 mile range/9.6 km). Living quarters are the most luxurious. The full-time staff of mechanics is double that of number five.

Show Cost: 50 Points

E. Communications. This is a measure of how good the communications network and devices are in the agency.

1. None. Characters must buy their own and/or relate messages by word of mouth.

Show Cost: None

2. Basic Service. The travelling show has one long-range, wide band radio (500 mile/804 km range), one portable language translator and a walkie-talkie (3 mile/4.8 km range) in each vehicle. No scramblers or bug detectors available.

Show Cost: 2 Points

3. Secured Service. Two long-range radios, all personnel have a walkie-talkie or other short-range type radio, all with scramblers, six language translators, two mini-radar systems, one PC-3000 pocket computer, and a portable video camera and player.

Show Cost: 5 Points

4. Full Range System. Every tent and major vehicle is equipped with a short-range (6 mile/9.6 km range) radio and language trans-

lator, plus there are four long-range radios on line, and all personnel have a short-range walkie-talkie available to them. All radios have scrambler capabilities and one of the long range radios has a laser booster system that doubles its range (1000 miles/1600 km). All key administrators have a full computer as well as the PC-3000 and a language translator, lesser administrative personnel have only the PC-3000. Employees have reasonable access to a variety of commercial audio and video disc recorders and players.

A public announcement system is wired throughout the show and a full sound and video recording studio trailer monitors and controls the music and announcements piped through the PA system. It is also used to mix and prepare music, sound effects and videos for the show. Two full-time communication specialists, two electrical engineers and five assistants are on staff. All equipment is good quality and well maintained.

Show Cost: 15 Points

5. Deluxe Communication Network. Identical to number four except that all the equipment is of the highest quality, the communications staff is twice as big, equipment is more plentiful and readily available, there are two recording studios, and a small video theater tent or vehicle.

Show Cost: 25 Points

6. Theater and Superior Communications. Not only does this show have everything provided in number five, but it also has two large screen video theaters, and a massive full screen theater with a complete pre-rifts film projection system with the best surround-sound system. This package also provides computerized lighting, emergency generators, and a laser light show system. The two audio, video and film studios have state of the art editing, production and duplicating facilities. Plus a communications command center monitors, regulates and controls the PA system, lighting, surveillance/security cameras, sensor systems, and communications. All administrators have full size and pocket size computers and language translators. Two dozen or more sets of video cameras, lenses, filters, and other portable recording equipment are available to personnel for business and personal use.

Show Cost: 50 Points

F. Internal Security. This is the level of internal infiltration that the show is vulnerable to. Note that this is the only thing that prevents spies and intruders from already having been placed in the organization. Enemy agents, moles, "turned" employees and supernatural interlopers can only be prevented with high levels of internal security.

1. None. No security, anyone can walk in or out, and employees are not screened or given background checks. No supernatural safeguards other than the character's own awareness and powers.

Show Cost: None

2. Lax. A pair of security guards or muscular thugs stand at the main entrance and another pair keep an eye out for thieves and trouble makers (1D4 level experience headhunter, wilderness scout or strong vagabond). No special identification cards or codes are necessary, everybody knows who is an employee and who is not. Only the owner's property and the most important vehicles and attractions have locks and alarms. 25% chance of that one out of every ten employees has a criminal or Coalition background, or is an infiltrator secretly working for himself (skimming off the top) or for another organization. No mystic safeguards other than the player character's own awareness and powers.

Show Cost: 2 Point

3. Tight. Alert security guards and circus personnel keep one eye on the grounds and the other eye open for intruders and troublemakers. Everybody works as a team. One out of every 20 employees is a warrior type whose job is security, plus two security guards protect

the main trailer (office/money) or attraction, another two watch the entrance, and two psi-stalkers wander the grounds, especially alert for supernatural and psychic troublemakers (1D4+2 level headhunter, scout, ex-soldier, and two psi-stalkers). All show vehicles and living quarters have good, solid locks, and electronic alarms.

Larger shows have the performer and living areas guarded by another 2D6 security force (same as above) and may require employees to wear electronic picture I.D. cards and have surveillance cameras to monitor the most important areas. A rigid check of prospective employees reduces the chance of Coalition and active criminal infiltrators to 15% (a criminal past is okay). The travelling show family is fairly close knit and protective of each other and the show.

Supernatural safeguards include a security staff familiar with common supernatural and magic occurrences and how to handle them (items such as silver crosses, garlic, and holy water are available). In addition to the psi-stalkers, psychic sensitive and magic trained members of the show will assist in the event that there is trouble (at least one magician, 1D4 psychics/fortunetellers, and 1D4 with minor or major psi-powers). These individuals can sense for evil and magic and observe a person's aura, etc.

Show Cost: 10 Points

4. Iron-Clad. Every entrance, exit, attraction and area of importance is under constant video monitoring and guarded by one or two members of the security force. The security force represents a quarter of the overall staff (they also assist in tearing the show down, putting it up, and other chores). 10% of the force are at least partial reconstruction borgs, 10% juicers or crazies, 25% psi-stalkers or dog boys, 20% headhunters or ex-military, and the rest have some level of combat or street experience (city rats, scouts, tough vagabonds), plus one or two psychic and magic O.C.C. security personnel. All are 1D4+2 level, the head of security will be 1D4+4 level. Common M.D. and S.D.C. weapons, body armor, optical enhancements, and sensors are provided by the management with good availability. 30% will have power armor or robot vehicles available (no Coalition or Triax Ulti-Max).

Other security measures include high quality locks and alarms on all show vehicles and attractions, hidden compartments/safes, floodlights, emergency generators, motion detectors, heat sensors, mini-radar, and camera surveillance of areas of importance, including the personnel's living area. Magic wards of alarm or incapacitating magic are strategically placed in areas off limits to the public. Patrons attending the show are asked to check weapons at the door and a metal detector is used to scan those entering (15% chance of slipping by or around the scanner). Robots are not permitted on the show grounds.

Supernatural safeguards include the previously mentioned mage and psychic characters on the force, as well as psychic and magic performers, and the occasional protection circle, amulet, talisman. The security staff is familiar with common supernatural and magic occurrences and how to handle them (items such as silver crosses, garlic, and holy water are available). The members of the show are a tight-knit family that watches out for each other and the show. A rigid check of prospective employees reduces the chance of Coalition and active criminal infiltrators to 10% (a criminal past is okay).

Show Cost: 20 Points

5. Paranoid. Top security and then some; all the measures taken in number four plus. Suspicious characters may be strip-searched or denied entrance, and no one can so much as enter a bathroom without surveillance. Multiple check-points and constant personnel checking prevent intruders from entering the restricted areas of the show. Several psychic sensitives and mages are employed as part of the security force. The average level of the security force is

1D4+3. In addition to the human security force, eight NG-W9 light labor bots with illegal military/defense programs and two Triax dyna-bots patrol the area, plus one Triax Ulti-Max or Glitter Boy is deployed at all times (see **Rifts Sourcebook** for new bots).

Supernatural safeguards include a dozen protection circles, amulets and scrolls (including negate magic, dispel magic barrier, turn dead, exorcism, constrain being, remove curse, globe of silence, globe of daylight, locate, negate poison, purification, and apparition; 1D4 of each). The owner and chief of security's rooms are protected by a sanctum spell and several mystic alarms. Superior protection circles, wards, and similar safe guards are scattered throughout the compound. The members of the show are an extremely tight-knit family that watches out for each other and the show. The chance of Coalition and active criminal infiltrators is a mere 5% (a criminal past is okay).

Show Cost: 40 Points

6. Impregnable! An vast amount of time and resources have gone into this security system; similar to number five, only with the absolute best locks, alarms, equipment and experienced personnel (add one experience level to each member of the security force and double the number of psychics and mages). The security force has developed a system of secret verbal signals and hand signs and counter-signs to warn each other of danger and trouble. Reaction to trouble is swift and discreet. Surveillance cameras, motion detectors, heat sensors, and other measures protect the attractions and property of the show. The personnel's living area is protected by a microwave fence (in addition to the other safeguards) and a full radar and ground sensor system is also used. The members of the show are fanatically protective of their people and property. There is only a 2% chance of an infiltrator being found anywhere in the organization.

Show Cost: 60 Points

G. Defenses/Military Power. The amount of military force that the show can command directly. This is the number of defenders and special defensive weapons, bots and equipment available to security and personnel in the event of attack.

1. None. The characters must provide their own weapons and equipment and fend for themselves or rely on the internal security force, if any.

Show Cost: None

2. Basic Defenses. A small number of basic arms have been distributed to the members of the show. These will include basic, inexpensive body armor like the urban warrior and plastic man, and weapons like the NG-57 ion blaster, NG-33 laser pistol, NG-L5 laser rifle, and L-20 pulse rifle. Anti-vampire weaponry includes wooden crucifixes, garlic, wooden stakes and mallets, spears, and the occasional (about one in eight) crossbow with wood bolts.

The management also provides six highway-man motorcycles with machinegun mounts, four ATV hovercycles with laser mounts, two suits of power armor (no Glitter Boy or Ulti-Max) and two giant robot combat vehicles of the more common and basic variety (like Titan or NG-V7 Hunter).

Show Cost: 5 Points

3. Weapons & Armor. A more deadly selection of arms and armor has been distributed to the members of the show. Any type of body armor is available, with the majority being the heavier armors such as Gladiator, Crusader, Bushman, Explorer, or armor of choice. 10% of the personnel have NG-Samson, Titan, or TX-Hopper power armor. 40% of the vehicles have been fitted with weaponry, including rail guns, and additional vehicle armor. In addition, the organization has a special rescue team of ex-military and combat personnel who comprise a 12 man force. All are 3rd to 6th level (1D4+2) and at least two will have psychic powers and two will know magic. All

have the best weapons and equipment, four wear power armor of choice (excluding Glitter Boy and Ulti-Max), two pilot giant robot combat vehicles (any).

Show Cost: 10 Points

4. Militia. The travelling show has a 32 man force of warriors; all are 2nd to 5th level (1D4+1) and have the best weapons, body armor and equipment. Six wear power armor (any excluding Glitter Boy and Ulti-Max), six are borgs, six pilot giant robots (any, excluding GB or UM), eight are psychics and/or mages (at least one is a mind melter or burster, two are ley line walkers). The remaining are experienced fighters, including headhunters, juicers, crazies, scouts, ex-Coalition soldiers, psi-stalkers, mutant animals, and D-Bees; all have their own vehicle (hovercycle, jet pack, car, etc).

All show personnel have the same type of equipment listed in number three, as well as performers who may know magic or possess psychic or other powers. 50% of the vehicles are fitted with weapons and sensory systems like radar. Weapons and equipment are of good quality and damaged or lost items are immediately repaired or replaced (20 million credit budget).

Show Cost: 20 Points

5. Private Army. A small unit of 40 combat veterans comprise this elite force; all are 5th to 8th level (1D4+4). One is a Glitter Boy or Ulti-Max (or giant bot of choice), six pilot giant robots, 12 pilot power armor of choice (excluding Glitter Boy or Ulti-Max), six are psychics and/or mages (at least one is a mind melter or burster, two are ley line walkers). The remaining are experienced fighters, all are equipped with the best armor and most powerful weapons, including rail guns, particle beams, plasma, mini-missiles, etc. In addition to the human troops, there are 12 NG-W10s with black market military programs, armed with pulse rifles (4 with light rail guns), as part of the defense force. Anti-vampire weapons, explosives, jet packs, and body armor of all variety are also available. Half are constantly on duty and all are ready to mobilize in a moment's notice!

As usual, weapons and armor have been issued to all personnel and 60% of the vehicles have an extra 1D4x100 M.D.C. armor and weapons added to them. Weapons and equipment are of the best quality and damaged or lost items are immediately repaired or replaced (35 million credit budget).

Show Cost: 40 Points

6. Strike Force. Identical to number five plus the following additions to personnel and equipment. Seven Triax dyna-bots, four more psychics or psi-stalkers or mutant animals, two full conversion borgs or two men of magic, two healers, another Glitter Boy or Ulti-Max (or bot of choice), and twelve additional fighters; 60 troops in all (plus the show's personnel). Add one experience level to all characters in the strike force.

As usual, weapons and armor have been issued to all personnel and 60% of the vehicles have an extra 1D4x100 M.D.C. armor and weapons added to them. Ammunition is plentiful. Weapons and equipment are of the best quality and damaged or lost items are immediately repaired or replaced (50 million credit budget).

Show Cost: 60 Points

H. Types of acts. There are no limits to the number of acts or combinations of acts that one can purchase from this feature. The same act can be selected as often as three times (although the same basic routine, each is different from the other). The more spectacular shows are the most costly but also the biggest money-makers.

1. Average Clowns. Six clowns, all are first and second level vagabonds who have a knack for comedy. All paint their faces and wear funny, colorful costumes. A typical clown can make funny voices and faces, tell jokes, and perform short, silly stories with a lot of sight gags and slapstick. Show Cost: 1 Point



2. Expert Clowns. Six clowns, all are excellent comedians and experienced clowns (1D4+2 levels, any O.C.C., retired, turned to clowning). These men and women can usually sing, dance, play a musical instrument, do back flips, cartwheels, tumble, and balance (gymnastic skill), as well as the usual funny clown antics.

Show Cost: 2 Points

3. Jugglers. Four jugglers, all first or second level vagabonds with high physical prowess and a knack for juggling and comedy. Can usually dance and tell funny stories; nothing more.

Show Cost: 1 Point

4. Expert Jugglers. Four jugglers, all are experienced performers (1D4+1 levels, any O.C.C. turned to performer). These fellows can dance, juggle and throw knives (W.P. Targeting), and perform sleight of hand (concealment, palming, and pick pockets) and may be tumblers as well (gymnastics).

Show Cost: 5 Points

5. Expert Tumblers. Four people skilled in tumbling, falling, rolling, pulling punches, back flips, cartwheels, balance and other feats of physical prowess on the ground (all gymnastic and general athletics abilities).

Show Cost: 5 Points

6. Average Minstrels. Four handsome characters (P.B. 12+) that can sing, dance and play at least two different musical instruments each. Speak at least two languages. Typically second or third level vagabonds. Reasonably good quality.

Show Cost: 2 Points

7. Expert Minstrels. Four handsome performers (P.B. 14+) who sing, dance, can play at least four different musical instruments, tell stories (both lore skills and possibly anthropology and/or archaeology), and speak at least four different languages (50% are literate in one).

Show Cost: 5 Points

8. Expert Side Show Barker (1). This is the charismatic individual who stands outside the tent or wagon and shouts out descriptions about the wonders of the show or exhibit that awaits within, and

also serves as the announcer during the show(s). They are consummate salespeople and often con-artists. Barkers speak loudly, quickly, clearly, and have a knack for exciting people by their words.

Typical attributes required: I.Q.: $9 + 1D6$, M.A.: $18 + 2D6$, M.E.: $10 + 2D6$, high P.B. is a nice asset but not a requirement. Typical skills: Radio: basic, T.V./video, first aid (is always there for the public), prowl, anthropology, archaeology, all lore, basic math, and speaks at least three languages and literate in two. Frequently a $1D4 + 1$ level rogue scholar or scientist O.C.C. turned carry-man (may still practice O.C.C. skills/profession, but it's as a barker that the person makes his money).

Show Cost: 5 Points per each Barker.

9. Fortuneteller (non-psyhic): This your classic reader of tarot cards, tea leaves, crystals, palms, lumps on the head, and crystal balls. They tend to create a lot of atmosphere and suspense but all of their predictions and intuition is showmanship; none is real. Usually a low level vagabond or city rat turned carry. An M.A. or P.B. of 18 or higher is typical. A typical reading costs 10 to 60 credits depending on the skill of the reader and the complexity of the reading.

Show Cost: 2 Points per each fortuneteller.

10. Psychic or Mystic Fortuneteller. These are the real McCoy. True psychics or sorcerers with the ability to see into the future and/or sense emotions and thoughts. These guys can pull in the big bucks, $2D4 \times 100$ credits per individual reading, always amazingly accurate. Psychic sensitive or mystics with the psi-abilities of clairvoyance, object read, empathy, telepathy, total recall and see aura are the very best!! They can see the future and use empathy and telepathy to read the patron himself interpreting emotions and thoughts to tell the person what they want to know. Object read is great for locating people or telling whether a lost person is alive or dead. Many magic spells can produce similar results.

Show Cost: 6 Points

11. Expert Stage Magician. The stage magician knows no real magic but is a master of sleight of hand. They are frequently city rats, vagabonds and thieves who have turned their unconventional skills toward entertainment. However, they may be encouraged to continue their thieving by the managements of the less scrupulous travelling shows, picking pockets and fleecing the public. Skills include concealment, palming, pick pockets, pick locks, prowl, streetwise, and escape artist (special, no skill bonus). Other skills common to the trade are hand to hand basic, expert or assassin, climbing, running, general athletics, computer operation, computer hacking, basic math and additional languages. Generally, the magician will have an M.A. or P.B. of 20 or higher, $1D4 + 4$ levels of experience.

Show Cost: 6 Points.

12. Pickpocket and Shill. This is an unofficial member of the travelling show who pretends to be a spectator. The petty crook will pick pockets, break into vehicles, and perform other acts of theft. As shill, the person helps work the crowd by being amazed by performances and claims or statements of fact (loud oohing, ahing, excited exclamations, fear, fainting, applause, etc.), to provide supposedly independent verification of facts ("I've been a trapper in these hills for years an' I kin say that thing is real. An' I ain't never seen nothing like it."), volunteering to drink potions and tonics with immediate and wonderful effect, and so on. Generally, the shill will have an M.A. and M.E. of 18 or higher. Skills include concealment, palming, pick pockets, pick locks, streetwise, and hand to hand: basic. Typically, a low level city rat or vagabond turned carry.

Show Cost: 6 Points

13. Expert Acrobats. A group or family (80% likelihood of being a family) of eight individuals of varying ages, two are attractive

females. These performers have learned the art of acrobatics from an early age on as a profession. The two oldest members will be $30 + 3D6$ years old and have $6 + 1D6$ levels of experience, the youngest will be $6 + 2D6$ years old and have $1D4$ levels of experience, and the other four will be $18 + 1D6$ years old and have $2 + 1D6$ levels of experience as acrobats. Skills include dance, acrobatics, gymnastics, general athletics, body building, climbing, running, and hand to hand: expert.

Show Cost: 15 Points

14. Expert Animal Tamer. One star animal tamer ($1D6 + 5$ levels of experience), two secondary tamers ($1D6 + 2$ levels of experience) and six assistants, two of which are psi-stalkers or simvan monster riders ($1D4$ levels).

Show Cost for Performers: 15 Points.

Show Cost per Animal Act: Each specific animal act must be purchased separately. Select as many acts as desired.

12 trained dogs of all kinds; dance and do tricks. One Point.

24 snakes for snake act. One Point.

Four bears; dance and do tricks. Three Points.

Six horses; dance, leap, do tricks. Four Points.

Six elephants; dance and do tricks. Five Points.

Four African lions; leap through flaming hoops, do tricks. Five Points.

Two tigers; same tricks as lions. Five Points.

Two leopards; same tricks as lions. Five Points.

Small dinosaur; tame, does tricks, can be ridden. Five Points.

Larger herbivore dinosaurs; same tricks as small. 10 Points.

Common monster; tame, does tricks, can be ridden. Five Points.

Exotic monster (like gryphon, pegasus, rhino-buffalo, etc); 20 Points not tamed — 30 Points tamed.

15. Real Magic Act! An experienced wizard ($1D4 + 3$ level ley line walker or mystic) and his assistant (1) perform an exciting, but safe, magic show using real magic. Illusionary magic is ideal along the lines of spells like concealment, levitate, fool's gold, trance, escape, fly, superhuman strength, invisibility: lesser, ignite flames, fuel flames, circle of flame, extinguish fire, and impervious to fire. Healing and curative magic is always a plus.

Show Cost: 12 Points

16. Healer (psychic or magic). This is a service oriented performer (level $1D4 + 3$) who will provide conventional doctoring along with magic or psychic healing. The more complex the ailment the more costly the service. This can be a very lucrative feature, especially in areas where medical treatment is costly, poor or not available at all.

Show Cost: 12 Points

17. Showgirls! Eight voluptuous women, P.P. and P.B. attributes $12 + 2D6$, usually $1D4 + 1$ level city rats or vagabonds, but can be any scholar and adventurer or psychic O.C.C.s. Skills of note: dance, sing, cook, pick pockets, streetwise, body building, speaks at least two languages.

Show Cost: 10 Points

18. Live Freaks. Two strange, alien, D-Bee, frightening looking mutant, or disfigured intelligent life forms (not necessarily humanoid). Or 6 fake freaks (make-up and an act; look very convincing).

Show Cost: 12 Points

19. Side Show attractions. 12 inanimate oddities. Can include alleged magic items, pre-rifts artifacts, the skulls or skeletons of aliens or monsters, inanimate mummies, strange plants, and similar.

Show Cost: 10 Points

20. Pre-Rifts Movie! The showing of pre-rifts movies is always an incredible draw. People are fascinated about life before the time of

the rifts. They will pay 10 to 40 credits to watch the absolute worst love stories, dramas, comedies, and horror movies and sit glued to their seats, just to see what the world was like. Color movies about city life are among the most popular. High quality, blockbuster action/adventure movies, historical, and science fiction movies are the most popular and can command 50 to 100 credits a person! Some movies can get even more. One of the most famous movies is called "The Day of Destruction," which claims to show the cataclysm caused by the arrival of the rifts. What this clever entrepreneur did was acquire a cache of super-rare disaster movies, made copies, spliced, edited and redubbed them together to show the destruction of the earth. The three hour movie spectacle includes scenes from Earthquake, Towering Inferno, Crack in the World, The Day the Earth Caught Fire, Airport, Poseidon Adventure, and Die Hard. Other shows have shown unedited copies of Wizard of Oz, 2001: A Space Odyssey, the Star Wars trilogy, Terminator and Taxi Driver to standing room only crowds for years. The films are under exclusive ownership and NOT reproduced or sold to others; too lucrative to flood the market. Monster movies (too close to reality) and comedies (often not humorous in this future world) are the least popular.

Show Cost: 15 for projector/theater system (FREE if Communications #6 has been selected). Plus the cost of the film.

Lousy film of any kind. 5 Points (3 if black and white).

Good film drama, gangster, adventure. 10 Points

Great film drama, gangster, adventure, or fair sf. 15 Points

Great Science Fiction! 30 Points

21. Rides.

Pony ride, six animals: 1 Point.

Horse ride, six animals: 2 Points.

Elephant ride, four animals: 4 Points.

Other unusual animals, like camels, lamas, buffalo, ostrich, etc. (four animals): 5 Points.

Exotic Animals (two animals): 10 points.

Carnival rides like those typically found in modern traveling carnivals (ferris wheel, spinning rides of all kinds, etc.). Note that big rides like roller coasters require too much construction, materials, time and labor for a travelling show. 3 Points each.

22. Games of Chance. These are all types of simple games of skill and chance, like throwing knives or darts, tossing a hoop over a target, target shooting, and similar arcade games.

Show Cost: 1 Point per each game.

23. Gladiatorial Arena. Patrons may challenge the shows' champions. Credits or prizes may or may not be offered as a reward to the participants. Taking bets is usually allowed. The typical arena is a large tent with a roped off area indicating the combat zone. Fights are usually limited to fisticuffs and ancient style weapons (swords, maces, etc.). Fights are rarely to the death.

Set-up comes with one 9th level warrior, typically a crazy, juicer, or simvan, trained in hand to hand expert, martial arts or assassin. P.S., P.P., and P.E. attributes are a minimum of 22, one or two are often much higher. Three secondary gladiators level 1D4+2, possessing one extraordinary physical attribute P.E., P.P., P.S. or speed are the other fighter's arena management. The animal tamer may allow one of his bears or other animals to fight as well.

Show Cost: 15 Points

I. General alignment of the personnel. The majority of the workers and performers fall into this category; 80%.

1. **Evil: Miscreant and Diabolic.** Show Cost: None

2. **Evil: Miscreant and Aberrant.** Show Cost: None

3. **Anarchist.** Show Cost: 2 Points

4. **Anarchist and Unprincipled.** Show Cost: 4 Points

5. **Unprincipled and Scrupulous.** Show Cost: 6 Points

6. **Scrupulous and Principled.** Show Cost: 8 Points

J. Criminal Activity. In addition to petty crime, con jobs, theft and brutality, the travelling show has some very developed areas of criminal expertise. The following are special personnel skilled in the criminal arts, offering illegal services like assassination, blackmail, and coercion (beat people up, break legs). Like the "acts" and some other features, several of the criminal activities can be purchased, and the same activity can be purchased as often as four (4) times.

1. Medicine Man (1). Same as "Barker" (see Acts #8, except is a con-man who pitches/sells fake, stolen, dangerous, illegal or worthless medicines and goods. Skills same as barker, plus palming.

Show Cost: 5 Points

2. Prostitutes (3). Ladies of the night who sell sexual favors. Also used in blackmail schemes, gathering information and spying. P.B. attribute is 10+2D8 but M.A. is only 6+1D6.

Show Cost: 5 Points

3. Expert Forger (1). Typically a 1D4+4 level scholar, scientist or military specialist turned to crime. Skills of note: Forgery, literacy in at least three languages, basic math, art, photography, and computer operation.

Show Cost: 10 Points

4. Expert Worms (3). Two warriors trained in espionage (military specialist, crazy or wilderness scout) and a city rat; all are 1D6+2 levels. Skills of note include: Disguise, intelligence, tracking, radio: basic, surveillance systems, basic electronics, computer operation, streetwise, and literacy in American and/or Spanish. Ideal for map making, targeting wealthy or poorly secured houses, reconnaissance, and blackmail.

Show Cost: 10 Points

5. Cyber-Doc (1). A cyber-doc and one assistant nurse illegally practice the science of cybernetic and bionic augmentation.

Show Cost: 10 Points

6. Pickpocket team. A pair of 1D4+4 level pickpockets. Typically city rat, vagabond or thief. Special bonuses in addition to all others: +15% to pick pockets, +10% palming and +5% prowl.

Show Cost: 8 Points

7. Gang of Robbers. While the show is going on, a gang of 2D4+2 thieves and thugs rob the empty houses and mug people in the alleys and dark shadows. Usually 1D4 level city rats, vagabonds, headhunters, or thieves/smugglers. They try not to seriously injure or kill anybody, but beatings of victims are commonplace. No member of the gang is officially affiliated with the show, but the observant individual will notice these shady characters hanging around the circus and they do have a secret hideout in the show's living area.

Show Cost: 10 Points

8. Smugglers and Sellers of Contraband. 1D6+2 specialists in smuggling, 1D4+3 levels of experience. Skills of note include concealment, palming, prowl, basic math, literacy, forgery, detect ambush, detect concealment, escape artist. Buy, sell and transport scarce, illegal, or dangerous goods, most notably poisons, drugs, pre-rifts artifacts, magic, weapons, cybernetics and bionics. Will also carry and deliver secret packages, contraband and information for outside clients; individuals, other crooks, the black market, and the Coalition.

Show Cost: 15 Points

9. Expert Assassin (1). An evil, 1D4+4 level, warrior who specializes in murder; can be any Men of Arms O.C.C., but borgs, crazies, juicers, psi-stalkers, or wilderness scouts are the best. Skills of note: Tracking, sniper, hunter, land navigation, prowl, hand to hand assassin or martial arts, and physical and W.P. skills.

Show Cost: 15 Points

10. Psychic Enforcer (1). A psychically powered individual whose job is to enforce the wishes of his boss and the organization. Assignments include torture, frightening and hurting people, elite bodyguard, protection and murder. Typically a 1D4 + 2 level mind melter or burster.

Show Cost: 15 Points

11. Special Forces: A pair of super warriors used for special missions such as jail breaks, assaults/raids, and murder. Typically a pair of 1D4 + 3 level crazies, juicers, borgs, or a dragon (or other supernatural powerhouse) and a psychic or mage.

Show Cost: 20 Points



K. Travelling Show's Reputation/Credentials. Just what is the reputation of the show? The credentials determine just how much respect characters can command.

1. Hunted. The group is rumored to be criminal, con-artists, or troublemakers, and viewed with great suspicion by everybody who encounters them. The authorities of several towns are hunting them because they owe fines or for damage caused to their towns and/or they are wanted for questioning about crimes, or they are wanted

criminals for known criminal activity, or they are wanted out of vengeance for criminal or cruel acts. There is a 1-40% chance that one of these hunting parties will find them whenever the show stays in or near a community more than three days (roll for each day after three). Cooperation from authorities, particularly police and militia, will be slow and reluctant. Still, the show will draw a crowd.

Show Cost: None

2. Scoundrels. The show and its personnel are viewed with suspicion. The public assumes them to be a group of criminals, outlaws, flimflam men, quacks, freaks or fanatics. Feared and not trusted. But still draws a crowd. Cooperation from authorities, particularly police and militia, will be slow and reluctant.

Show Cost: 1 Point

3. Unknown. No one has even heard of the show. They get no special cooperation and receive no overt attention from the town or the authorities. Draws good crowds. Communities will try to be fair and give the visitors reasonable doubt, but will tend to side with fellow citizens and other authorities; will believe the worst about the show if from a reputable source.

Note: Increase the typical level of pay by 10%.

Show Cost: 5 Points

4. Known. The show is known to have been around for years as a source of good entertainment or product. There are no rumors about the show having ever been involved in criminal or negative activities (regardless of whether the show is operated by scoundrels or not). Tends to draw bigger and more excited crowds. Police and local authorities will help in matters that are in their jurisdiction.

Note: Increase the typical level of pay by 25%.

Show Cost: 10 Points

5. Excellent Reputation. The travelling show has a reputation for providing high quality entertainment and goods. Even if there are rumors of trouble or crimes, nobody holds it against the show (after all, hooligans follow such popular shows to prey on the attendees and the innocent show gets blamed), or the show is so spectacular that people are willing to take the risk. The management is known as "good guys" who deserve all the help they can get. Draws excellent, large crowds.

Police will overlook minor infractions such as brawls and drunkenness, and will gladly dismiss minor criminal charges like petty larceny if the show's management makes restitution to the victim, pays a big fine (double the usual) and promises to keep out of further trouble. Authorities will help and cooperate to their fullest in any investigations and operations; tend to give the show the benefit of the doubt.

Note: Increase the typical level of pay by 50%.

Show Cost: 25 Points

6. Famous! Either a Sparkling or Villainous Reputation. The show is known to be sensational!! The performers are bigger-than-life stars displaying incomparable skill, death defying courage and the best entertainment around! Any authority and citizen would jump at the chance to have the show visit their community, even if it means risking trouble that may come with the show. The show always receives favorable press, gets lots of free advertising, is swamped with adoring fan letters and requests, and draws huge crowds. Shows with truly sterling reputations (are not evil or criminal) receive the same cooperation and adulation as visiting dignitaries; perhaps more. The show is always given benefit of the doubt and the authorities will always side with the show unless there is concrete evidence to the contrary.

Those with notorious reputations (may even be known or suspected crime rings) are still accepted with open arms because they are known as spectacular entertainment. These performers have the

same star status and are adored by thousands. The only difference is that a cloud of controversy and trouble seems to follow this show wherever it goes. Authorities will do their utmost to prevent trouble and may increase police patrols or call in the militia just in case there is trouble. Authorities may suspect otherwise, but will always give the show the benefit of the doubt unless there is concrete evidence to the contrary. Brawls, drunkenness, larceny, and petty theft are completely ignored. Even major crimes may be ignored (especially if the show is leaving soon) out of fear of retribution by the show's dark forces.

Note: Double the typical level of pay.

Show Cost: 50 Points

L. **Salary.** The amount of money received weekly by the employees will vary depending on the size of the show and the show's reputation.

1. **None.** The performers pass the hat and hope for the generosity of the spectators. Criminal groups make their real money fleecing the crowds. The take is generally small and varies dramatically from crowd to crowd. A place to live, food and costumes may be provided on loan from the management or may be the responsibility of the performer. **Typical Week's Pay:** 3D6 × 10 for workers and 5D6 × 10 credits for performers.

Show Cost: None

2. **Freelance.** The performers and workers are paid a small commission based on the profit of each show. No profit means no additional pay but they receive living quarters, food and the use of the show's other resources (costumes, vehicles, etc.). Performers and workers have no binding contract and can be fired or can quit with a moment's notice. **Typical Week's Pay:** 4D6 × 10 credits for laborers, thugs, and lesser performers. 1D6 × 100 credits for expert performers and criminal specialists (always get paid more than the average Joe).

Show Cost: 2 Points

3. **Pittance Salary.** The show employs the characters on a full-time basis, but is strapped for money. The show provides living quarters, food, supplies, costumes, and access to other facilities and benefits at no charge. Performers are likely to be signed to one to four year contracts. **Typical Week's Pay:** 180 credits for laborers, thugs and lesser performers. 275 credits for minor performers and 400 credits per week to star performers and expert criminal specialists.

Show Cost: 5 Points

4. **Good Salary.** In addition to room and board and access to the show's facilities, the employees receive a good salary. All performers and important laborers sign a two to four year contract. **Typical Week's Pay:** 250 credits for laborers and minor performers, 350 credits for the average performer and 650 credits for star performers and expert criminal specialists. Bonuses of 1D6 × 1000 are paid to star performers every quarter and 1D4 × 100 to others.

Show Cost: 10 Points

5. **Excellent Salary.** In addition to room and board and access to the show's facilities, the employees receive an excellent salary. All performers and important laborers sign a three to six year contract. Performers and key people may get additional perks in the way of special accommodations, a private vehicle, special billing, etc. **Typical Week's Pay:** 350 credits for laborers and minor performers, 600 credits for the average performer and 2000 credits for star performers and expert criminal specialists. Bonuses of 2D6 × 1000 are paid to star performers every quarter and 2D4 × 100 to others.

Show Cost: 20 Points

6. **Outrageous Salary.** All the usual accommodations and perks plus spectacular pay!! **Typical Week's Pay:** 600 credits for laborers and minor performers, 1200 credits for the average performer and

5000 credits for star performers and expert criminal specialists. Bonuses of 1D6 × 10,000 are paid to star performers and expert criminals every quarter and 1D4 × 1000 to others.

Show Cost: 40 Points

Other Information

Each travelling show should have a name, logo/insignia, and banners. It's a good idea to come up with an owner/manager, an executive officer, a couple star performers, and a few other key characters. Remember that interesting guards, performers and scoundrels can make a travelling show much more interesting. The more colorful the details the greater the atmosphere.

Example of a Circus

Mr. Drak's Travelling Circus

Here's how designing a travelling show might work. A total of 450 Points are available to the large circus for the different features. A minimum of 20 must be spent on reputation and 110 on acts.

A. Sponsorship: Independent Operator	0 Points
B. Outfits: #6 Unlimited Costumes	50 Points
C. Equipment: #6 Unlimited	50 Points
D. Vehicles: #5 Specialty Vehicles	30 Points
E. Communications: #5 Deluxe Network	25 Points
F. Internal Security: #4 Iron Clad	20 Points
G. Defenses: #4 Militia	20 Points
H. Acts: Many	177 Points
I. Alignment: #6 Scrupulous & Principled	8 Points
J. Criminal: NONE	0 Points
K. Reputation: #6 Famous	50 Points
L. Salary: #5 Excellent	20 Points

Total Points Spent: 450 Points

Note: Available Points not spent are forever lost; they can not be saved and used at a later date.

The following pages offer two of the more infamous shows that frequent the territories west of the Mississippi River and into Mexico. Rules for creating the foundations of villainous travelling shows is also provided. Specific details and characters will need to be added.

Mr. Drak's Travelling Circus

By Steve Sheiring and Kevin Siembieda

Mr. Drak has assembled one of the most renowned entourages of travelling entertainers in the Rifts world. Quite often, the mere rumor of the Drak's Circus being nearby is enough to attract people from miles away. Special performances for royalty and powerful political figures are a common occurrence.

The members of the circus are more than mere performers. They frequently use their unique talents and abilities to heal, foretell the future, and offer other special services; all for the proper price. As a travelling circus, Drak and his performers have unique access to many towns and the important figures of those towns. Like many travelling shows, they use their unique situation for obtaining profit beyond that gained from performance by gathering and selling information to interested parties. However, Mr. Drak and his circus family has never deliberately sold information that could hurt innocent people. Nor do

they align themselves with evil or militaristic parties. Although **Mr. Drak's Travelling Circus** is welcome in the Coalition States (but NEVER inside the cities), and Mr. Drak has sold the CS information and small services in exchange for political or monetary reward, he is always extremely careful not to betray good people of any race, belief or origin. His trade with the Coalition is a carefully prepared political game.

Mr. Drak's Travelling Circus tends to attract nomadic traders and merchants as well. The larger merchant organizations may even travel with the circus for a short period of time in order to take advantage of their drawing power. In exchange, Mr. Drak receives goods, services or a percentage from the merchant. Merchants who refuse to cooperate or try to cheat the client suffer a string of bad luck until they leave or comply. This synergistic relationship is welcomed by Mr. Drak because of the circus' own constant need for fresh food, water, and goods and services. In addition, there exists a certain kinship among nomads of all kinds.

Mr. Drak and his circus performers have earned a special place in the hearts of the people and it is one of the most renowned circuses to travel the countryside (west or south in the spring and winter, Midwest in the summer and fall). Laughter and fanciful entertainment are rare commodities in the turbulent and uncertain world of Rifts. Providing even a few hours of these rare commodities is enough to warrant great admiration and fondness. **Mr. Drak's Travelling Circus** is, of course, unparalleled in its ability to create and sustain the laughter, fantasies and dreams of the audience. As a result, the members of the circus are treated well and regarded as celebrities. No one would dare attack a member the Drak Circus and woe to anyone who would even think of such evil. Consequently, the circus performers are often allowed to violate minor local customs and laws without reprisal.

The members of the circus have been gathered from all over the Rifts world, and even beyond. Mr. Drak is constantly seeking fresh, interesting, and unique talent for his shows. Unfortunately, there are no auditions for this circus. Either you are invited to join or don't bother asking. The only exceptions are those who were born into the circus and raised by the existing circus members.

Acrobats, animal tamers, escape artists, clowns, jugglers, fortunetellers, fire-eaters, court magicians, and side show freaks are just a few of the types of characters employed by the circus. Humans, giants, dwarves, cyborgs, crazies, mutant animals, floopers and D-Bees of all kinds are all part of the circus. Sadly, many have entered the circus life to escape their pasts or persecution from humans or the Coalition. It is not uncommon for the entertainers to assume false names and disguises. As a result of this common fate, the entertainers have developed an unusually close bond among themselves and function as dedicated members of a surrogate family. Racial and physical prejudices rarely exist within the circus family. Additionally, the circus has no specific political or religious allegiances or prejudices.

The major acts and performances take place in the evening or in a dark environment. This serves to focus the audience's attention on the entertainers themselves and create a more mystical environment. Some entertainers prefer to perform indoors, others outdoors. The many mobile arenas, bleachers, and tents of Mr. Drak's circus can accommodate either preference. The daytime performances are usually the less popular and less spectacular performances, especially in wilderness towns where the population spends their day hard at work. The daytime shows tend to be oriented towards little children, with an emphasis on wandering clowns, jugglers, dancers, puppet shows and animal rides, all at greatly reduced prices (often free). The daytime shows are also used to try out new acts.

Some acts require or request audience participation. This participation can take many different forms and is seldom life threatening. Sometimes the audience is asked for suggestions, other times they may be asked to clap, chant, or sing along, or members from the audience are taken

on stage and included as part of the performance (usually a comic element) and given simple roles or assignments with props. Audience participation is greatest during the day performances.

The big performances are given only once per day, but the entertainers may be involved in many different acts throughout the day and evening. The exceptions to this rule are those attractions designed to accommodate only a handful of people at a time or small groups of spectators. These include jugglers, puppeteers, clowns, fortunetellers, side show freaks (constantly on display), barkers, healers, workers at concession stands, etc.

Mr. Drak serves as the master of ceremonies for most of the night performances, and has several assistants to manage the daytime activities or to relieve him of his nighttime responsibilities.

Customers are encouraged to dress in their favorite clothes or costumes and to get their faces painted by circus artists. Discounts and prizes are given for unusual or appealing costumes. Occasionally, "MDTC entertainer" look-alike contests are held. Each circus entertainer has his/her own particular costume, look and style. Some are scary, some are unique, and some are silly. Personally, Mr. Drak likes to dress like Count Dracula (not many people in the Rifts world know about Count Dracula).

The common ground area includes, but is not limited to, the games of chance, games of skill (knife and dart throwing, toy laser gun target shooting, etc.), face painters, balloon sellers, fortunetellers, healers, tattoo parlors, massage parlors, side show freaks, exotic displays, animal rides, animal training arenas, concession stands, merchandise booths, entertainer autograph and interview areas, and the museum of **Mr. Drak's Travelling Circus** that tells the history of the 35 year old circus, complete with strange artifacts, fun facts, posters, photographs and information about famous circus performers of the past (this is a free exhibit). Each of these have their own additional costs, which are established by the entertainer operating the specific tent or area. The entertainers are generally excellent salespersons and well schooled in "bait and switch" techniques.

The common ground area is also populated by many wandering entertainers and troubadours. Their purpose is to appease those waiting in long lines, as well as giving the crowd a small sample of what can be expected at the more expensive performances. The wandering entertainers often give out free promotional items like silly trinkets, balloons, and discount coupons for the less popular or more expensive acts. Time schedules for specific events are posted throughout the common ground area. In addition, announcements regarding upcoming events are made periodically throughout the day. The term "day" is used loosely since the MDTC never really closes once it has set up.

The fees for the MDTC performances are as follows:

- 1) Entrance into the common ground area — 6 credits. Entertainment and access is limited to the simpler wandering troubadours, jugglers, and other free acts, the side show and common area tents which charge individual admission fees.
- 2) Daytime performances ticket — 20 credits. Allows access to the common ground and the special attractions like the lion tamer and freak show, as well as the main day show, about two hours of entertainment in the big tent (acrobats, clowns, animal acts, etc).
- 3) Nighttime performances ticket — 75 credits. Allows unlimited access to the circus grounds all night, including the big, four hour evening performance and the many other nighttime performances in the smaller tents.
- 4) All day ticket — 135 credits. Unlimited access to all events, shows, rides and customer areas day and night.
- 5) Special group tickets — special price. For many wilderness towns and villages, the arrival of any circus is a big event, but the arrival of Mr. Drak's Travelling Circus is a special event. In many cases

the entire town will want to come out to see the sights. In these cases, Mr. Drak and his administrators strike a bargain with the town official or village elders, agree on a price in credits, precious metals or trade (often supplies or services). The cost per all day ticket will then drop to about 70 credits and a village-wide festival is declared (lasts two or three days). Mr. Drak and his circus performers also enjoy additional perks in the way of celebrity status, special discounts on purchases and star treatment.

Tickets are valid for one particular day only. Each day the circus changes the tickets so that they cannot be reused. While the circus does make an attempt to prevent unauthorized entry, they are not overly concerned if one or two people defeat their security, especially children. Normally, they will let such individuals stay and enjoy themselves. Unauthorized access to Mr. Drak or the entertainers' dressing rooms and living quarters is never tolerated and will result in immediate expulsion from the grounds. Mr. Drak and his fellow administrators have an office where people can come and visit, talk business or lodge complaints.

Access to Performers

Access to the circus performers is limited to sporadic interview and autograph sessions. Special tents have been set aside just for this purpose. A daily schedule, including the times and names of entertainers appearing, is posted outside of each tent. These sessions are held throughout the day, rarely in the evening. Normally, an autograph session opens with the entertainer(s) making a brief speech or giving a quick demonstration of his/her/their skills, answering up to 10 audience questions, and then signing autographs for 15 or 20 minutes. Once the performer has left the session, the public is prohibited from any further interaction. The only other means of contact is watching their act or through the MDTC public relations tent (common ground area).

The public relations people screen all requests for special performances or offers. If worthwhile, they will pass the information to Mr. Drak and the individual entertainer and an appointment will be scheduled. Meetings also take place at the public relations tent or at Mr. Drak's office. Conference tables, chairs and drinks are provided free of charge. Each entertainer may charge a fee for his time; after all, time is money, and charging a fee tends to discourage those with less than serious business proposals. Private shows at homes and businesses can be arranged, but only with Mr. Drak's approval and guarantees of the performer's safety. Fees for such performances, unless a charity performance, are incredibly high (ranging from 500 to 5000 credits an hour), split 50/50 between Mr. Drak and the performer(s).

The entertainers' living quarters are set apart from the public access areas and guarded. Unauthorized people causing mischief in this area will be treated in the following manner (depending upon the circumstances and the individual): 1) A stern scolding and warning, 2) immediate and permanent expulsion from MDTC grounds, 3) arrested and fined, 4) severe beating(s) or other just punishment for the crime (including death). Note that circus people have little faith in the laws and justice systems of most communities and tend to secretly deliver their own punishment to offenders who hurt or steal from their people. **Mr. Drak's Travelling Circus** is no different and uses its own form of justice in dealing with violators of common law. In other words, you are at their mercy. Guards and warnings are posted so that no one can "accidentally" stumble into an unauthorized area. The circus' attitude is, "If you got there, you meant to be there." So be forewarned!

The size and lavishness of an entertainer's quarters are directly proportional to his/her/their popularity and profitability. Needs and special circumstances (a giant would not be put into a small trailer) are also taken into consideration. But it is the roar and approval of the audience, and the feeling of safety and camaraderie for which the entertainers live, not lush quarters and vast wealth. These are society's misfits, they

realize this and are happy to have found some semblance of peace, prosperity and fame.

The circus tours the world nine months of the year (the world generally being limited to the Americas). You never know exactly where or when they may appear nor why they have chosen to perform at a specific location — such decisions are made by Mr. Drak himself. The only certainty is the excellence of their performances.

The remainder of the year, the circus spends its time developing and refining acts. The location of their headquarters is a closely guarded secret and changed every few years. The reason for this should be quite apparent, with all of their many fans and groupies, the members of the circus would never have any time for rest, relaxation, or enhancing their shows.

The performers in this circus are free agents. None are slaves or prisoners and all are welcome to stay as long as their work is of good quality. A performer can leave whenever he pleases, providing he has fulfilled his current contract or has reached an understanding with Mr. Drak. As one might expect, the entertainers are extremely loyal to Mr. Drak and their circus family and friends. The majority have been with the circus for years and have no intention of leaving. For many, the circus is a refuge from the terrible anti-human/anti-mutant world around them. Most members are content with their circus lives and few would betray the circus or reveal any of its tricks or secrets, at least not intentionally. Mr. Drak tries to avoid violence and usually acts only in the defense of his circus and his performers. This doesn't mean that He doesn't bend or even break the law sometimes, but never with foul intent.



Non-Player Characters from Mr. Drak's Travelling Circus — Unusual Performers of Note —

Mr. Drak

Owner and Manager of the Circus

Real Name: Thomas Draklinski

Alignment: Scrupulous

Species: Human

Hit Points: 61, S.D.C.: 20, M.D.C.: 50 M.D.C. magic or body armor

Weight: 190 lbs. **Height:** 6 ft, 3 inches **Age:** 47

P.P.E.: 8, **I.S.P.:** 67

Attributes: I.Q.: 18, M.A.: 24, M.E.: 22, P.S.: 15, P.P.: 14, P.E.: 19, P.B.: 14, Spd: 11

Disposition: Usually reserved, gentle and soft-spoken, but quite the opposite when angry or challenged; confident, tough, forceful. Compassionate, friendly and inquisitive, he finds life an endless adventure and sees ALL people as fellow adventurers. He likes to share what he has learned and loves to make people happy. Although Mr. Drak publicly treats children in a gruff, exasperated and detached manner, he enjoys their company and curious minds. It is his unofficial policy to allow inquisitive and poor kids to sneak into the circus without incident or to give them free tickets.

Experience Level: 10th level Rogue Scholar

Magic Knowledge: Lore.

Psionic Powers: Minor psionic, I.S.P. 67; mind block and ectoplasm.

Combat Skills: Hand to Hand: Basic. Kick attack (1D6 S.D.C.), critical strike on a natural roll of 19 or 20, and judo throw.

Attacks Per Melee: Four (4)

Bonuses: +1 to strike, +2 to parry and dodge, +2 S.D.C. damage, +4 to roll with impact, +4 to pull punch, +2 to save vs poison, +2 to save vs magic, +4 to save vs horror factor, +4 to save vs psionic attack, 80% to invoke trust or intimidation, and +4% on all skills (I.Q. bonus has been added to all skill percentiles).

Weapon Proficiencies: W.P. Blunt, W.P. Automatic Pistol, W.P. Energy Rifle.

Weapons: An ornate walking cane specially designed for combat. The cane is made from mega-damage material and has exceptional balance. The head of the walking stick is shaped in the form of a roaring lion, made of silver (great against vampires). The cane also conceals a silver-plated rapier style sword (also an M.D.C. structure). **Cane & Sword Bonuses:** Superior craftsmanship, +1 to strike, +1 to throw, +2 to parry, +2 to S.D.C. damage, effectively indestructible by S.D.C. damage. Weapon damage: 2D6 S.D.C. plus bonuses as a cane/club, and 1D6 plus bonuses as sword.

Other weapons include a Wilk's 320 laser pistol, Wilk's 457 laser pulse rifle (3D6+2 or 1D6x10 M.D.), a Wilk's laser wand, a Browning GP 35 9mm pistol (2D6 S.D.C., 13 shot clip, has case of silver bullets), silver cross, and pocket mirror. Also has a concealed arsenal in his living quarters that includes three additional 9mm pistols and Wilk's 320 pistols, a TX-5 pump pistol (4D6 M.D.), a 9mm sub-machinegun (2D6 S.D.C.), a shotgun, two Wilk's 457 laser pulse rifles, a TX-30 ion pulse rifle (2D6 or 6D6 M.D.), two NG-Supers, two NG-P7 particle beam rifles, a silver and normal mace, morning star, quarterstaff and the usual vampire equipment. He also has two of each of the following magic scrolls: *Armor of Ithan*, *turn dead*, *befuddle*, *fear*, *sleep*, *carpet of adhesion*, *repel animals*, *superhuman speed*, *fly as the eagle*, *dispel magic barrier* and *heal wounds*; has six magic nets. All are at sixth level. **Note:** Always has the cane, laser wand, laser pistol, 9mm pistol, cross and mirror on his person.



Body Armor: Mr. Drak's Ringmaster suit is magic and affords him 50 M.D.C. protection. He only wears body armor when he expects to be in a hostile environment. On such occasions that armor will be the Explorer (70 M.D.C.) or T-21 Terrain Hopper power armor (see *Rifts Sourcebook #1*, page 38, 170 M.D.C.).

Bionics & Cybernetics: Headjack, fingerjack (left hand), molecular analyzer, and toxic filter. The fingerjack allows easy, direct access to computers and his robot watchdog, Jack.

Money: Drak carries three credit cards with 500,000 available credits each and 100,000 credits' worth of gold and gems on his person at all times. He also has one of the best collections of pre-rifts music discs (over 2000) and video/movie discs (394), as well as several hundred books, a 1999 Jaguar sports car (restored to mint condition), select articles of jewelry, a half dozen paintings, and other artifacts with an estimated value of 29 million credits. **Note:** The artifacts, other than the car, are hidden when in CS territory and protected by magic and electronic means.

Drak also has several large accounts reserved exclusively for the circus (payroll, equipment, maintenance, expenses, etc.): six million universal credits are in a bank account at **Lazdo**, one million at **Whykin**, one million at **Kingsdale**, two million at **Lone Star** and **Chi-Town**, and eight million at **Northern Gun/Ishpeming**. The payroll wagon will typically carry 1D6x100,000 in gold, gems and other valuables and 1D6x100,000 in credit receipts. The cost of running and maintaining a circus of this size is quite costly.

Skills of Note: Literate in American, Spanish and Techno-can 98%, languages include American, Spanish, Techno-can, and Gobblely at 98%, Euro and Dragonese 79%, basic math 98%, computer operation 98%, computer programming 98%, computer hacking 64%, lore: demons 94%, lore: faerie 94%, anthropology 79%, archaeology 79%, astronomy 84%, chemistry 89%, paramedic 98%, streetwise 60%, palming 69%, basic electronics 69%, automobile mechanics 74%, pilot automobile 98%, horsemanship 77%.

Description: Mr. Drak is a kind and caring individual with a desire to travel and see the world. He loves people and history and learning.

His mind is sharp, analytical, and inquisitive. Like the proverbial cat, his curiosity has gotten him into his fair share of trouble, especially in his youth. Today, experience and maturity have tempered Drak's curious nature with diplomacy and caution, which has made the circus owner a master of smooth talk, gentle persuasion and cool reserve.

Jack — Mr. Drak's Robot Watchdog

Jack functions as a robot familiar that helps Mr. Drak keep an eye on what's happening at the circus. The bot dog roams around the circus, looking for signs of trouble, and either takes care of the problem itself or reports back to its master. By means of his fingerjack, Mr. Drak can plug right into the bot and view/hear everything the robot has seen or heard as it really happened. The bot looks just like a real life golden retriever, complete with fur, sculpted features, and realistic looking eyes. Jack is clever, loyal and resourceful.

Size: Medium. **Speed:** 88 (60 mph/96 kmph). **Robot Armor:** 200 M.D.C., 300 lbs (-10 to prowl). **Intelligence:** Increased simple intelligence, equal to an I.Q. of 10. **Alignment:** Scrupulous good, completely loyal to Mr. Drak and the circus. Kind and gentle with children. **Skill Program:** Military: Espionage Rogue. Skills include intelligence, pick pockets, palming, concealment, prowl (-10%), and streetwise, all at 60%. Military Technical Program includes photography (built into the robot's eye), computer operation, literacy in American, Spanish, Euro, Techno-can, Gobblely, and Dragonese, all at 94%. **Power Source:** Nuclear, five year. **Optics:** Advanced robot system, telescopic, and external video and audio surveillance system. Realistic looking eyes. **Sensors:** Sensory antenna (motion, heat, touch) and Bio-Scan medical survey unit. **Weapons:** Bite or claw or by small hand weapon/pistol. **Special features:** Prehensile tail and a pair of small, retractable hands and arms are concealed in the lower sides of the bot, used for operating computers and equipment, opening doors, using handguns, etc. **Combat:** Three attacks per melee, bite 2D4 M.D., small claws one M.D., leap kick 2D4 M.D. and a 50% chance of knocking opponent down (loses one attack), counts as two attacks. Or by handgun or knife (retractable arms). **Bonuses:** +1 to strike, +2 parry, +4 to dodge, +2 on initiative. Robots are found in the **Rifts Sourcebook One**. **Note:** Jack can speak and read the different languages listed in the skill program at 94%.



Floopers — Silly D-Bee performers

Alignment: Any, but usually unprincipled or anarchist.

Horror Factor: None

Species: D-Bee, creature of magic.

Hit Points: Not applicable. **M.D.C.:** 2D6 × 10 plus 1D6 per level of experience.

Weight: 1D4 × 100 pounds, **Height:** 4 to 5 feet tall, very round and flabby. **Age:** Typical life span 200 years. Mr. Drak's Floopers range from 20 to 90 years old.

P.P.E.: 1D6 × 10, **Average I.S.P.:** 25 to 50 points

Typical Attributes: I.Q.: 9, M.E.: 10, M.A.: 22, P.S.: 9, P.P.: 20, P.E.: 10, P.B. 14, Spd. 14.

Player Character Attributes: I.Q.: 2D6 + 2, M.E.: 3D6 + 1, M.A.: 4D6 + 6, P.S.: 3D6, P.P.: 3D6 + 7, P.E.: 3D6 + 2, P.B. 3D6, Spd. 4D6

Disposition: Friendly, goofy, always smiling and talkative, and always looking for a deal or a good trade. Lazy in the extreme when it comes to physical labors.

Experience Level: Equal to the Psi-stalker R.C.C.; Those in Mr. Drak's Travelling Circus are 1D4 + 2 levels.

Magic Knowledge: None.

Psonic Powers: Minor psionics. I.S.P. 4D6 + M.E. and 1D6 per level of experience. Powers are limited to empathy, mind block and sixth sense.

Natural Powers: 1. Double-jointed, ambidextrous and possess high physical prowess. These abilities make the Floopers natural gymnasts, acrobats, escape artists, and thieves. They can roll, tumble, do cartwheels, back flips, juggle, and endure falls from great heights. Being ambidextrous means they can use either hand with equal dexterity and skill. Automatic paired weapons skill and one additional melee attack or action (accounted for in combat description). Also see R.C.C. skills.

2. Flooping! The power of flooping is the strange ability to completely disappear! Not become invisible, but to momentarily vanish without a trace by teleporting into a limbo like dimension. The dimensional teleport can be performed instantly and is as natural as a thought to a Flooper. One moment the D-Bee is there, the next, "floop," and he's gone (a "floop" sound is made when the little fellow blinks out and in). The maximum period of time the Flooper remains gone is one melee (15 seconds) per each level of experience, but he can return at any time prior to that. During that time, the Flooper is in limbo and can take no action in that dimension or any other. When he reappears he can pop (well, "floop,") back at the exact location from which he disappeared or three feet away (in any direction) per level of experience. **Note:** Flooping costs three (3) I.S.P. points per each round trip; disappearance and reappearance.

Combat Skills: Typically none (two attacks/actions per melee) or hand to hand: basic (plus one attack per melee). Too lazy to learn anything more intense than that.

Attacks per Melee: Two to Five.

Bonuses: In addition to attributes and skills combined, the Flooper is a creature of magic and enjoys the additional bonuses of +2 to save vs magic and +2 vs horror factor.

Weapon Proficiencies: See skills; typically, W.P. Targeting (thrown weapons, not archery), W.P. Blunt, and W.P. Knife (for throwing).

Weapons: Typical weapons include throwing knives, darts, batons, clubs, rocks or other items, vibro-weapons and energy handguns, but any weapons can be used.

Cybernetics: Prefer none.

Skills of Note: The Floopers in Mr. Drak's Travelling Circus know the following skills: Dance, cook, radio: basic and scrambler, first aid, wilderness survival, land navigation, identify plants, climbing, running, prowl, and the spoken languages of American and Spanish, as well as the R.C.C. skills. **Skills of Player Characters:** R.C.C. skills: Acrobatics, gymnastics, prowl (+5%), climbing (+10%), escape artist (+20%), two languages of choice (+10%) and W.P. Targeting. **Other skills:** Select two other W.P.s, and eight additional skills at level one, two at level four, two at level eight and two at level twelve. **Available skills:** Communication (any), Domestic (any), Electrical (none), Espionage (any), Mechanical (none), Medical (first aid or paramedic only), Military (none), Physical (any, except hand to hand combat: expert, martial arts or assassin, boxing, and wrestling), Pilot and Pilot Related (any), Rogue Skills (any, except hacking, +15%), Science (basic math only), Technical (any, +5%), W.P. (any), Wilderness (any, +5%).

Description: Floopers are short, potbellied, silly looking, floppy eared D-Bees who serve as clowns, tumblers, and jugglers and operate many of the information booths, games and exhibits at Mr. Drak's Travelling Circus. Less reputable travelling shows often employ Floopers as expert thieves and spies. Despite their weight, Floopers are incredibly nimble and fast. They are ambidextrous (can use both hands with equal proficiency), double-jointed and possess high physical prowess and natural acrobatic and gymnastic abilities. They can roll, tumble, do cartwheels, back flips, juggle, and endure falls from great heights without suffering damage. This is in part because they are mega-damage creatures and partly due to their natural prowess and Flooping ability. *Flooping* is the ability to momentarily shift into a limbo like dimension. Flooping can be mentally engaged in an instant to avoid the impact from a fall or to hide from an enemy.

Floopers will do anything for a laugh and are masters of slapstick. They make great circus performers and goofy assistants, because they look silly, are terrible show-offs, love to make others laugh, and love to be with other people regardless of race, origin, or philosophy. Unfortunately, the typical Flooper is also a lazy thief. Combine their laziness with their natural easy-going, playful disposition and natural abilities and you may have the strangest expert thief known to man. It has taken Mr. Drak years of discipline and the patience of a saint to break most of his circus Floopers from stealing and there is still the occasional theft.

In their natural habitat, Floopers live off the land, gathering food, freeloading off others (offering a laugh rather than muscle), or stealing from more ambitious and prosperous creatures. Floopers don't mean to be bad, they just hate work and like to play a lot. Ironically, the silly little D-Bees can exhibit untiring stamina and boundless energy when excited or doing something they enjoy, like playing, making people laugh, talking, or making a trade for something (trades are seldom for anything that has much value to a human).

The richest Flooper will live in a hovel that's ready to tumble on its head, rather than spend energy to fix it himself. Nor will they trade a beloved possession on anything as frivolous as repairing their hovel. They are so lazy that the creatures will let garbage and debris accumulate to the point of being buried before they will — no, not clean it up, but *move* to a new, less cluttered location! Floopers would rather lounge in the sun, munch on sweets and goodies, sleep, play, talk, and talk, and talk, and spend hours and hours discussing trades and trade possibilities. Only the silly creatures' curiosity and need to socialize with other life forms rival their incredible laziness.

A Flooper will always mention that he is willing to trade news about the world or other useful information/rumors (non-circus related) for equally exciting news or unique items and oddities. If the flooper is especially pleased with a transaction, he will utter a "floop flop" sound and perform a back flip instead of shaking hands. A delighted Flooper will perform several cartwheels, followed by hand stands and a back flip, while shouting, "floop flop, yippee, flop flop, zowie!"

Note: 16 Floopers are employed by Mr. Drak's Travelling Circus.

Shapers — An Intelligent D-Bee Animal

Alignment: Can be any, but typically scrupulous, unprincipled, or anarchist.

Horror Factor: None if known to be a Shaper, but 2D6+3 when disguised as a ferocious beast.

Species: Intelligent D-Bee animal with innate magic abilities.

Size: About four feet tall (1.2 m), but can shape change to three times that size (approximately 12 feet/3.6 m).

Weight: 110 lbs **Hit Points:** see M.D.C., **M.D.C.:** 1D6×10 (average is 30 M.D.C.)

P.P.E.: 2D4×10, **I.S.P.:** None

Age: Average life span in the wild is 30 years, in captivity 80+ years.

Typical Attributes: I.Q.: 5, M.E.: 3, M.A.: 18, P.S.: 9, P.P.: 9, P.E.: 18, P.B.: 10, Spd. 30.

Player Character Attributes: I.Q.: 1D6+2, M.E.: 1D6+1, M.A.: 4D6, P.S.: 2D6+3, P.P.: 3D6, P.E.: 4D6, P.B.: 3D6, Spd. 1D6×10.

Disposition: Laid back until someone or something stirs them up. Then it's total chaos and silliness until they began to tire. Love sweets and are easily amused by silly and stupid acts. Love to watch crowds and have fun imitating the actions of the people (when in ape form) or putting on a show of silliness for spectators.

Experience Level: May be considered an R.C.C., with skill limitations as listed here. Those in Mr. Drak's circus are 4th to 6th level.

Magic Knowledge: None

Psionic Powers: None

Shaper in its natural form.

Shapers having fun.



Natural Powers: 1. Selective metamorphosis. This is the ability to shape change a specific body area or appendage without altering the other portions of its body. As few as one to as many as a dozen different changes can be made in a single instant. This means that the Shaper's normal half canine, half monkey appearance can be completely disguised. The creatures can look like a chimera or bizarre creatures of its own design; the tail of an alligator, the head of a rhinoceros, the feet of a lion, the ears of a donkey, the body of a lobster, etc. It can even add four additional appendages such as wings, horns, extra arms or legs, etc. ALL changes must be animal features, NEVER human. Oddly enough, they cannot assume the shape of any *one* animal. Thus, they cannot turn into a wolf or cat, etc., but can turn into a dog with the head of a cat! Unlike dragons, the number of times a metamorphosis can be performed is once every melee/15 seconds, with no limit as to how long the Shaper can maintain the shape. However, the silly D-Bees quickly tire of any one particular shape and like to change often.

Fortunately, regardless of how the Shaper may look, the creature retains only its normal number and methods of attack and abilities. Consequently, the armored body of a crab does NOT give the Shaper extra M.D.C. nor do wings provide flight. Furthermore, the alien creatures are friendly, playful and easily frightened. *Also see Description.*

2. Keen animal vision, with color. The Shaper's vision is sharper than the average human's and it can see clearly, in the same color spectrum as humans, for twice the distance.

3. Nightvision. A natural light amplification system provides them with passive night sight; 120 foot range (36.5 m).

4. Enhanced sense of smell. Recognizes and accurately identifies specific smells/scents from up to 100 feet (20.5 m) plus 20 feet (6 m) per level of experience. Base skill at scent recognition: 50% +2% per level of experience; +10% if the smell is very common or very well known to the creature.

5. Scavengers. Shapers are not hunters but scavengers that will eat just about anything. This has given them great resistance to poisons/toxins. Not aggressive, quite social and timid.

Combat Skills: Natural, animal instincts, mostly self defense. Bite causes 3D6 S.D.C. damage, claws 1D6 damage, or may use a blunt weapon or small weapon like a knife, sword, vibro-blade, neuro-mace and even a handgun (S.D.C. or M.D.). **Note:** Despite the appearance of the Shaper, which may include stingers, or spikes, or huge claws, extra limbs, etc., the creature is always limited to its natural number of attacks and types of attacks.

Attacks per Melee: Three (3)

Bonuses: Natural. In addition to attribute bonuses, Shapers are +2 on initiative, +1 to parry and dodge, +2 to save vs poison, +2 to save vs magic, and +2 to save vs psionic attack.

Weapon Proficiencies: See skills; typically, W.P. Blunt.

Weapons: Blunt, thrown rocks or other items, natural claws and bite, or handguns (not common among wild shapers).

Cybernetics: Prefer none. Can not shape change that portion of its body, but can still transform other parts of its body.

Skills of Note: The Shapers in Mr. Drak's Travelling Circus know the following skills: Dance, cook, radio basic, first aid, wilderness survival, land navigation, identify plants, climbing, running, prowl, and the spoken languages of American and Spanish. **Skills of Player Characters:** R.C.C. Skills: Prowl (+5%), climbing (+10%), wilderness survival (+15%), land navigation (+10%), and identify plants and fruits (+20%).

Other Skills: Select six additional skills at level one, two at level three, two at level six and two at level nine and twelve. Available skills (no bonuses apply except for wilderness skills): Communication (radio basic only), Domestic (any), Electrical (none), Espionage (escape artist only), Mechanical (none), Medical (first aid only), Military (none), Physical (any, except hand to hand combat, boxing, acrobatics and SCUBA), Pilot and Pilot Related (none), Rogue Skills (only palming, pick pockets, pick

locks), Science (none), Technical (art but, -20%), W.P. (Blunt, Knife, Sword, and Pistols only) Wilderness (any, +10%).

Description: Shapers are strange alien animals that possess an almost human intelligence and comprehension roughly equivalent to a young 7 or 8 year old child. Like the Floopers, the creatures are generally silly and playful creatures of magic. Unlike the lazy Floopers, Shapers are energetic and helpful, although sometimes too silly to be of much help. Their natural shape seems to be ape-like or a fur covered humanoid with a hyena-like head. Their natural power is to instantly metamorph any portion of their body from one animal form to another, mixing and matching the elements of two to twelve different animals into one.

The transformation happens in the blink of an eye. Shapers use their shape changing ability as a means of defense to scare away attackers, as well as a means of entertainment. They seem to get immense pleasure from creating bizarre appearances and will laugh uproariously at one another. When one of them does something that really strikes the other's fancy, always silly, stupid, or outrageous, all the Shapers may start imitating the instigator. This can lead to unbounded chaos and hours of non-stop stupidity; always a crowd pleaser. The more their kin and/or spectators laugh, the sillier the Shapers get. To a Shaper, laughter and silliness is contagious.

In some instances a Shaper will keep changing its appearance from one form to another so quickly (once per melee/15 seconds) that he'll get dizzy and fall over in a fit of uncontrollable laughter. Such a silliness overload will completely incapacitate the stupid beast for 3D6 minutes. Everything that is said or done is funny (no matter how dangerous), and all the D-Bee can do is roll on the ground, laughing uncontrollably; it can not attack, run, hide, dodge, talk, or anything else. Even seeing somebody get hurt is, for the moment, gut busting funny. Don't even think about trying to get its attention until the critter starts getting tired. Despite their intelligence, a Shaper's silliness limits how well they can be trained. A typical shaper can be taught simple domestic chores, like cooking, clean-up, or lending a hand, and two human languages, in addition to their own animal language that consists of squeaks, chortles, hoots, and howls. Unfortunately, Shapers have a low mental endurance and are easily distracted, enticed to wander or act silly, and are easily frightened. Shapers will only fight when cornered or when a loved one (humanoid friend, mate, or kin) is threatened.

Unscrupulous individuals have trained the animals to operate as spies, guards (turning into a frightening monster), and messengers, although there is always the risk that the Shaper may forget its purpose, act silly, or lose interest in their mission. Mr. Drak simply puts them in a padded cage and lets them act as stupid and silly as they want. The Shapers are so good-humored that it takes very little to get them to act silly and keep them going for hours. When not entertaining, the Shapers help with clean-up and perform minor chores. They are treated with kindness and are loved by Mr. Drak, the circus personnel (well, by most of them, anyway) and by the audience, particularly children.

Note: 20 Shapers are employed by Mr. Drak's Travelling Circus.

The Amazing Doctor Gray Matter

Coalition Experimental Psi-Borg

Alignment: Anarchist

Horror Factor: 10 (acts odd in a frightening, inhuman way).

Hit Points: see M.D.C., M.D.C.: 420 M.D.C. HI-B3 cyborg armor.

Weight: 1500 lbs, **Height:** 6 ft, 8 inches, **Age:** 27

P.P.E.: 5, **I.S.P.:** 99 (special)

Species: Human Cyborg

Attributes: I.Q.: 10 (but total recall), M.E.: 12, M.A.: 8, P.S. (bionic): 26, P.P. (bionic): 20, P.E.: not applicable, P.B. 10, Spd 132 (90 mph/144 km).

Disposition: Appears to be lost in thought most of the time. Cold, dispassionate, unfriendly, everything is a matter of fact, shows little emotion except when agitated; a loner. Tends to be short-tempered, cranky and easily antagonized if not left alone. Often bitter and spiteful. Loves to insult others by calling them stupid or making them feel stupid by his arrogant or omnipotent attitude. Flies into a temper tantrum when frustrated or angry. Fears and dislikes the Coalition and bionic/cybernetic scientists. Completely dedicated to Mr. Drak and the circus, and will fight to the death to protect either.

Experience Level: Equal to 15th level Scholar & Scientist.

Magic Knowledge: Lore

Psionic Powers: Special, considered a master psionic. 99 I.S.P. Experimental bionic implants make Doctor Gray Matter impervious to all psionic attacks, including telepathy and empathy, and even a see aura on Dr. G.M. is unreadable. Absolute total recall is automatic, see Description, **Conventional Psionic Powers:** See the invisible, total recall, levitation, electrokinesis and mind bolt.

Combat Skills: Hand to Hand; Expert at 10th level. Kick attack, judo style body throw, paired weapons, critical strike on a natural roll of 18-20.

Attacks per Melee: Four (4)

Bonuses: +5 to strike, +8 to parry, +8 to dodge, +2 to roll with impact, +14 S.D.C. damage. Impervious to all psionic attacks and communication, mind altering drugs, and +6 to save vs illusionary magic.

Weapon Proficiencies: W.P. Archery & Targeting, W.P. Blunt, W.P. Sword, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy.

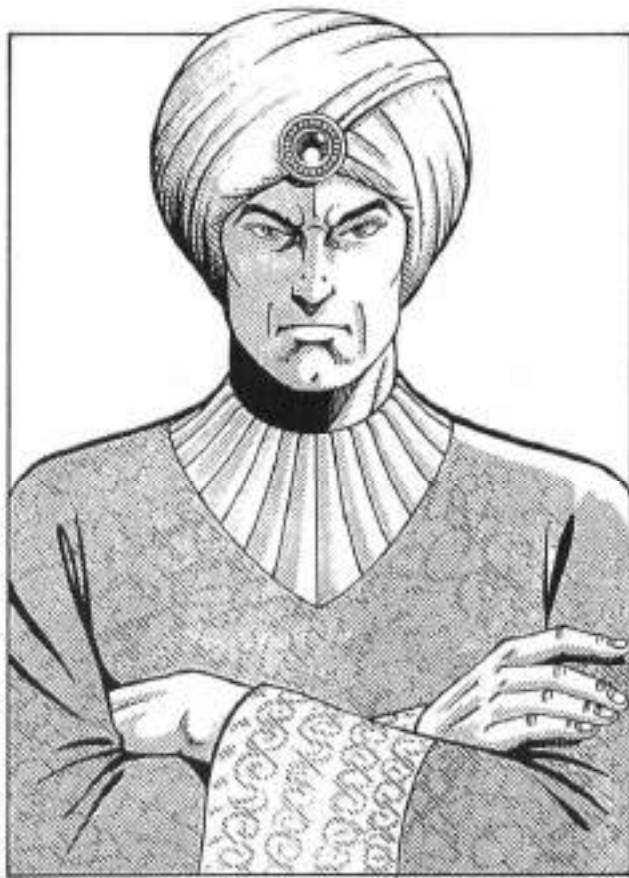
Weapons: C-27 heavy plasma cannon, C-18 laser pistol, pair of vibro swords (2D6 M.D.), crossbow, water pistol, pair of silver daggers, and the typical vampire weaponry.

Cybernetics/bionics: Full conversion borg with special brain implants that provide the unique psionic abilities. **Right hand and arm:** Laser finger blaster (1D4 M.D.), laser utility finger (S.D.C.), fingerjack, silver-plated knuckle spikes (3D4 normal S.D.C. damage, double to vampires). **Left hand and arm:** Retractable vibro-blades (2D6 M.D.), concealed arm laser rod (1D6 M.D.). **Legs:** One large secret compartment in each leg; one contains credit card with 97,000 universal credits, 50,000 credits' worth of gold and gems, and a canteen of water. The other leg contains one fragmentation grenade, a silver cross, and four wooden spikes. **Other bionic features:** Cyber-disguise Type AA-1, bionic lung with gas filter and oxygen storage cell, built-in loudspeaker, universal headjack and ear implant (amplified hearing) and sound filtration system.

Skills of Note: All skills are at the 98% level of proficiency. Remember, while a vast range of skills are known, Dr. Gray Matter has no interest in learning new skills (though he remembers everything he sees, hears and reads), and only remembers skills and information on an as needed basis (almost reflex), which means he cannot adequately teach. **Skills known:** All science and technical (speaks fluently and is literate in all known languages), first aid, computer hacking, computer repair, automotive mechanics, mechanical engineer, weapons engineer, basic electronics, radio: basic, radio: scrambler, optic systems, read sensory equipment, navigation, and weapon systems. **Piloting skills include:** hovercraft, jet pack, automobile, motorcycle, truck, tanks/APCs, helicopter and horsemanship.

Description: **Doctor Gray Matter** (real name unknown) is a cybernetic experiment that failed. The Coalition State of Lone Star was experimenting with the idea of augmenting the human brain with advanced storage and retrieval systems, and adding resistance to psionic influence. A sort of combination of bionics and M.O.M. conversion. They desired to push the human brain to its very limits and beyond. Doctor Gray Matter was the result.

The strange borg is a living encyclopedia of knowledge, able to memorize and totally recall everything he reads, sees and hears.



Unfortunately, there were unforeseen side effects. The amazing borg began to lose the ability to learn and think for himself. He truly became a living sourcebook, but lacked emotion, passion and curiosity; a living computer. To complicate matters farther, the subject gained complete access to a massive amount of super sensitive military data, including Coalition city access codes, troop strength and dispersement, a 10 year plan for deployment, weapon systems, security, city plans, locations of military manufacturing facilities and laboratories, and other top secret information regarding the Coalition States in general, and specifically, Lone Star, Chi-Town and Missouri. The Coalition scientists decided to terminate the experiment and destroy the test subject in order to cover up their massive mistake. Somehow, Dr. Gray Matter survived, escaped, and joined Mr. Drak's Travelling Circus. Few Coalition authorities know the full details about the failed borg experiment and all parties believe the test subject to have been destroyed years ago. All further research in this area has been suspended.

Only Mr. Drak knows Doctor Gray Matter's Coalition history and is aware of the secret information locked in his head. Dr. Gray Matter, himself, is unaware of the value or the potential danger the information presents. All he knows is that the Coalition is his enemy and that he must hide from them or be destroyed. Mr. Drak, fully realizes that the CS data could, in the wrong hands, destroy the Coalition States. Though he has no love for the Coalition, he will not be party to the Coalition States' destruction, which would mean that tens of thousands, perhaps hundreds of thousands, of innocent people would die. And the end of the Coalition could very well mean the demise of humankind in the Americas. Mr. Drak will never sell or give away dangerous information.

Even five years out of date, the information is extremely damaging to the CS. As it stands, Dr. Gray Matter can make flawless passports, military identity cards, courier cards, citizen cards, contraband cards, weapon permits, and automatically knows the codes to open 69% of the security doors in Lone Star and Missouri and 45% at Chi-Town, as well as the ability to access military and IC Clearance computers,

etc. The thing about the Coalition data and all the information in this poor fellow's head is that he doesn't know he knows this information until he needs it, and then, he can just do it, or has the data on the tip of his tongue. **For example:** If somebody asks what kind of CS machine the Abolisher robot is, Dr. Gray Matter would respond something like, "Abolisher Assault Robot, model type IAR-2, one pilot and four man crew, infantry unit." Other specific questions will elicit specific data, right down to projected manufacturing numbers and deployment as intended about five years ago by the Coalition (so not necessarily accurate information today). Likewise, if somebody asks what kind of creature some sort of animal is, he will instantly respond with all available data, including its scientific name, species, and whether it is male or female.

The borg can still learn more data and remember it completely, though he must now concentrate to do so. Like everything the good doctor knows, he instantly forgets the new data until he is called upon to use it. The massive amount of data and dulled emotions gives Dr. Gray Matter a constant zoned out look, with wide, seldom blinking eyes, and emotionless expression (unless agitated). A mental block prevents Doctor Gray Matter from remembering his real name, the Coalition experiments on him, and the events involving his attempted destruction. All he knows is that the Coalition created him, tried to destroy him, fear him, and seek his destruction for reasons unknown to him. Consequently, he fears and dislikes all aspects of the Coalition States. Dr. Gray Matter's personal memory (not skill knowledge and data) begins with waking up to see the smiling face of Mr. Drak and his robot dog, Jack. Life begins with the circus.

Dr. Gray Matter is easily recognized by his stylish capes, clothing, headresses and turbans. The borg's bionic limbs are cosmetically concealed beneath fake human looking skin and other natural features. It is only when the borg utilizes his superhuman strength or speed, or bionic weapons and body armor, that his cybernetic nature is evident. Mr. Drak had the borg's face rebuilt with a full cybernetic disguise system, which continues to mask his original face.

Note: Drak keeps the Doctor away from Floopers and the circus staff in general (but especially Floopers). To help keep people at a distance, Mr. Drak has perpetuated the rumor that the borg is unstable and should not be pestered or angered. Dr. Gray Matter's cranky disposition and temper tantrums also help in this regard.

Types of routines and performances: 1. "Mr. Knowledge" — ask him about famous people, major news events, history, animals, geography, etc., and he will immediately answer the question correctly! 2. A variation worked into the show is "The Human Calculator." Ask him to solve a mathematical puzzle or amazing computation and the Amazing Doctor Gray Matter will provide the correct answer in less than 2 seconds. 3. "The Riddler" — pose a riddle and see if he can solve it; 98% chance of answering successfully. The prize for stumping him is 100 credits. 4. Game Master — plays chess and a vast variety of card games (counts/remembers the cards); often plays 5 or more opponents simultaneously. Beat him and win an all-week pass to the circus and 50 credits. 89% chance of winning every time. Occasionally engages in games of skill (bionic P.S., P.P. and augmented senses provide a great advantage). **Circus Labor:** The borg assists in maintaining and repairing vehicles, computer systems, communications, and weapons, as well as translating languages and performing other useful skills.



Captain Daring — Escape Artist Supreme

Real Name: James Buchanan

Alignment: Anarchist

Hit Points: 31, **M.D.C.:** 70+ **TW modified body armor**

Weight: 160 lbs, **Height:** 6 feet, 2 inches, **Age:** 26

P.P.E.: 141, **I.S.P.:** 37

Species: Human

Attributes: I.Q.: 15, M.E.: 14, M.A.: 14, P.S.: 12, P.P. 17, P.E.:

18, P.B. 15, Spd 10

Disposition: Cheerful, cocky, daring, flamboyant, charming, and aristocratic. Loves the cheers from a crowd; a real ham bone.

Experience Level: 5th level techno-wizard.

Magic Knowledge: Remember, all magic is at half duration, range, damage and power when cast as a spell; normal when built into a machine. **Spells:** Blinding flash, globe of daylight, ignite fire, fuel flame, fire bolt, call lightning, energy bolt, impervious to energy, telekinesis. **Specific Spells selected for escape:** **escape** (no lock picks necessary), **time slip** (a nifty way to move into the future and out of trouble and the quick escape), **energy disruption** (many purposes, from creating diversions to rendering electronic devices inoperative), **concealment** (a perfect way to palm a lock pick, key, tool, mini-oxygen cell, etc.), **detect concealment** (always a good spell to have, especially against other wizards), **fingers of the wind** (handy for creating diversions), **reduce self** (a terrific way to slip out of any shackles), **eyes of the wolf** (to see the invisible in the dark and other unique features), **superhuman speed** (quickly move or dodge out of harm's way, and great for quick changes of clothing), **breathe without air** (great underwater and when confined in airtight compartments), **swim as a fish** (great for underwater tricks), **teleport: lesser** (teleport tools, lock picks, etc., to hiding places on the set or in clothing or in the trunk/compartments before he is put into it, but after it has been inspected by a spectator from the audience), **mystic portal** (can pass through solid walls or teleport hundreds of feet away, perfect for impossible escapes), **shadow meld** (great for hiding in shadows and moving unseen), **dispel magic barrier** (to escape magic confinement), **negate magic** (handy against other wizards and magic forces).

Psionic Powers: 37 I.S.P., considered a minor psionic. Mind block, speed reading, total recall, and tele-mechanics.

Skills of Note: Radio: basic 75%, computer operation 65%, computer programming 55%, computer repair 55%, basic electronics 65%, read sensory equipment 60%, automotive mechanics 55%, land navigation 57%, basic math 85%, prowl 50%, palming 45%, pick locks 55%, locksmith 45%, pilot hovercraft 75%, pilot jet pack 58%, carpentry 55%, literacy American & Techno-can 60%, languages include American 98%, Spanish and Techno-can 85%.

Combat Skills: Hand to Hand: Basic. Kick attack does 1D6 S.D.C. damage.

Attacks per Melee: Three (3)

Bonuses: +2 to strike, +3 to parry, +3 to dodge, +2 to pull punch, +2 to roll with impact, +2 to save vs magic, +2 save vs poison, +6% to save vs coma.

Weapon Proficiencies: W.P. Energy Pistol and W.P. Rifle (3rd level).

Cybernetics: Gyro-Compass only.

Weapons (conventional): Wilk's 320 laser pistol and 447 laser rifle, both converted to P.P.E. power. 48 smoke grenades (3 different colors of smoke) and 72 micro-smoke grenades, easy to palm and conceal, creates a 20 foot cloud, half the size of the regular grenades; used in the act. Gold crucifix and gold chain (to be worn around the neck), a larger silver cross, 6 wooden stakes and a hammer, a water pistol, and a water cannon.

TW Weapons & Magic Items: Amulet of turn dead worn underneath clothes and talisman, ring, contains an extra 50 P.P.E. (for emergencies). Scrolls include multiple images (1), purification (1), mystic

portal (1), superhuman strength (1), and magic net (2). One TK Flyers, one wing board, and one field generator. **TK-Machinegun:** A converted Wilk's 447 rifle. **Damage:** 2D6 M.D. per burst. **Range:** 4000 feet (1200 m). **Payload:** 80 bursts. **Recharge:** 20 P.P.E. per 8 bursts. **Market Value:** 120,000 credits. **TW Body Armor:** Modified Explorer Body Armor, 70 M.D.C. plus impervious to energy (20 P.P.E. to activate, duration 10 minutes per activation), levitate (5 P.P.E.), superhuman speed (10 P.P.E. to activate, 5 minutes duration), and escape (8 P.P.E.). **Market value:** 500,000 credits. Has two identical suits.

Special Techno-Wizard (TW) Devices: What follows is a list of specially made techno-wizard items created by Captain Daring for his performances. He has spent years developing and creating his magic gimmicks and will not reveal nor sell his secrets or designs. Of course, similar versions of the less impressive items like his goggles and air filter may be available on the open market in places where magic abounds.

- **RMK knitter TW conversion:** Captain Daring has modified the button size robots from Robot Medical Kits to techno-wizardry and for the purpose of escape rather than surgery. The tiny bots are easy to conceal; in fact, four are disguised as buttons on his sleeves (two per sleeve) and another two are concealed in his belt buckle but are easy to palm or hide anywhere, and automatically engage in escape procedure the moment they are activated. TW modifications are as follows.

1. P.P.E. powered, providing a longer life and easy recharging.
2. S.D.C. laser (one S.D.C. point per melee/15 seconds) for cutting rope and other bonds.

Initial creation cost in P.P.E.: 200. **Market Value:** 75,000 credits each.

- **Capt. Daring's Fire Wand:** A magic wand with a large ruby at the top and a small one in the bottom. Can be used to cast the following spells. All are equal to the spell of the same name. **Initial creation cost in P.P.E.:** 75, plus 6000 credits for the two rubies. **Market Value:** 12,000 credits each.

1. Globe of Daylight: Costs 2 P.P.E. to activate.
2. Ignite Fire: Costs 2 P.P.E. to activate.
3. Fuel Flame: Costs 5 P.P.E. to activate
4. Fire Bolt: Costs 7 P.P.E. to activate.

- **Capt. Daring's Flash Gun:** Looks like an odd pistol or gun style flashlight. Can create a blinding flash whenever the trigger is pulled. Has a P.P.E. energy source that holds 10 flashes. Costs 15 P.P.E. to recharge. **Effective Range:** 10 feet (3 m); affects everybody in a 10 ft radius of the flash, except the person using the gun (minus 5 to strike, parry and dodge). Same as spell in **Rifts**, page 168. **Initial creation cost in P.P.E.:** 10. **Market Value:** 5000 credits each.

- **Capt. Daring's Breathe Without Air Filter:** Costs 5 P.P.E. to activate. An ordinary air filter has been redesigned to enable its wearer to breathe normally in a toxic or airless environment. **Breathe without air spell, duration:** 15 minutes. **Initial creation cost in P.P.E.:** 200. **Market Value:** 10,000 credits.

- **Capt. Daring's Diver's Suit:** This is a simple skin diver's wet suit with a crazy looking contraption built into the belt. The TW gizmo instills the magic powers of swim as a fish and breathe without air. Costs 11 P.P.E. to activate. **Duration:** 15 minutes. **Initial creation cost in P.P.E.:** 600. **Market Value:** 50,000 credits.

- **Capt. Daring's Goggles:** The magic goggles contain the following sensory magic and can be activated individually or all simultaneously. **Initial creation cost in P.P.E.:** 140. **Market Value:** 50,000 credits.

1. Detect (magic) Concealment: Costs 6 P.P.E. to activate. Same as spell.
2. Eyes of the Wolf: Costs 25 P.P.E. to activate. A multi-optic system the enables the wearer to see the invisible — 75%, nightvi-



sion — 60 ft/18.3 m, as well as recognize poison — 65%, identify plants & fruit — 70%, identify tracks — 85%, and track — 50%.

3. **Globe of Daylight:** Costs 2 P.P.E. to activate. Rather than a globe appearing, the daylight illuminates from the goggles as a beam of light, like a flashlight, enabling the wearer to shed light wherever he looks. Range: 48 feet (14.6 m).

- **Capt. Daring's Super Escape Gloves:** The gloves appear to be part of a metallic suit of power armor. Of course, they are powered by tiny P.P.E. generators and six amazing powers. Initial creation cost in P.P.E.: 3200. Market Value: 4.5 million credits.

1. **Ion finger:** Costs 2 P.P.E. to activate. 3D6 M.D. per blast, 10 blasts, costs 20 P.P.E. to recharge. Range: 300 ft (91 m).

2. **Concealment:** Cost 6 P.P.E. to activate. Enables the wearer to palm and conceal small objects (like lock picks, tools, etc.). Duration: 25 minutes.

3. **Fingers of the Wind:** Costs 5 P.P.E. to activate. By pointing and wiggling the fingers, the mechano-magic hands create invisible fingers of wind that can be used to knock over an object, put out candles, flick switches, etc.; ideal for creating distractions. Duration: 15 melees (3.7 minutes).

4. **Escape:** Costs 8 P.P.E. to activate. The gloves/hands can pick any lock, escape any bond in one melee (15 seconds). The gloves/spell must be activated for escape every time a lock or bond is to be removed (spell only removes one restraint every per each activation). Range: Touch.

5. **Energy Disruption:** Costs 12 P.P.E. to activate. The gloves will temporarily disrupt/knockout electrically powered devices; see spell in *Rifts*, page 174. Range: Touch. Duration: 15 minutes.

6. **Teleport lesser (objects):** Costs 15 P.P.E. to activate. The gloves can teleport any small object(s) held in its hands. 50 lb (22 kg) limit. See the spell in *Rifts*, page 177. Requires two melees (30 seconds) to teleport. Range: 5 miles (8 km) maximum.

7. **Mystic Portal:** Costs 60 P.P.E. to activate. Allows its wearer to teleport or pass through solid objects; see spell in *Rifts*, page 184. Range: Must touch the object to pass through it or concentrate to teleport.

- **Capt. Daring's Aviator Wonder Helmet:** Hidden under the lining of the soft sheepskin helmet is a complex system of power crystals and circuitry that provides a multitude of mystic powers. Each magic power can be triggered individually, or as many as four simultaneously as long as sufficient P.P.E. is pumped into the helm. Initial creation cost in P.P.E.: 3500. Market Value: Four million credits. The magic built into the helmet is as follows:

1. **Time Slip:** Costs 20 P.P.E. to activate. Same as spell in *Rifts*, page 177.

2. **Telekinesis:** Costs 8 P.P.E. to activate. Used to help untie self, pick locks, sneak tools, and cause distractions. Same as spell in *Rifts*, page 171. Range 60 ft (18.3 m). Duration: 5 minutes.

3. **Reduce Self (6 inches):** Costs 20 P.P.E. to activate. Duration: About 12 minutes (50 melees). Same as spell in *Rifts*, page 177.

4. **Shadow Meld:** Costs 10 P.P.E. to activate. Used to hide in shadows to create the illusion that he has disappeared or escaped. Duration: 10 minutes (40 melees). Same as spell in *Rifts*, page 173.

5. **Dispel Magic Barrier:** Costs 20 P.P.E. to activate. Range: 100 ft (30.5m). Same as spell in *Rifts*, page 178.

6. **Negate Magic:** Costs 30 P.P.E. to activate. Same as spell in *Rifts*, page 181.

- **Capt. Daring's Trick Restraints:** The clever performer has created a variety of trick restraints that are designed to unlock/open/untie (escape spell) when they are activated by 8 P.P.E. Each appears completely normal and do NOT radiate magic until activated. His trick restraints include a straitjacket, leg irons, manacles, handcuffs, rope, blindfold, trunk, boxes, and an M.D.C. safe.

Description: *Captain Daring* is a techno-wizard specializing in escape artistry and death defying stunts. This handsome daredevil has many clever techno-wizard devices of his own design. For instance, some of the very instruments used to entrap him in his acts (chains, straitjackets, boxes, etc.) actually enable him to escape whenever he pumps any P.P.E. into them. He has also created a number of magic devices, enabling him to escape from just about any type of restraint, under the most adverse conditions. Additionally, he is a fairly good stage magician, with good stage presence and sleight of hand skills. The Captain, with his bold, defiant and confident air, always thrills the crowd with his death defying feats. He is quite the showman and will go far as a circus performer.

Types of Performances: Escape artist and daredevil usually with no apparent safeguards or nets.

Hans and Franz Juicer Strongmen and Acrobat Duo

Real Names: Carl Tominski and Lorenz Von Brunn

Alignment: Scrupulous and Unprincipled

Horror Factor: None

Species: Human

Hit Points: Hans: 60, Franz: 52

S.D.C.: Hans: 341, Franz: 350, **M.D.C.:** Juicer body armor or gladiator armor.

Weight: Approximately 240 lbs of pure muscle (and juice).

Height: Both are 6 ft, 5 inches. **Age:** 19 and 20

P.P.E.: 6 and 7, **LS.P.:** None

Attributes: Hans: I.Q.: 10, M.A.: 14, M.E.: 12, P.S.: 28, P.P.: 25, P.E.: 28, P.B.: 11, Spd: 87 (58 mph/93 km). Franz: I.Q.: 9, M.A.: 13, M.E.: 12, P.S.: 29, P.P.: 24, P.E.: 29, P.B.: 10, Spd: 88 (60 mph/96 km)

Disposition: Both are always cheerful, energetic, friendly, cocky, and arrogant (in a cheerful way which makes them all the more irritating).

Experience Level: Both are 5th level Juicers.

Magic Knowledge: None.

Psionic Powers: None.

Combat Skills: Martial Arts: Karate kick (1D8 S.D.C. plus damage bonus), jump kick (critical damage), entangle, carry up to 5600 lbs (2.5 tons) and lift up to 11,200 lbs (about 5.5 tons)!

Acrobatic and gymnastic skills/abilities: Sense of balance 95%, walk tightrope 85%, climb rope 98%, back flip 98%, work parallel bars & rings 85%, 40% climb ability.

Attacks per Melee: Five (5)

Bonuses: +7 to strike, +8 to parry, +8 dodge, +13 S.D.C. damage, +4 on initiative, +7 roll with impact, +3 to pull punch, +4 save vs psionics, +6 save vs mind control, +15 save vs poisons/drugs, +7 to save vs magic, +48% to save vs coma/death.

Weapon Proficiencies: W.P. Knife, W.P. Energy Pistol, W.P. Energy Rifle, W.P. Heavy Energy Weapons.

Weapons: Hans: JA-11 assassin's rifle, Wilk's 320 laser pistol, Wilk's 457 laser pulse rifle (3D6+2 or 1D6×10 M.D., 40 shot clip), pair of daggers, and a pair of wood daggers. Franz: JA-9 Variable laser rifle, C-40 Coalition rail gun (1D4×10 M.D., 10 bursts, 4000 ft range), NG-57 ion blaster, vibro-dagger, silver dagger and wooden cross. Vampire weapons include crossbow, wooden stakes, wooden knives, and water cannons. Favorite vehicles are hovercycle or motorcycle.

Cybernetics: None.

Money: 35,000 universal credits each; spend their money like crazy.

Skills of Note: Boxing, acrobatics, gymnastics, body building, swimming (3rd level) 75%, radio basic 75%, wilderness survival 55%, land navigation 61%, pilot hovercraft 80%, pilot motorcycle 80%, pilot jet pack 74%, and languages: Euro, American, gobblely 80%; illiterate.

Description: *Hans and Franz* are juicers and the resident strongmen. They devote their entire waking hours to various physical activities: gymnastics (with incredible leaps and somersaults), acrobatics, tumbling, jumping, weight-lifting, martial arts, boxing, knife throwing, sharp shooting, and any type of physical challenge imaginable. They never use nets or any means of protection in any of their acts or stunts. In fact, taking any type of damage just makes them feel more macho. Nor would they dream of wearing armor for an act; body armor is used only for "real" combat. Their incredible stamina and need to stay busy has them performing three major day time shows, two evening shows, and an additional dozen small acts on the circus grounds throughout the day. They also assist in security, ever alert for trouble makers and scoundrels.

The stage name of *Hans and Franz* is based on characters they saw on a pre-rifts video disc. Both speak with a Euro accent and both have nearly identical physical builds. Hans and Franz often ridicule those who rely heavily on high-tech armor and weapons, especially borgs and bots, and make sarcastic comments to such techies as: "Oh, look at the little glitter boy wearing that girlie armor. I don't see how he can pump-up in a suit like that, maybe all his muscle slid down to his seat."

Both young men are new attractions to the circus, but are extremely loyal to Mr. Drak and protective of their fellow performers. Both have served as mercenaries for the Coalition in Minnesota, as well as mercenaries for Kingsdale. Mr. Drak has tried to convince them to get into a detoxification program, but neither will hear of it. Hans will die in four years and eight months. Franz will die in five years.

Types of Performances: 1. Weight-lifting: Can carry two and a half tons and lift an incredible five and a half tons! The act includes lifting a pile of vehicles over their heads, playing catch with a one ton safe, and pulling heavy objects with their teeth. 2. Shoot cannonballs at their stomachs from less than 20 ft away (6.1 m). 3. Breaking chunks of brick and logs with their heads (sometimes with a running start) and karate kicks, as well as feats of acrobatics, gymnastics,

and juggling. 4. Wrestling alligators, bears, and monsters without any kind of weapon or armor. 5. Playfully wrestling or fighting challengers from the audience; blood is seldom drawn, played for comedy (lots of jokes and sarcastic jibes). 6. Sharp shooting and knife throwing.



The Night Arcade & Freak Show

The *Night Arcade & Freak Show* is a den of iniquity and evil, engaging in gladiatorial fighting, gambling, prostitution, theft, blackmail and murder. The entertainment and rides are really more of a cover for criminal activity than the acts of a travelling show. Worse, the carnival is a cover for the activities of the undead. Mr. Morricco and many of the performers and carnival workers are vampires.

As you may have guessed, Mr. Morricco is not your run of the mill vampire, but a *Master Vampire* and the vampire carry people are his vampire minions (about 70 secondary vampires and a few wild). Mr. Morricco considers the carnival a perfect mechanism for drawing people (victims) to him. He loves the idea because it is a truly excellent, maniacal deception and artful manipulation of the stupid, lesser human beings. The human crowds are like sheep coming to graze, and Mr. Morricco and his demonic minions are the wolves in sheeps' clothing. Ironically, not only is he using the unsuspecting public as cattle, but the carnival has become a lucrative travelling carnival and is quite famous.

Mr. Morricco takes great pleasure in the intrigue of this never ending con-game. Living for all eternity can be boring, even for a vampire. He has also surrounded himself with non-vampire companions who have suffered such cruelty at the hands of humans and others that their pain and hatred toward their one-time persecutors rivals that of the vampires. They compose a veritable army of embittered and vengeful beings who are loyal to Mr. Morricco and strike down their own kind, the living.

Should one or two people disappear from a crowd of spectators, who will notice? Large crowds and carnival noises are ideal for drowning out the screams of victims. If a body is found, one can only presume he or she fell prey to bandits, a wild animal/monster or one of the wandering vampires that roam the land.

Anything more substantial than mere rumors about his travelling show might soil his reputation and ruin his business. So precautions are taken. From Morricco's viewpoint, it is better to eliminate a problem, like a nosey intruder, than take a chance of being found out. Unlike modern movies where the vampire hovers over his victim and licks his lips for what appears to be hours, Mr. Morricco believes in a swift and

precise kill. His henchmen then dispose of the body by feeding it to one of the circus freaks or monsters. Any worthless possessions of the victim, like clothing, are destroyed. All other evidence is completely eliminated; sold, hidden, destroyed. **Note:** Even possessions of great value, including magic, may be eliminated if there is a real possibility that the items could implicate the Arcade in supernatural wrongdoing. After all, Mr. Morricco has centuries to gain wealth — why take chances? Despite Mr. Morricco's careful plans and caution, the devilish activities of his travelling show do not go completely unnoticed. The show is known for its somewhat dark, dangerous, and bawdy nature, as well as for its frequent accidents between the freaks, monsters and performers with members of the audience. There are hundreds of stories about freaks who escaped and either attacked or tried to attack members of the audience, or ran amok through town. Oddly enough, the elements of danger and the terrifying only add to the goose bumps and lure larger crowds to witness, firsthand, the spectacles of the **Night Arcade**.

Many are the rumors linking the show to theft and other criminal activity. With rare exception, there is the predictable disappearance of at least one or two individuals during the show's visit to every town. Some suspect the show to be cursed and that evil hovers over it like a foreboding storm cloud that inevitably follows the travelling show wherever it goes. Some speak of dark magic, others the supernatural, and still others of the black market or Coalition, but none speak of vampires. Some communities won't allow their citizens to attend the show. Yet despite its dark legacy, most folk greet the infamous carnival with open arms, attributing the crimes and disappearances to bandits who follow all successful travelling shows. Of course, there is also some risk because of the dangerous nature of the Arcade's freaks and monsters, who may also be responsible for some of these incidents, but that's all part of the thrills and chills of the **Night Arcade & Freak Show**.

The vampire lord and his minions have created a marvelous vehicle of subterfuge that has entertained and destroyed life with equal appetite for over a decade. Yet the veil of deception is not always in place. There have been occasions when the vampires returned to a small village, already scouted out during a previous visit by the carnival, and laid it to waste. Such sieges are the scenes of mass murder, torture and frenzied feasting on the unsuspecting inhabitants. All are slain and the homes plundered and/or burnt to the ground. After the carnage, the undead fly back to the carnival a hundred miles away. And nobody is the wiser.

In some cases, especially among small peasant villages with little or no technology, far from civilization, the vampires and their mortal henchmen terrorize the people, but leave most of them alive. These places are pit-stops used by the undead as regular feeding grounds without fear of resistance. But even at these places, the carnival paraphernalia is left several miles away, so that the people do not know that it is members of the **Night Arcade & Freak Show** who are responsible (the peasants presume they are a nomadic tribe of vampires who return once or twice a year).

The carnival henchmen that aren't vampires are freaks, mutants, D-Bee or humans; all are fiends who prey on the weak and unsuspecting. The non-vampires protect their undead leader and his people during the day. At night, the vampires join their human allies to breathe life into the **Night Arcade**. Humans and vampire criminals slip into the *night* crowd (incognito), looking for prey to feed upon or victims to molest. The best victims are transient individuals travelling alone or in a small group; they will not be quickly missed (if at all) by the local townfolk.

The Night Arcade & Freak Show Stats

The infamous carnival of the southwest travels all of Mexico, Central America, and as far north as the old American Empire States of Arizona, New Mexico and Colorado; seldom crosses the Rio Grande River. The Night Arcade is a small travelling carnival with an emphasis on oddities (and crime). A total of 370 Points are available to the carnival for the

different features. A minimum of 50 must be spent on acts, 50 on criminal activity, 10 on internal security, 10 on defense, and 10 on reputation.

A. Sponsorship: Organized Criminals	0 Points
B. Outfits: #3 Open Wardrobe	10 Points
C. Equipment: #3 & #4 Electrical & Medical	15 Points
D. Vehicles: #5 Specialty Vehicles (vampire)	30 Points
E. Communications: #4 Full Range	15 Points
F. Internal Security: #5 Paranoid	40 Points
G. Defenses: #5 Private Army	40 Points
H. Acts: Many; see description.	150 Points
I. Alignment: #1 Mischief & Diabolic	0 Points
J. Criminal: Several	50 Points
K. Reputation: #3 Known	10 Points
L. Salary: #4 Good	10 Points
Total Points Spent:	370 Points

Note: Available Points not spent are forever lost; they can not be saved and used at a later date.

Performers, Acts, and Criminals

12 Average Clowns
4 Average Minstrels
2 Side Show Barkers
2 Shills & Pickpockets
4 Non-Psychic Fortunetellers
1 Mind Melter Fortuneteller
1 Mystic Fortuneteller
10 Real Live Freaks
6 Fake Freaks (look real)
1 Side Show with 12 oddities and other filler items
6 Rides
3 Animal acts: 24 snakes, 12 wolves, one monster.
16 Showgirls (6 are vampires)
6 Prostitutes (2 are vampires)
3 Expert Worms
1 Pair of Expert Pickpockets
1 Gang of a dozen Robbers/Thugs

Note: About 70 secondary vampires, 120 non-vampire workers and 80 performers compose the carnival staff of about 270 people.

Mr. Esteban Morricco

Ringmaster/Owner/Villain

Horror Factor: 14, when he reveals his vampire nature.

Alignment: Diabolic

Hit Points: 130, **M.D.C.:** Special Limited Invulnerability: vampires are impervious to most normal and energy weapons. Vulnerable to silver, wood, water and magic. Occasionally wears body armor.

Weight: 155 lbs, **Height:** 5 ft, 9 inches **Age:** Appears to be 30ish.

P.P.E.: 50, **I.S.P.:** 100 **Note:** The I.S.P., P.P.E., & bonuses of the Mystic O.C.C. are not applicable after the transformation into a vampire.

Attributes: I.Q.: 20, M.A.: 24, M.E.: 22, P.S.: 30 (supernatural), P.P.: 23, P.E.: 21, P.B.: 24, Spd: 28 (18.5 mph/29 km)

Disposition: Malicious, spiteful, and cruel. Loves to torture and torment non-vampires. Incredibly arrogant, sees himself, and vampires in general, as superior to humans and their kin. A calculating and a masterful liar. Can be extremely charming and convincingly pretend to be the nicest, most trustworthy guy in the world and then turn on you like a viper.

Experience Level: 7th level Master Vampire. Was a 4th level mystic!

Magic Knowledge: Previous Mystic O.C.C. (4th level): Globe of daylight, cloud of smoke, chameleon, thunderclap, befuddle, fear, armor



of Ithan, fuel flame, fire bolt, carpet of adhesion, blind, repel animals, float in air, calling, and eyes of Thoth; 50 P.P.E.

Psionic Powers: Vampire, 100 L.S.P., mind control, link with minions, death trance, alter aura, empathy, mind block, presence sense, sense evil, deaden pain, induce sleep, hypnotic suggestion, and super-hypnotic suggestion, as well as psi-powers from life as a mystic: exorcism, clairvoyance, sixth sense, see the invisible, see aura, astral projection, psychic diagnosis, psychic surgery and empathic transmission.

Natural Abilities: Limited metamorphosis, super-regeneration (2D6 H.P. per melee and can regrow new limbs and body parts), limited invulnerability, smell blood a mile away (1.6 km), nightvision 1600 ft (488 m), does not breathe, summon rodents, canines, fog. See the section on **Vampires** and **Abilities Natural to Vampires**. Supernatural strength: can carry 1500 lbs (675 kg) and lift 3000 lbs (1.5 tons)

Combat Skills: Master Vampire (supernatural): Killing bite 3D6 M.D., restrained punch 4D6 S.D.C. plus P.S. bonus (+15 in this case), full strength punch 2D6 M.D., power punch 1D4 x 10 but counts as two attacks.

Attacks Per Melee: Six (6)

Bonuses: +4 to strike, +4 to parry, +4 to dodge, +15 S.D.C. damage, +3 on initiative, +5 to save vs horror factor, +3 to save vs magic, +4 to save vs psionics, impervious to all forms of mind control, poisons, drugs, magic sleeps, and paralysis. Also impervious to fire until staked through the heart, and impervious to most weapons, 80% likelihood of evoking trust or intimidation, 70% chance of being charming and impressive.

Weapon Proficiencies: W.P. Sword, W.P. Knife, W.P. Energy Pistol, W.P. Energy Rifle.

Weapons: Pair of silver daggers, vibro-sword (2D6 M.D.), C-18 laser pistol, NG-P7 particle beam rifle, four fragmentation grenades (2D6

M.D.), three plasma (5D6 M.D.) and two smoke. Magic scrolls: two animate & control dead (5th level) and one negate magic (6th level).

Body Armor: 40 M.D.C. simple body armor, easy to remove. Worn during most performances and when arriving at an unknown town.

The armor also helps to convince people that he is not a vampire.

Bionics & Cybernetics: None

Money: 500,000 credits in gems, one million in gold, 400,000 in pre-rifts artifacts, and two million in universal credits are hidden near the coffin of Mr. Esteban Morricco. The Night Arcade also has 1.5 million credits at Ciudad Juarez.

Skills of Note: Radio: basic 66%, dance 66%, play the guitar and keyboard (synthesizer piano) 71%, horsemanship 68%, pilot motorcycle 78%, pilot hovercraft 71%, wilderness survival 66%, disguise 51%, streetwise 43%, demon & monster lore 51%, basic math 66%, literate in American 56%, and spoken languages include Spanish 98%, American, Euro, and Gobbly 86%. I.Q. bonus included.

Description: Medium height, black hair, spanish features, quite handsome and debonair. Exudes confidence and charisma, but there is also the touch of evil present and his supernatural essence will be instantly recognized by psi-stalkers and mutant dogs.

Mr. Morricco's Living Quarters

Mr. Morricco's living quarters are at the very center of the entertainers' living area, and therefore, the least accessible to intrusion. Around him are most of the tents and trailers of his vampire minions. Security is tight, with surveillance cameras, guards, and dogs monitoring the grounds.

Appointments with Mr. Esteban Morricco are made at the administration trailer (common ground area, behind the public relations tent). The public relations people screen all who inquire to see the carnival owner and they take care of most complaints, fears, or suspicions without ever bothering Mr. Morricco. The common excuses for the master vampire's whereabouts during the day are that he is asleep (having worked all night, till the wee hours of the morning), busy and cannot be disturbed, or away till evening. Even in the evening, meetings will take place at the administration trailer or other locations, never his personal trailer. Mr. Morricco is present at the administration tent only when he has an appointment, otherwise he is found monitoring and directing the affairs of his carnival.

Mr. Morricco's Trailer: A plush, expensively furnished dwelling that seems befitting the successful carnival owner. The trailer has been reinforced with mega-damage material (500 M.D.C.), wired with an alarm system, and the outer door is bolted with a pair of complex electrical locks. The windows have automatic shutters (5 M.D.C. each) that slide into place during the day to keep out sunlight. They also have a pair of normal venetian blinds. The inner doors all lock and are also M.D.C. structures (20 each). A large, 100 M.D.C. safe contains many of the circus's valuables.

During the day, two loyal D-Bees stand guard inside Mr. Morricco's trailer (one is a fifth level burster in Bushman armor, the other a 3rd level headhunter in T-21 Terrain Hopper power armor; see **Rifts Sourcebook #1**). Outside, a pack of canines (20 dogs, 10 coyotes) patrol the premises around the trailer; they will alert the carry members of trouble by barking, chase away the curious and tear apart the persistent. One of Mr. Lizzaro's lizards also keeps an eye on the trailer. Anyone caught trying to enter Mr. Morricco's locked and guarded quarters is, generally, tortured for information and put to death that evening (food for the undead). Only the most innocent incidents will be dismissed without repercussion, and even those people will be kept under close watch while the circus is in town.

The vampire's coffin is hidden in a secret compartment and will take at least three people executing an extensive search 15 minutes to locate it. The compartment is wired with a silent alarm that sounds in Mr. Lizzaro's and Mad Melody's quarters, as well as the private army's

command headquarters. The coffin itself is an airtight mega-damage structure (100 M.D.C.), locked from the inside by two complex electronic locks and two hand-pulled bolts. A small, secret hole in the bottom of the casket can be opened from the inside to allow the vampire to mist out, rather than open the lid. **Note:** Always sleeps with his vibro-sword, C-18 laser pistol, and magic scrolls. A second, identical coffin is hidden in Mad Melody's trailer, on the other side of the carnival grounds, in case the primary coffin is destroyed. A third, simple, pine coffin (filled with soil) is located in a stockroom near the animal pens. Mr. Morricco's native soil is Mexico.

Private Army: The carnival is protected by a small, private army consisting of 40 combat veterans (mostly D-Bees) of 5th and 6th level experience. All have the best body armor, pulse rifles, and heavy weapons. Six are clad in NG-Samson power armor and four in X-10 Predator power armor, one Glitter Boy, and six others patrol the grounds in X-500 Forager Battlebots! **Note:** Most of the carnival employees and vampires also have weapons and body armor to fight off attackers if necessary.



Vampire Clowns — Secondary Vampires

Alignment: Miscreant

Horror Factor: 12

Hit Points: 80 each, M.D.C.: Special Limited Invulnerability: vampires are impervious to most normal and energy weapons. Vulnerable to silver, wood, water and magic. Occasionally wear body armor.

Average Weight: 160 lbs, **Average Height:** 6 feet, **Age:** Late 20's
P.P.E.: 20 each, **I.S.P.:** 90 each

Average Attributes: I.Q.: 13, M.A.: 21, M.E.: 18, P.S.: 25 (supernatural), P.P.: 22, P.E.: 19, P.B.: 10, Spd: 22 (15 mph/24 km)

Note: Most are natives of Mexico.

Disposition: Appear cheerful and silly, but are really vicious monsters.

Take great delight in fooling humans and other humanoids about their true, undead nature. Arrogant, cruel, malicious.

Experience Level: 4th level Secondary Vampires.

Magic Knowledge: None

Psionic Powers: Vampire, 100 I.S.P., considered major psionic. Mind control, link with minions, death trance, alter aura, empathy, mind block, presence sense, sense evil, deaden pain, induce sleep, hypnotic suggestion, and super-hypnotic suggestion.

Natural Abilities: Limited metamorphosis, super-regeneration (2D6 H.P. per melee and can regrow new limbs and body parts), limited invulnerability, smell blood a mile away (1.6 km), nightvision 1600 ft (488 m), does not breathe, summon rodents, canines, fog. See the section on Vampires and Abilities Natural to Vampires.

Combat Skills: Secondary Vampire (supernatural): Killing bite 2D6 M.D., restrained punch 3D6 S.D.C. plus P.S. bonus (+10 in this case), full strength punch 2D6 M.D., power punch 4D6 but counts as two attacks.

Attacks Per Melee: Five (5)

Bonuses: +4 to strike, +4 to parry, +4 to dodge, +10 S.D.C. damage, +2 on initiative, +3 to save vs horror factor, +5 to save vs magic, +5 to save vs psionics, +5 to save against all forms of mind control, poisons, drugs, magic sleeps, and paralysis. Also impervious to fire until staked through the heart, and impervious to most weapons. 65% likelihood of evoking trust or intimidation.

Weapon Proficiencies: W.P. Blunt, W.P. Knife, W.P. Energy Rifle.

Weapons: Vibro-claws (2D6 M.D.), dagger (1D6 S.D.C.), L-20 laser pulse rifle.

Body Armor: None

Bionics & Cybernetics: None

Money: Each clown will carry 1D6 x 100 gold on his person. Another 1D6 x 1000 gold and an equal amount in credits are hidden in their coffins.

Skills of Note: Gymnastics (4th level), climbing 60%, dance 50%, play one musical instrument 55%, land navigation 45%, pilot automobile 68%, pilot hovercraft 70%, basic math 65%, and speak the following languages: Spanish 98%, American and Gobbely 70%.

Description: The vampire clowns dress and look like your typical clowns except for their fangs. They juggle, tumble, act silly, perform skits and tell jokes. They are particularly useful in luring women and children to their doom. See the description on vampires, their powers and weaknesses. **Note:** The Night Arcade & Freak Show has eight vampire clowns and four non-vamp clowns, all look pretty similar.

Vampire Carnival Thieves — Secondary Vampires

Alignment: Miscreant

Horror Factor: 12

Hit Points: 90 each, M.D.C.: Special Limited Invulnerability: vampires are impervious to most normal and energy weapons. Vulnerable to silver, wood, water and magic. Occasionally wear body armor.

Average Weight: 150 lbs, **Average Height:** 5 feet 10 inches,

Age: Late 20's to 40 years old in appearance

P.P.E.: 20 each, **I.S.P.:** 90 each

Average Attributes: I.Q.: 10, M.A.: 19, M.E.: 18, P.S.: 26 (supernatural), P.P.: 22, P.E.: 19, P.B.: 9, Spd: 22 (15 mph/24 km)

Note: Most of the undead are natives of Mexico.

Disposition: Appear cheerful and helpful, but are really vicious monsters. Take great delight in fooling humans and other humanoids about their true, undead nature. Arrogant, cruel, malicious.

Experience Level: 3rd level Secondary Vampires.

Magic Knowledge: None

Psionic Powers: Vampire, 80 I.S.P., considered major psionic. Mind control, link with minions, death trance, alter aura, empathy, mind block, presence sense, sense evil, deaden pain, induce sleep, hypnotic suggestion, and super-hypnotic suggestion.

Natural Abilities: Limited metamorphosis, super-regeneration (2D6 H.P. per melee and can regrow new limbs and body parts), limited invulnerability, smell blood a mile away (1.6 km), nightvision 1600 ft (488 m), prowl 50%, does not breathe, summon rodents and canines. See the section on **Vampires** and **Abilities Natural to Vampires**.

Combat Skills: Secondary Vampire (supernatural): Killing bite 2D6 M.D., restrained punch 3D6 S.D.C. plus P.S. bonus (+11 in this case), full strength punch 2D6 M.D., power punch 4D6 but counts as two attacks.

Attacks Per Melee: Five (5)

Bonuses: +4 to strike, +4 to parry, +4 to dodge, +11 S.D.C. damage, +2 on initiative, +3 to save vs horror factor, +5 to save vs magic, +5 to save vs psionics, +5 to save against all forms of mind control, poisons, drugs, magic sleeps, and paralysis. Also impervious to fire until staked through the heart, and impervious to most weapons. 55% likelihood of evoking trust or intimidation.

Weapon Proficiencies: W.P. Blunt, W.P. Knife, W.P. Energy Rifle.

Weapons: Vibro-claws (2D6 M.D.), dagger (1D6 S.D.C.), L-20 laser pulse rifle, and NG-57 ion blaster.

Body Armor: Light vampire type, 30 M.D.C.

Bionics & Cybernetics: None

Money: Each carries 1D4 × 100 gold on his person. Another 1D6 × 1000 gold and an equal amount in credits are hidden in their coffins.

Skills of Note: Prowl 50%, pick locks 50%, pick pockets 45%, street-wise 36%, land navigation 45%, radio: basic 65%, pilot hovercraft 70%, basic math 65%, and speak the languages Spanish 98%, American and Gobblely 70%.

Description: The vampire thieves dress in either work clothes, overalls, or like the people who attend the show (to blend into the crowd). Some work the various games and booths, while others work the crowd, picking pockets, stealing and mugging. **Note:** The Night Arcade & Freak Show has 20 vampire thieves/city rats that fit this general category; half are native Mexicans, the others are D-Bees; half are women.

Vampire Carnival Henchmen – Secondary Vampires

Alignment: Miscreant

Horror Factor: 12

Hit Points: 70 each, M.D.C.: Special Limited Invulnerability: vampires are impervious to most normal and energy weapons. Vulnerable to silver, wood, water and magic. Occasionally wear body armor.

Average Weight: 150 lbs, **Average Height:** 5 feet, 10 inches to 6 ft.

Age: Early 20's to 40 years old in appearance

P.P.E.: 20 each, **I.S.P.:** 90 each

Average Attributes: I.Q.: 8, M.A.: 19, M.E.: 20, P.S.: 24 (supernatural), P.P.: 20, P.E.: 19, P.B.: 9, Spd: 22 (15 mph/24 km)

Note: Most of the undead are natives of Mexico.

Disposition: Appear cheerful and silly, but are really vicious monsters.

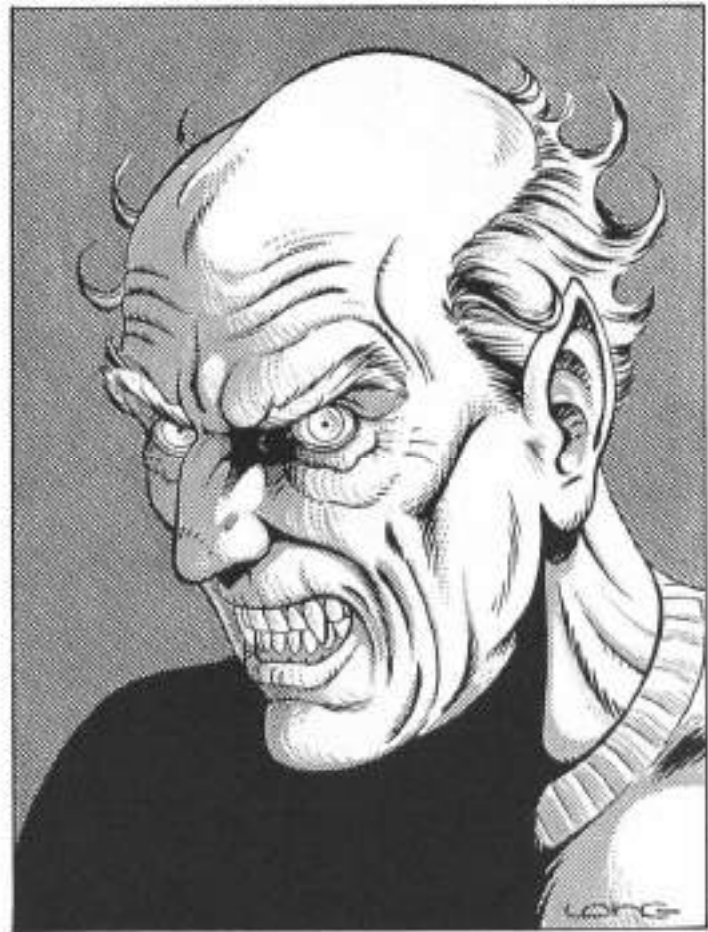
Take great delight in fooling humans and other humanoids about their true, undead nature. Arrogant, cruel, malicious.

Experience Level: 3rd level Secondary Vampires.

Magic Knowledge: None

Psionic Powers: Vampire, 80 I.S.P., considered major psionic. Mind control, link with minions, death trance, alter aura, empathy, mind block, presence sense, sense evil, deaden pain, induce sleep, hypnotic suggestion, and super-hypnotic suggestion.

Natural Abilities: Limited metamorphosis, super-regeneration (2D6 H.P. per melee and can regrow new limbs and body parts), limited



invulnerability, smell blood a mile away (1.6 km), nightvision 1600 ft (488 m), prowl 50%, does not breathe, summon rodents and canines. See the section on **Vampires** and **Abilities Natural to Vampires**.

Combat Skills: Secondary Vampire (supernatural): Killing bite 2D6 M.D., restrained punch 3D6 S.D.C. plus P.S. bonus (+9 in this case), full strength punch 2D6 M.D., power punch 4D6 but counts as two attacks.

Attacks Per Melee: Five (5)

Bonuses: +2 to strike, +2 to parry, +2 to dodge, +9 S.D.C. damage, +2 on initiative, +3 to save vs horror factor, +5 to save vs magic, +6 to save vs psionics, +5 to save against all forms of mind control, poisons, drugs, magic sleeps, and paralysis. Also impervious to fire until staked through the heart, and impervious to most weapons. 55% likelihood of evoking trust or intimidation.

Weapon Proficiencies: W.P. Blunt, W.P. Knife, W.P. Revolver, W.P. Energy Rifle.

Weapons: Pair of daggers (1D6 S.D.C.) and L-20 laser pulse rifle.

Body Armor: None

Bionics & Cybernetics: None

Money: Each carries 2D6 × 10 gold on his person. 1D4 × 1000 gold and an equal amount in credits are hidden in their coffins.

Skills of Note: Prowl 50%, pick locks 50%, pick pockets 45%, street-wise 36%, land navigation 45%, radio: basic 65%, pilot hovercraft 70%, basic math 65%, and speak the languages Spanish 98%, American and Gobblely 70%.

Description: The vampire henchmen dress in either work clothes, overalls, or like the people who attend the show (to blend into the crowd). Some work the various games and booths, while others work the crowd, picking pockets, stealing and mugging. **Note:** The Night Arcade & Freak Show has 30 vampire henchmen that fit this general category; half are native Mexicans, the other half D-Bees.



D-Bee & Human Henchmen — Non-Vampires

Alignment: 25% are Anarchist, 50% Miscreant and 25% Diabolic.

Horror Factor: None

Hit Points: 45 each, M.D.C.: Body Armor

Average Weight: 150 to 220 lbs, **Average Height:** 5 to 7 feet.

Age: Early 20's to 40 years old in appearance.

Average P.P.E.: 7, **Average I.S.P.:** None

Average Attributes: I.Q.: 9, M.A.: 9, M.E.: 14, P.S.: 18, P.P.: 14,

P.E.: 19, P.B.: 9, Spd: 14

Note: Game Masters can add other unique and interesting characters to these henchmen, as well as the other freaks and performers.

Disposition: Misanthropes who hate humans or other life forms, or who enjoy hurting people. Cruel, merciless, uncaring.

Experience Level: 1D4 level vagabonds, headhunters, scouts, and crazies.

Magic Knowledge: None

Psionic Powers: Generally none or minor.

Combat Skills: Generally Basic and Expert

Attacks Per Melee: Generally three (3)

Typical Bonuses: +2 to strike, +3 to parry, +3 to dodge, +4 S.D.C. damage, +2 to roll with impact, +2 to pull punch, +1 to save vs magic.

Weapon Proficiencies: W.P. Knife, W.P. Revolver, W.P. Energy Pistol, W.P. Energy Rifle.

Weapons: Vary; include energy.

Body Armor: Bushman, Crusader, and Urban Warrior most common.

Bionics & Cybernetics: None or few.

Money: Each carries 1D6 x 10 gold on his person. 1D6 x 100 gold and 2D6 x 1000 in credits are hidden in their trailers.

Skills of Note: Tend to be rogue, wilderness, physical, pilot and weapon/combat related. All know radio: basic, pilot hovercraft, and speak Spanish 98%.

Description: Typical workers and carnival personnel.

Psi-Fi — Psychic, Mutant Siamese Twins

Alignment: Sylvia is diabolic, Fiona is miscreant.

Hit Points: Sylvia: 48, Fiona: 47, S.D.C.: Sylvia: 40, Fiona: 20

Weight: 118 lbs, **Height:** 5 ft, 9 inches, **Age:** 23

P.P.E.: 9 each.

Attributes: Sylvia: I.Q. 15, M.A. 14, M.E. 20, P.S. 16, P.P. 12, P.E. 19, P.B. 8, Spd 8.

Fiona: I.Q. 10, M.A. 19, M.E. 14, P.S. 11, P.P. 15, P.E. 20, P.B. 8, Spd 8.

Disposition: Quiet, shy, meditative except when performing — then they become extroverted and entertaining.

Experience Level: 6th level mind melter and burster.

Magic Knowledge: None.

Psionic Powers: Sylvia (Mind Melter): Master psionic, I.S.P. 220.

Powers: Mind block, detect psionics, alter aura, see aura, see the invisible, sixth sense, sense magic, presence sense, telepathy, bio-regenerate (self), psychic diagnosis, psychic purification, psychic surgery, death trance, nightvision, impervious to fire, impervious to poison, ectoplasm, and summon inner strength. Sylvia's Super Psionics: Bio-manipulation, bio-regeneration: super, hydrokinesis, mind wipe, mind bond, mentally possess others, psi-shield, psi-sword, telekinetic force field, telekinesis: super, and mind block auto-defense.

Fiona (Burster): Master psionic, I.S.P. 154. In addition to the pyrokinetic powers described on pages 102 and 103 of *Rifts*, she possesses mind block, levitation, and resist fatigue.

Combat Skills: None, rely on psionic powers.

Attacks per Melee: Both women have two physical attacks/melee actions, or two psionic attacks each, for a total of four!

Bonuses: Sylvia: +2 to save vs psionic attack, +2 to save vs magic, +2 to save vs poison. Fiona: +3 to save vs magic, +3 to save vs poison, and is 55% to invoke trust or intimidation.

Weapon Proficiencies: Sylvia: W.P. Targeting, W.P. Sword, W.P. Energy Pistol, W.P. Energy Rifle. Fiona: W.P. Knife, W.P. Energy Pistol, W.P. Revolver.

Weapons: Sylvia: Vibro Sword, NG-97 Partical Beam Rifle, Wilk's 320 Laser Pistol and a Crossbow. Fiona: Small Silver Knife concealed in boot, NG-57 Ion Blaster and a .38 caliber revolver.

Cybernetics: None.

Skills of Note: Sylvia: First aid 10%, literacy: American 10%, computer operation 80%, streetwise 54%, demon & monster lore 65%, swim 75%, pilot automobile 77%, pilot truck 65%, basic math 80%, languages: American, Spanish, Gobbly 98%, and Dragonese and Chinese 70%. Fiona: Cooking 70%, preserve food 60%, sewing 75%, pick pockets 60%, pick locks 65%, streetwise 54%, land navigation, swim 75%, pilot hovercraft 85%, pilot sailboat 95%, boat building 60%, languages: American and Spanish 98%.

Description: Psi-Fi is the stage name of Sylvia and Fiona, twin, mutant sisters physically joined at the head and who possess fabulous psionic powers. In addition to their more traditional abilities, they know what the other is thinking and feeling unless one or the other is using a mind block, and can also willingly supplement each other's psionic abilities with their own I.S.P. Both women trust the other implicitly, but Sylvia, the Mind Melter, is more intelligent, strong-willed, aggressive, and tends to dominate Fiona.

The two mutants hate intelligent life forms in general, and humans in particular, because they have always treated the girls as monsters. Years of persecution, physical and sexual abuse, and ostracism from polite society have made Sylvia and Fiona evil and vengeful. Having grown into powerful psychics, the two use their powers to make those who once tormented them suffer as they were once made to suffer themselves. First at the hands of townspeople, then by a wilderness scout who promised to take the girls to a safe haven, but instead, sold them to a freak show after having his way with them repeatedly. At age seven they were the star attractions of a filthy little freak show. The heartless proprietor and his employees abused the girls, verbally, emotionally, and physically, on a daily basis for over three years, before selling them to a larger, marginally kinder freak show.

It was not until the age of 13 that the girls' full range of psychic powers blossomed. They had always been able to read each other's minds and emotions, but now they experienced an even greater symbiotic relationship. A relationship of power. At age 16, Fiona, with Sylvia's prompting, set the show on fire and burnt it to the ground. The owner and six others died in the blaze. It took four years to find the original freak show that had so proudly displayed them. Along the way four towns were destroyed and a score of other abusers were slain by the sisters. No longer would they suffer degradation at the merciless hands of the smug, prettier humanoids who thought themselves their superiors. Their first tormentors, once found, were each slain, but only after weeks of slow, horrible torture, both physically and mentally.

The sisters continued their rampage of vengeance, causing much pain and suffering to all they encountered on their way southward. About a hundred miles north of Mexico City, they met Esteban Morricco and struck their unholy allegiance with the vampire and his *Night Arcade and Freak Show*.

Sylvia and Fiona are fairly loyal to Esteban and his carnival of evil. It is an excellent means for them to extract their own bloody vengeance against humankind, while enjoying the favor and protection of other powerful freaks and vampires who prey on the innocent. The sisters are just one of the vampires' daytime protectors.

Types of Performances: 1) Psi-Fi perform a mind reading act using telepathy, empathy and psychic sensitive powers. 2) Spectacular healing by Sylvia; takes volunteers from the audience and seemingly cures them of phobias by erasing painful memories or mentally controls them, or may actually perform psychic surgery (also a method of torture). 3) Convince a volunteer that he is actually an animal or to react to unseen stimuli (bio-manipulation, etc.). 4) Feats of telekinesis and other psychic prowess. 5) A spectacular fire act. Occasionally, they will operate one of the fortuneteller or healing tents.

Hit Points: 67, S.D.C.: 2900, M.D.C. Equivalent: Natural toughness from fine, scaly, alien skin provides the equivalent of 29 M.D.C.; roll 6D6 x 100 to determine S.D.C. points (remember 100 S.D.C. = One M.D.C.).

Weight: 150 lbs, **Height:** 5 ft, 4 inches plus tall (5 feet plus 1D6 inches). **Note:** Is cold-blooded.

Age: 40, average life span 150 years.

P.P.R.: 24 (roll 5D6), **I.S.P.:** 82

Lizzaro's Attributes: I.Q.: 14, M.E.: 21, M.A.: 11, P.S.: 13, P.P.: 11, P.E.: 23, P.B. 7, Spd. 18.

Player Character Attributes: I.Q.: 3D6 + 2, M.E.: 4D6, M.A.: 3D6, P.S.: 3D6, P.P.: 3D6 + 2, P.E.: 5D6, P.B. 2D6, Spd. 4D6.

Disposition: Sinister, cruel, vindictive, arrogant, bully. Total fruitcake. Hates humans and dislikes most mammals. Likes to dispense pain and evoke fear. Tends to be sluggish during cold weather. Loves to sun himself.

Insanity: Obsessed with reptiles and loves to be around them (likes to scare people with them too). Phobia about scientists: bad experience; fears them and will avoid scientist like the plague. Lizzaro will fight like a madman if cornered by one, cries and pleads for mercy and/or freedom if captured by scientists. **Note:** All Lyvork have some insanities; player characters roll once on obsession and once on the phobia tables.

Experience Level: 6th level vagabond and side show performer. **Note:** Lyvorkian characters are a Racial Character Class (R.C.C.).

Magic Knowledge: None

Psionic Powers: Special. I.S.P. 82, considered a major psionic. The special psi-powers are not available to mammals. 1. Control Reptiles: Through a combination of empathy, telepathy, and mind control specifically oriented to reptiles, the character can control all cold-blooded reptiles including, lizards, snakes, turtles and reptilian varieties of dinosaurs (not all dinosaurs are cold-blooded or reptilian). The animals will understand and obey the character's every command, verbal or mental. Range: 100 feet. Duration: Indefinite. Number of reptiles that can be controlled: 40 plus 10 for every level of experience, regardless of size. **Mr. Lizzaro** can control up to 100 different reptiles! Bonus: +10% to ride untamed dinosaur reptiles.

Controlling intelligent reptilian life forms is also possible, but the victim gets a saving throw and the other conditions are different. Range: 50 feet. Duration: One minute (4 melees) per level of experience. Number of intelligent reptiles that can be controlled: One per level of experience, regardless of size. Saving Throw: Standard. Victims cannot be forced to do something that is completely abhorrent to them.

2. Psionic Empathy with reptiles: Lyvorkians automatically have an affinity with reptiles of all kinds, including many varieties of dinosaurs. Reptiles take an immediate liking to the creatures. Reptilian predators will never stalk these D-Bees. Snakes and dinosaurs will not bite nor lizards run in fear. Furthermore, the reptiles are friendly, docile and will do their best to please. Poisonous snakes and dinosaurs make excellent watchdogs and will fight to the death to protect their D-Bee lord.

3. Telepathy with Reptiles: This ability is similar to normal telepathy except that it only works on cold-blooded animals of a reptilian nature.

Conventional Psionic Powers: Death trance, mind block, resist hunger, resist thirst, resist fatigue, and nightvision.

Natural Abilities: Minimal need of water. Can survive on as little as one pint of water a month. Derives moisture from the bodily fluids of its food. Primary diet is rodents and insects, eaten raw, often swallowed whole, but will occasionally eat prepared meats and the flesh of larger prey such as cattle and humans. This also means that the creature has a remarkable stomach and is resistant to poisons, spoiled food/water, and drugs (+2). They are good burrowers and

Mr. Lizzaro — Lord of the Reptiles

Real Name: Hhrusst

Alignment: Diabolic (can be any, but usually selfish or evil).

Horror Factor: 12

Species: Lyvork. D-Bee race of intelligent and psionic reptilian humanoids; a handful (under 100) have come to Rifts-Earth.



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Mr. Lizzaro with Speedy, Grunt, and Benito.

natural climbers (base skill is 60/50%), also have keen hearing, polarized vision, quick reflexes (+2 on initiative, +1 to strike and parry, +2 to dodge, +2 to roll with impact), love hot climates; not adversely affected by heat. As one might expect, the D-Bees are found in hot climates.

Note: Reduce bonuses and spd attribute by half when exposed to climates colder than 50 degrees Fahrenheit for more than four hours. Bonuses and abilities are restored to full after exposure to warmth (70 degrees or hotter) for two hours. Like all lizards, the Lylvorkians keep warm during cold desert nights by burrowing under rocks or dirt to retain heat, or, of course, use a climate controlled environment such as a house or vehicle with temperature control or a source of heat. Also see combat data for extra melee attack.

Combat Skills: Hand to Hand Assassin; Entangle.

Attacks per Melee: Four (4) plus one in warm climates. **Note:** Lylvorkians get one additional attack per melee in warm climates, but are minus one in cold climates (less than 50 degrees Fahrenheit).

Bonuses: (include combat skills, attributes, and natural abilities) +3 to strike, +4 to parry, +5 to dodge, +4 S.D.C. damage, +2 on initiative, +5 to roll with impact, +3 to pull punch, +3 to save vs psionics, +5 to save vs magic, +7 to save vs poisons/drugs, 18% to save vs coma.

Weapon Proficiencies: W.P. Targeting (crossbow, sling and spear are specific areas of interest), W.P. Energy Pistol, W.P. Energy Rifle.

Weapons: Sling with normal and silver sling bullets (1D6 S.D.C., double damage to vampires, 80 ft), also uses grenades with the sling. Crossbow with normal bolts and 12 high explosive (3D6 M.D.C.), six paralysis (1D6 minutes), and 6 smoke. Spear made of M.D.C. material (retains sharpness, 4 M.D.C.), NG-Super (likes those grenades), and an L-20 laser pulse rifle. **Body Armor** is worn only when he knows he is going into combat; crusader style armor. (55 M.D.C.).

Cybernetics: None, although Lylvorkians are not opposed to bionics.

Money: 750,000 credits in gold (hidden in his trailer), 50,000 credits worth of pre-rifts artifacts; doesn't believe in credit cards. The treasure-trove is protected by poisonous snakes.

Skills of Note: Mr. Lizzaro: Palming 55%, pick locks 60%, prowl 55%, streetwise 50%, basic math 70%, horsemanship 60%, and in this case includes riding dinosaurs at 70% (+10%), land navigation 61%, and languages include Lylvorkian 98% and Spanish at 75%.

R.C.C. Skills of Player Characters: Lylvorkian characters are a Racial Character Class (R.C.C.). Skills available to that R.C.C. (unless a specific O.C.C. is selected) are limited to communication (any), domestic (any), basic electronics, military, physical (any except martial arts, and acrobatics), pilot (any), pilot related (any), rogue (any except hacking, +10% bonus), basic math, technical (any), W.P. (any), wilderness (any, +5%). A total of 10 skills may be selected.

Available O.C.C.s (do not select R.C.C. skills if a specific occupation): Men of arms: Borgs (not a likely prospect), headhunter or military. Scholars & Adventurers: City rat, vagabond, wilderness scout; hate academia. Magic: Any! Love to study magic; magic is a new and interesting phenomenon to Lylvorkians because magic does not exist in their native world.

Description: *Mr. Lizzaro* is a tamer of wild creatures. He specializes in baby dinosaurs, snakes and lizards. Why? No one really knows what motivates him. Lizzaro is completely unpredictable and a borderline psychotic. Conversely, he is a brilliant performer and will do anything for the sake of entertainment. He considers himself an artist and is always looking for new methods and means to advance and perfect his craft.

Other than his menagerie of reptiles, who he loves more than people, his only "friend" is Mad Melody (see below). Through

Melody's summoning, Lizzaro has been able to obtain bizarre, monstrous reptiles for his acts.

Types of Performances: 1. Dancing lizards: Mr. Lizzaro makes his lizards dance in a human-like manner. The act includes his riding carnivorous dinosaurs and dinosaurs and lizards jumping through hoops and performing tricks.

2. Snake charmer: The D-Bee performer covers himself in poisonous snakes (mostly rattlers) and makes them perform a variety of tricks, including spelling the words, "the end" with their bodies (they're the only two words he can read in American).

3. Dueling dinosaurs: A pair of dinosaurs wrestle each other in what appears to be a deadly battle. However, the entire show is carefully and psionically controlled and orchestrated by Mr. Lizzaro and often includes fake blood. He will sometimes let humans and other mammals fight his dinosaurs for a fee (additional betting is common). About 40% of the time there is a tragic "accident" in which the mammal is seriously injured or killed by the dinosaur(s). However, if one of his reptilian companions is killed, Mr. Lizzaro is likely to seek blood revenge.

Lizzaro does not always keep a tight rein on his creatures and they do get loose and attack the audience from time to time. Lizzaro finds the shrieks and terror of the panicking audience amusing. Ironically, this potential danger serves to attract larger crowds.

Many of his creatures are painted, shaved, or dressed to fit the mood of Lizzaro. "New-wave or punk-looking" dinosaurs are indeed a bizarre sight, but if that's what Lizzaro wants, that's what he gets. Lime-green and turquoise are one of his favorite color combinations. Lizzaro is a fruitcake and liable to come up with any bizarre idea you can imagine.

Note: Mr. Lizzaro and his reptile minions guard the circus and protect their vampire friends during the daytime, when Mr. Lizzaro is at his maximum power. Lizzaro is quite loyal to the vampires because they share his hatred of mammals and feed on them just as he does. Working with them also gives him greater strength and protection from human antagonists, for the vampires and other freaks help to protect him as much as he protects them.

Lizzaro's Menagerie

Benito the Bruutasaur

Benito is a giant reptilian humanoid summoned by Mad Melody. He has become Lizzaro's right-hand enforcer and bodyguard. The dinosaur-like D-Bee towers 11 feet tall (3.3 m) and is a wall of muscle. He is a natural predator and comes from a world where his people are primitive hunters and have little use for technology. Oh, Benito and his kind (no others of which are known to be on Rifts Earth) can use the occasional handgun or even rail gun, but they are more animal than human in intelligence and live as hunters by instinct. In their own habitat, the Bruutasaur are nomads that travel in small, tribal, hunting packs of 20 to 100 members. They prey on smaller, less intelligent reptiles, dinosaurs and mammals of all sizes. Mammals are their favorite food.

Alignment: Miscreant, but can be any (tend toward selfish & evil).

Horror Factor: 10

Species: Bruutasaur. D-Bee race of semi-intelligent, carnivorous theropods.

Hit Points: See M.D.C., **M.D.C.:** 130 for Benito; natural M.D.C. skin like a dragon's (2D6×10 M.D.C. is rolled to determine M.D.C.) plus 10 M.D.C. per level of experience.

Weight: 950 lbs, **Height:** 11 ft tall; the average bruutasaur is 9 feet plus 1D4 feet. **Note:** Is cold-blooded.

Age: Benito is 21; average life span in natural habitat is 50 years (could be twice as long in a different world, under the circumstances).

P.P.E.: 9 (roll 3D6), **L.S.P.:** None

Benito's R.C.C. Level: 4th (same table as dragons)

Benito's Attributes: I.Q.: 6, M.E.: 18, M.A.: 6, P.S.: 24, P.P.: 17, P.E.: 25, P.B.: 7, Spd. 22 (15 mph/24 km), but can run twice as fast in short bursts lasting about 1D4 minutes (used to catch prey).

Player Character Attributes: I.Q.: 2D6, M.E.: 4D6, M.A.: 2D6, P.S.: 4D6+6, P.P.: 4D6, P.E.: 5D6, P.B.: 2D6, Spd. 6D6

Benito's Disposition: Aggressive, cruel, bully. Very pushy and intimidating. Hates humanoid mammals, loves to eat 'em. Most Bruutasaur are extremely dominating, aggressive and mean, particularly the dominant males.

Magic & Psionics: None

Natural Abilities: Natural hunters, very alert, quick reflexes. Heightened sense of smell adds to his alertness: Track by smell 60% +2% per level of experience, recognize specific scent 40% +4% per level of experience, identify edible food 60% +4% per level of experience. Good runner, can run for six hours before beginning to tire. Leap 10 feet plus one foot for every P.S. point. Heal twice as quickly as normal. Special Bonuses: +1 on initiative, +1 to strike, +1 to parry, +6 to save vs magic, +2 to save vs psionics.

Combat: Equal to Hand to Hand: Expert.

Number of Attacks per Melee: Four (4), plus one at level seven and fourteen.

Damage:

Restrained punch/claw — 6D6 S.D.C.

Punch/claw — 2D6 M.D.

Power punch/claw — 4D6 M.D., counts as two attacks.

Bite — 2D6 M.D.

Slashing tail — 1D6 M.D.

Leap attack — 4D6 M.D., counts as two attacks; 60% chance of knocking an opponent under 20 feet tall (6 m) down; victim loses one melee attack. If knocked down, there is a 35% chance that the victim may be pinned and unable to attack or defend. The monster can bite its helpless prey until forcibly removed or lets go. Roll to see if the prey is still pinned at the beginning of every melee round.

Benito's Bonuses: +3 to strike, +5 to parry, +4 to dodge, +9 S.D.C. damage, +1 on initiative, +2 to pull punch, +2 to roll with impact, +6 to save vs magic, +4 to save vs psionics.

Weapons: Vibro-sword (2D6 M.D.) and NG-P7 particle beam rifle specially fitted for his giant hands, but prefers to use claws and teeth. **Note:** Has no money of his own. Mr. Lizzaro provides all.

R.C.C. Skills: Wilderness survival (+20%), land navigation (+20%), track animals (+20%), track humans (+10%), hunting, prowl (+5%), swim (+10%), and W.P. blunt. Can also select two Rifts languages (+10%), two additional W.P.s (any), and three other skills from the categories of domestic, wilderness, pilot (limited to automobiles, trucks, hovercraft, and boats), technical (any), and W.P. (any). Two additional skills can be selected at levels four, eight, and twelve.

Armor: Benito wears black, giant size, gladiator style body armor with 120 M.D.C. points.

Speedy and Grunt

Small predatory dinosaurs

Both understand Spanish and obey both Mr. Lizzaro and Benito. In their natural habitat they feed on small animals and other dinosaurs, however, they have come to prefer human flesh.

Alignment: Effectively miscreant.

Horror Factor: 10

Species: Dinosaurs: carnivorous theropods.

Hit Points: See M.D.C., **M.D.C.:** 20 each.

Weight: 90 lbs, **Height:** 4 ft. **Note:** Is cold-blooded.

Age: 4, average life span is 20 years.

P.P.E.: 6 (roll 2D6), **L.S.P.:** None

Attributes of Note: Animal I.Q., P.S.: 20, P.P.: 16, P.E.: 18, Spd: Speedy Spd 66 (45 mph/72 km) and Grant Spd 50 (35 mph/56 km).

Natural Abilities: Natural hunters, very alert, quick reflexes and incredibly fast (about twice as fast as most small theropods). Heightened sense of smell adds to their alertness: track by smell 60%, recognize specific scent 44%. Good runners, can run for three hours before beginning to tire. Leap 20 feet.

Bonuses: +1 on initiative, +3 to strike, +2 to parry, +4 to dodge, +8 to save vs poison, +4 to save vs magic, +4 to save vs psionics.

Combat & Number of Attacks per Melee: Three (3)

Damage:

Restrained punch/claw — 4D6 S.D.C.

Claw — 1D4 M.D.

Bite — 1D6 M.D.

Leap Claw Attack — 3D6 M.D., counts as two attacks. Tears at victim with its powerful hind legs and large clawed feet. 40% chance of knocking an opponent under 10 feet tall (3 m) down; victim loses one melee attack. No chance of pinning prey.

Pokey A giant turtle-like armored dinosaur

Pokey is a massively built nodosaur encased in heavy body armor covered in large and small, bony spikes along the sides and front of the body. She is a quiet critter who plods along at a calm, slow, pace grazing on grass and other plants. However, when angered, she charges like a rhinoceros and is amazingly fast and maneuverable! She can be quite ferocious in her acts or when genuinely threatened.

Alignment: Effectively anarchist.

Horror Factor: 8

Species: Dinosaur: herbivorous Panoplosaurus; nodosaur family.

Hit Points: See M.D.C., M.D.C.: 820

Weight: 4 tons, **Height:** 5 ft (1.5 m) tall, but 15 feet long (4.6 m) from head to toe. **Note:** Is cold-blooded.

Age: 11; average life span is 40 years.

P.P.E.: 6 (roll 2D6), **I.S.P.:** None

Attributes of Note: High animal I.Q., P.S.: 40, P.P.: 16, P.E.: 24, Spd: plods along at a speed of less than 10, but can reach a speed of 50 (35 mph/56 km) and maintain that speed for up to a half-hour!

Natural Abilities: Incredibly nimble and sure-footed, sense of balance 70%, fair climbing 55%, good swimmer 70% and can hold its breath for up to a half-hour, but is a land animal. In its normal habitat the panoplosaurus feeds on the vegetation that grows in and around rivers and other bodies of fresh water (commonly found along the Rio Grande and the rivers of Mexico). Good vision and good sense of smell (no special bonus). Cannot be moved when the beast plants itself (locking hips); a combined strength of 60 is needed and pestering the animal is likely to provoke it into attacking. Generally, Panoplosauruses attack only when provoked or feel trapped or are startled.

Bonuses: +2 to strike, +2 to parry, +6 to dodge, +25 S.D.C. damage, +6 to save vs poison, +4 to save vs magic, +4 to save vs psionics.

Combat & Number of Attacks per Melee: Three (3)

Damage:

Restrained head butt — 2D6 S.D.C.

Normal head butt — 4D6 S.D.C. +25 from P.S. bonus.

Full force head butt — 1D6 M.D. and a 40% chance of knocking an opponent under 15 feet tall (4.6 m) down; victim loses one melee attack. No chance of pinning prey.

Stomp — 1D6 M.D.

Trample — 4D6 M.D., counts as two attacks.

Bite — 1D6 M.D.

Short charge ramming/butting attack — 3D6 M.D., counts as one attack and a 50% chance of knocking an opponent under 15 feet tall (4.6 m) down; victim loses one melee attack.

Full charge/ram — 6D6 M.D., counts as two attacks; 70% chance of knocking down an opponent under 20 feet tall (6 m). Victims lose one melee attack and are likely to be knocked 4D6 feet away. If knocked down, there is a 40% chance of being trampled too, as the dinosaur runs right over you. **Note:** If the dinosaur stands on top of a vehicle or robot or giant and makes itself immobile, it will pin that vehicle in place until it lets go.

Other Reptiles

Note: Most conventional snakes and lizards are found in Palladium's **Monsters & Animals**.

- **24 Rattlesnakes:** +2 to strike, bite does 1D4 S.D.C. and poison: 6D6 S.D.C. per each bite. A successful roll to save vs poison means half damage.
- **12 Cottonmouths:** +3 to strike, bite does 1D4 S.D.C. plus poison: 1D6 S.D.C. for 1D6 melees. A successful roll to save vs toxin means half damage; must roll for each melee affected.
- **4 King Cobras:** +3 to strike, bite does 1D4 S.D.C. and poison: 1D6 S.D.C. per each 4D4 melees; roll to save every melee.
- **6 Yucatan Boa Constrictors.** Not poisonous; crush victims.
- **4 Gila Monsters:** Bite does one S.D.C. and poison: 2D6 S.D.C. per each bite. A successful roll to save vs poison means half damage. (poisonous).
- **30 different kinds of lizards:** All harmless.

Mad Melody

The Carnival's Mistress of Magic

Real Name: Maria Moreles

Horror Factor: None normally, but H.F. 16 when opening a rift or when supernatural forces appear to be at her beck and call.

Alignment: Miscreant

Hit Points: 38, S.D.C.: 20 + 30 from supernatural link.

M.D.C.: Body armor or magic.

Weight: 120 lbs, **Height:** 5 ft, 7 inches, **Age:** 28

P.P.E.: 192 (142 natural, plus 50 from link to the supernatural: same vampire intelligence as Esteban Morricco, **I.S.P.:** None

Attributes: I.Q.: 14, M.E.: 20, M.A.: 15, P.S.: 13, P.P.: 11, P.E.: 12, P.B. 14, Spd. 10.

Species: Human

Disposition: Aloof, intense, independent, loner, self-centered. Takes crazy risks, likes to flirt with danger. Always singing or humming.

Her link to the vampire intelligence makes her the official super protector of the carnival vampires, especially of Mr. Morricco.

Experience Level: 6th level Shifter.

Magic Knowledge: In addition to the usual abilities of the shifter O.C.C. (sense rifts and dimensional rift home), O.C.C. bonuses and bonuses from her familiar and supernatural links, Mad Melody knows the following magic spells and rituals. **Note:** +1 to spell strength.

Various Spells (mostly defensive in nature): Sanctum, sense P.P.E., sense magic, tongues, concealment, chameleon, shadow meld, time slip, blinding flash, cloud of smoke, energy bolt, call lightning, breathe without air, swim as a fish, armor of Ithan (60 M.D.C. for six minutes), and invulnerability (+35 M.D.C., 1 and 1/2 minute's duration), impervious to energy, get extra bonuses, and more; see **Rifts**, page 178)

Summoning & Control Magic: Blind, mute, globe of silence, trance, speed of the snail, apparition, fear, exorcism, animate & control dead, turn dead, constrain being, repel animals, summon and control canines, control & enslave entity, summon entity, summon lesser beings, protection circle: simple & superior, close rift and dimensional portal (open rift).

Psionic Powers: None



K. SIEMENZON '91

Mad Melody in her street clothes, accompanied by Ottoc.

Combat Skills: Hand to hand: basic. Kick attack (1D6 S.D.C.), critical strike on natural 19 & 20.

Attacks per Melee: Three (3)

Bonuses: All bonuses from attribute, O.C.C., familiar, and supernatural link are included. +1 to strike, +2 to parry and dodge, +2 to pull punch, +2 to roll with impact, +1 on initiative, +10 to save vs horror factor, +4 to save vs magic, +5 to save vs psionics, +6 to save vs mind control, +1 to save vs poison.

Weapon Proficiencies: W.P. Automatic Pistol, W.P. Energy Rifle.

Weapons: 9 mm Pistol (2D6 S.D.C. per round; has clips of silver bullets from rogue vampires), silver-plated dagger, sacrificial short sword (handle is jewel encrusted, worth 25,000 credits), 4 inch, gold cross that is also a magic amulet (sense the presence of spirits/entities). Plus C-18 laser pistol, C-10 light laser rifle, CS vibro-knife and CS neural mace.

M.D.C. Body Armor: Mad Melody likes Coalition equipment especially their lovely armor. Has two suits of CA-2 light "Dead Boy" body armor (50 M.D.C.) and one CA-1 heavy armor (80 M.D.C.).

Cybernetics: None

Money: Has 290,000 in gold and gems, 80,000 credits worth of pre-rifts artifacts, and 125,000 in universal credits.

Skills of Note: Land navigation 66%, wilderness survival 60%, prowl 52%, palming 47%, streetwise 40%, sing 65%, cook 60%, holistic medicine 50%, horsemanship 60%, pilot hovercraft 75%, astronomy 80%, demon and monster lore 65%, faerie lore 60%, basic math 85%, and languages include Spanish 98%, American, Dragonese, and Gobblely at 90%.

Description: *Mad Melody* is a female shifter specializing in spectacular summoning, which rivals any current day Broadway play or rock concert. Through the effective use of mood creating devices such as music and sound effects systems, lasers, smoke and optical illusions machines, and creative costumes, she can create an incredible spectacle of light, color, and monsters. The audience feels that they are part of the summoning, and indeed they are, for *Mad Melody* draws on their P.P.E., often requesting their concentration to help her with her summons.

In some cases, the performance is all illusionary, but when performing near a ley line or nexus point, she will actually open a dimensional rift or open herself to new, unknown supernatural forces. Obviously, this can result in unforeseen and dangerous events, but that just makes her show all the more exciting.

"Staged" summoning will involve light shows and illusions, both magical and mechanical. The creature summoned had been previously summoned and prepared for the show or may be *Bonecruncher* or *Benito* dressed in a costume. At the proper moment, the monster will seemingly appear out of nowhere. Usually, the audience is so focused on *Mad Melody* and her light show that they don't realize that the summoning is fake.

Like *Lizzaro*, *Mad Melody* is a temperamental artist and borderline lunatic. The two like each other quite a bit and make a formidable team. The friends are seen together often and are quick to come to each other's aid.

Types of Performances: 1. Monster summoning & rift opening! Starts out with small, normal creatures and light show, slowly working her way up to the Grand Finale, usually of a supernatural or dimensional nature. Often *Mad Melody* summons a creature and *Lizzaro* tames it for her or uses it as one of the monster/freak attractions.

2. Magic show. A combination of sleight of hand, smoke, light and simple real magic.

3. Light show and stage magic. This will be one of her less impressive summoning acts or fake summoning; no rift opening or major monsters. To assist in creating the right mood, *Mad Melody* will use the spells blinding flash, fear, and apparition, as well as summon up a couple mischievous entities like *pottergeist* (see **Beyond the Supernatural** for entities and other supernatural beasties).

Oltec — Mad Melody's D-Bee Familiar

Real Name: Oll-tctlo

Alignment: Miscreant, but can be any selfish or evil alignment.

Hit Points: Not applicable

M.D.C.: Natural 75 M.D.C. (2D4 × 10 + 15)

Weight: 50 lbs, **Height:** 2 ft, 6 inches

Age: 57, average life span is about 150 years.

P.P.E.: 70 (roll 2D4 × 10 + 10), **I.S.P.:** None

Species: Krpt: D-Bee animal race of magic creatures (the magic is mostly air elemental in nature); reminiscent to a sub-level of flying imps and may, in fact, be cousins.

Oltec's Attributes: High animal intelligence, almost human, but not quite, thus the strange creature can be used as a familiar. I.Q.: 7, M.E.: 18, M.A.: 6, P.S.: 9, P.P.: 7, P.E.: 19, P.B. 7, Spd. 8 running, 50 flying (35 mph/56 km).

Player Character Attributes: I.Q. (human equivalent): 2D4, M.E.: 4D6, M.A.: 2D6, P.S.: 2D6 + 2, P.P.: 2D6 + 2, P.E.: 4D6, P.B. 1D6 + 2, Spd. 2D6 running, 2D4 × 10 flying.

Disposition: Sneaky, malicious, spiteful and treacherous, but completely loyal to Mad Melody. Regards Mad Melody with love and loyalty, with the same fervor as a loyal watchdog; quick to obey and happy to do it. He is most happy when he can steal something for her, or protect her, or perform some other service that makes his mistress happy. When alone with her, Oltec often acts like a little child with a crush. He can be silly and is easily embarrassed by Melody.

All Krpts tend to be sneaky, mean, greedy and self serving. They are known to hoard treasure and magic items in an attempt to be more human and because they covet things of value, even if they have no use for them. The more an intelligent (powerful) life form values or wants an item, the more the Krpt wants it too. In some cases, the little fiends will secretly keep items that their master needs or wants. Mad Melody wisely allows Oltec to keep a treasure hoard and rewards him often with little trinkets.

Experience Level: Oltec is 5th level; same table as dragon.

Magic Knowledge (innate abilities): 70 P.P.E., Natural magic R.C.C. powers: Sense evil, sense magic, see the invisible, climb, float in air, breathe without air, resist fire, extinguish fire, globe of daylight, blinding flash, thunderclap, heavy breathing, fingers of wind, wind rush, tongues, turn dead, heal wounds, minor curse, and spoil. **Note:** Can not learn additional spells.

Psionic Powers: None

Natural Abilities: Prowl 55%, nightvision 800 ft (244 ft), keen color vision, exceptional hearing (initiative bonus), heals 10 time faster than humans, prehensile tail (like a third hand and adds one additional attack/melee action, barbed tail (poison).

Combat & Number of Attacks per Melee: Three (3) hand/tail to hand or two magic.

Damage:

Bite — 1D6 S.D.C.

Restrained Rear Claws (flying attack) — 3D6 S.D.C.

Full Strength Claw Attack — 1D4 M.D., because a magic monster.

Tail Attack — 1D4 S.D.C. from tail spikes plus victim must roll to save vs poison every time blood is drawn. Poison inflicts 2D6 hit point/S.D.C. damage and also makes its victim dizzy; -4 to strike, parry and dodge, spd reduced by 1/3. A successful save means 1D6 damage and no dizziness.

Bonuses: +2 to strike, +2 to parry, +4 to dodge, +2 on initiative, +2 to roll with impact, +7 to save vs horror factor, +3 to save vs magic, +3 to save vs psionics, impervious to poison and drugs.

Weapon Proficiencies: W.P. Knife, W.P. Revolver (or automatic pistol), and W.P. Energy Pistol.

Weapons: .32 caliber revolver (silver bullets are available), TX-5 Pump pistol (4D6 M.D., 800 ft range, 5 rounds), Wilk's laser scalpel, and a dagger.

Body Armor: None

Bionics & Cybernetics: None

Money: Has 45,000 in gold and gems hoarded away, along with a silver cross, wood dagger, squirt gun, a magic amulet (charm: +1 save vs magic & psionics), and a couple scrolls: fire ball and eyes of the wolf (both 5th level).

R.C.C. Skills: These are instinctive abilities that do increase with experience. Like a chimpanzee, the D-Bee animal can learn certain basic routines, skills, and even to understand and speak a few languages. **Equivalent Skills:** Wilderness survival (+10%), land navigation (+20%), native language is a guttural version of Gobblely 89%, three W.P.s of choice (excluding rifles, heavy weapons, spears, staves and polearms, all are too big). Can also select two Rifts languages (+5%), and three other skills from the categories of domestic, wilderness, Pilot (limited to motorcycle, horsemanship and sailboat), rogue (any +5%, except computer hacking), and W.P. (any but the previously noted exceptions). One additional skill can be selected at levels three, seven, and eleven.

Description: All Krpts are ugly, little critters that stand two and a half to three feet tall. They are slightly hunched, with a prominent bony spine running down the back. The arms are long and rimmed with a leathery membrane that's similar to a bat's wing. Krpts tend to walk and run hunched over, on all fours. The head is long, ending in a hard, beak-like mouth lined with tiny, pointy teeth. The ears are large and floppy.

Krpts are vicious little monsters that love to cause trouble through lies, instigation of evil acts by others, and cruelty. Their numbers are presumably few and are seldom seen in groups larger than three. The creatures seem to prefer the company of larger, supernatural creatures and practitioners of magic, particularly those of evil inclination. Thus, they are often the willing familiars of evil wizards or assistants to intelligent monsters. Even in the wild, a Krpt will rarely associate with his own kind, instead sharing a lair with a bear or lion or other large animal.

Bonecruncher

Freak Strongman & Dragon Slayer

Horror Factor: 12

Alignment: Anarchist

Hit Points: Not applicable, see M.D.C.

M.D.C.: 1D4 × 100; Bonecruncher has 400 M.D.C.

Weight: 1D6 × 1000 lbs, Bonecruncher is 3000 lbs.

Height: The average Poptal giant is 3D6 + 10 feet, Bonecruncher is 21 feet tall (6.4 m).

Age: Bonecruncher is 61, but the average life span is 300 years.

P.P.E.: 2D6 × 10, Bonecruncher has 80 P.P.E., **I.S.P.:** None

Bonecruncher's Attributes: I.Q.: 14, M.E.: 15, M.A.: 9, P.S.: 40, P.P.: 21, P.E.: 27, P.B. 6, Spd. 16.

Player Character Attributes: I.Q.: 3D6 + 1, M.E.: 4D6, M.A.: 3D6, P.S.: 5D6 + 10, P.P.: 4D6 + 2, P.E.: 4D6 + 6, P.B. 1D6 + 1, Spd. 4D6.

Species: Poptal, a race of D-Bee giants, also known as the "Dragon Slayers." In this particular case, Mad Melody's opened a rift and summoned him, but other Dragon Slayers are known to exist in the Magic Zone, eastern North America and Atlantis.

Disposition: Merciless and fearless in combat. Tough, aggressive, bully, likes to roughhouse. Hates humans and most of the handsomer races because they fear him. Treats humans and their kin with disdain.

Experience Level: 8th level Dragon Slayer! Same experience point table as Dragons.

Magic Knowledge: Knowledge is limited to lore, but the Pogtal do possess some innate magic powers. Invisibility (equal to superior, but can only turn self invisible), see the invisible, energy bolt (S.D.C. damage; energy bolts can be fired from fingertips), and negate magic (same as spell).

Energy Aura (special): The Pogtal generate an invisible energy field that helps to protect them in combat. The creation of the field automatically engages, instantly, like an adrenaline rush, when the giant is frightened, angry, excited, or exerting himself/combat. The invisible aura of energy adds 100 M.D.C. (subtract damage from this energy aura first) and covers everything the giant is wearing or holding. Depleted M.D.C. from the aura is restored within 24 hours.

The additional effect of the mega-damage aura is that the energy field turns ordinary, hand-held, S.D.C. weapons/items into M.D.C. extensions of the Pogtal! Thus, a strike from an S.D.C. giant sword, club, dagger, or uprooted tree inflicts the 4D6 M.D. of a full strength punch from the giant. Damage from energy weapons and vibro-blades is not increased. The damage from magic weapons is the higher amount of damage; i.e., a magic weapon that inflicts 2D6 M.D. will inflict the 4D6 M.D. of the punch, while a magic weapon that inflicts 6D6 M.D. will inflict 6D6 M.D. because it is higher than the normal full strength punch. **Note:** The extra 100 M.D.C. may be used up and can not be regenerated for 24 hours. However, the field still turns S.D.C. weapons/objects into items that inflict the M.D.C. nature of hand-held weapons. In such a case, mega-damage. The S.D.C. items are not damaged by the M.D. impact of the attack, but only have an equivalent of 4 M.D.C. and can be blasted into bits if 5 or more M.D.C. is inflicted in any one attack. Of course, another item can be grabbed and used as a replacement weapon (or an M.D.C. weapon may be used in the first place). Note that the S.D.C. object only has M.D.C. when held by the Dragon Slayer. As soon as it is dropped or put aside it is instantly an S.D.C. item.

Natural Abilities: Impervious to magic fire (dragon fire)! High resistance to magic, natural M.D.C. skin/body, inflicts M.D.C. damage from punches, bites and other attacks. The giants are also impervious to normal fire, cold, and S.D.C. weapons. Special bio-regeneration can be used to instantly restore 1D6 x 10 M.D.C. three times per day (24 hours). **Bonuses:** +3 to save vs magic, +3 to save vs psionic attack, +5 to save vs horror factor; supersensitive hearing is equal to the cybernetic amplified hearing and adds the bonuses of +1 to parry, +2 to dodge, and +3 on initiative. Great strength and agility provides one additional attack or action per melee.

The mouth is lined with two rows of large teeth; if a tooth is lost, a new one will grow to replace it in a matter of two weeks. The muscles and bone structure of the jaw enables the giants to unhinge the jaw (similar to many snakes) so that they can take massive bites and swallow large chunks of food. This also prevents the jaw from being broken. Dragons and dinosaurs are these giants' principal prey; consequently, the teeth are so sharp and hard (2 M.D.C. each), and the jaw so powerful, that the Pogtal warrior can bite through dragon flesh and crack dragon bones (dragon bone marrow is a favorite). Mouth can be opened large enough to inflict about a four feet by about four feet (1.2 m) bite. The giants been known to bite off the entire hand of power armor and bots in a single bite.

Psionic Powers: None

Combat Skills: Martial Arts: Paired weapons, entangle, leap attack (critical), jump kick (critical), kick attack, critical strike on the roll of a natural 18, 19, or 20.

Attacks per Melee: Four (4)

Mega-Damage:

Bite — 6D6 M.D.

Restrained Punch — 1D6 x 10 S.D.C. + P.S. bonus (25)

Full Strength Punch — 4D6 M.D.

Karate Style Kick — 5D6 M.D.

Leap Kick — 1D6 x 10 M.D., but counts as two attacks.



Bonecratcher, the Dragon Slayer, dislocating his jaw.

Body throw — 2D6 M.D. plus victim loses initiative and one attack that melee.

Body Block/Ram — 2D6 M.D. plus a 70% chance of knocking an opponent down causing him to lose initiative and one attack that melee. Counts as two attacks.

Bonuses: +5 to strike, +7 to parry, +7 to dodge, +25 S.D.C. damage, +3 on initiative, +2 to roll with impact, +5 to save vs horror factor (+7 with magic amulet), +9 to save vs magic, +3 to save vs psionics, impervious to poison, drugs, and S.D.C. weapons/damage.

Weapon Proficiencies: W.P. Targeting, W.P. Knife, W.P. Sword, W.P. Blunt, W.P. Energy Rifle and W.P. Heavy Energy are known by Bonecruncher.

Weapons: All hand weapons are giant size and are made out of M.D.C. alloys and inflict greater mega-damage when combined with Bonecruncher's own supernatural strength.

1. His favorite is a 15 foot (4.6 m) two handed sword, 50 M.D.C., that inflicts 2D6 M.D. in addition to his normal 4D6 M.D.

2. Giant battle axe: 30 M.D.C., inflicts 1D6 M.D. in addition to his normal 4D6 M.D.

3. Human size bastard "flaming" sword (hangs around his neck) used as a dagger, requires 7 P.P.E. to activate, inflicts 4D6 M.D. plus 4D6 M.D. if used as a knife, but only 4D6 if thrown.

4. Short bow and arrows. Even a normal wooden shaft is fired with such strength and velocity that it inflicts a small amount of mega-damage: 1D4 M.D. or 1D4 x 100 S.D.C.; range: 1000 feet (305 m), rate of fire: six (6) and +4 to strike. Giant arrows can allow for double the explosives of high-tech specialty arrows (cost twice as much too). 24 giant wood arrows, 6 giant standard high explosives (3D6 M.D.), 12 double high explosives (6D6 M.D.), 6 smoke (40 ft cloud).

5. NG-202 Rail Gun with a case of ammunition. Range: 4000 feet, mega-damage: 1D4 x 10 per burst, 8 bursts per 300 round belt.

6. Magic Amulet is worn around his neck; +2 to save vs horror factor.

Body Armor: May vary from none to special construction full plate armor (looks like a giant robot vehicle). The cost for giant size (13 to 16 feet) is three times the cost of normal, human size armor, is three times as heavy, and offers three times the M.D.C. protection. Really giant armor, 17 to 28 feet, costs 8 times the normal cost and offers eight times the M.D.C. protection (10 times the weight; reduce speed by 1/3 and prowl is impossible). Special armor can only be built at facilities that manufacture body armor or giant robots.

Dragon skin armor. Bonecruncher owns two suits of the Dragon Slayers' traditional body armor made from the prepared skin of a dragon. One set of armor is gladiator style, the other is a cloak. Both have 260 M.D.C. (seen some wear). Weight: 1100 lbs. Penalties: -30% to prowl and reduce speed by 20%. Market value is limited; useful only to another 20 foot giant or possibly draped over a giant robot or to be cut down and remade into human size suits (a difficult and time consuming task), thus there is not a big market for giant dragon skin armor, especially in the south or west. However, in the east, one suit might get as much as 300,000 credits (wholesale purchase price, resale is 600,000+ credits).

Dragon skin armor can be made in a variety of styles, including the common gladiator and crusader styles, to robe or long cloak or a set of baggy clothes (pants, shirt/coat/tunic). The dragon skin armor is a surprisingly heavy M.D.C. fabric that looks like a bulky, four inch thick, padded leather with thousands of tiny scales. As one might expect, dragon's view the armor as abhorrent as do many other intelligent life forms. The Dragon Slayers wear the armor as a badge of honor and skill, because traditional dragon skin armor is made by the wearer from a dragon slain by his hands.

Human size dragon skin armor: This is not the ideal body armor for humans. M.D.C.: 250 to 300. Weight: About 110 lbs, more if

taller than 6 ft (add 1.3 pounds/.52 kg for every additional inch up to 7 feet). Restrictions: Requires a minimum P.E. of 20 and P.S. 20 to wear and be maneuverable (anything less, reduce number of attacks, speed and combat bonuses by half and use fatigue/encumbrance rules; cannot be worn for extended periods of time). Not recommended for characters with less than a P.E. and P.S. of 24 (or higher), but even they suffer the following penalties: -40% to prowl, -1 to strike, parry and dodge, reduce speed by half. Penalties apply unless either the P.S. or P.E. is 30 or higher and the other is not less than 26, then same penalties as the giant's: -30% prowl, reduce speed by 20%. **Robot Note:** The armor is really not suitable as additional protection for robots. Draping a giant bot in the armor requires special modifications/alterations of the armor's design and may still block and prevent use of robot weapons, jets, and sensors. Covering cooling vents, exhausts, or jets may cause overheating, too. Also adds to clumsy and awkwardness factor; usual penalties apply plus -1 to parry and dodge. The cost is also prohibitive; it's cheaper and more efficient to get conventional armor.

Bionics & Cybernetics: None, although Dragon Slayers are not opposed to mechanical augmentation. The giant size increases the cost proportionately.

Money/valuables: Has 145,000 in gold and gems hoarded away, along with a silver, gem encrusted cross (worth 50,000 credits), a giant wood cross, about a dozen different human size swords and daggers kept as souvenirs, 20 dragon's teeth, a horned dragon skull, a human size flaming sword, two human size TK-gliders, a giant size squirt gun, and 48,000 in credits (prefers gold and precious gems).

R.C.C. Skills: These are learned skills. Note that while, theoretically, the Poptal are intelligent enough to learn any skill, including the sciences, they are not oriented in that area. The Poptal are warriors from a savage land and natural, instinctive, big game hunters.

R.C.C. Skills: Hunting, wilderness survival (+25%), land navigation (+20%), track animals (+20%, includes dragons and dinosaurs), skin and prepare animal hides (+20% large animals, +10% small), hand to hand martial arts, swimming (+10%), W.P. Targeting and W.P. Blunt and two ancient skills of choice. Speak Dragonese and Gobblely at 98%.

Other Skills: The Poptal may select six other skills at first level and two other skills at levels three, six, nine, twelve and fifteen. Available skills are limited to Communications (radio: basic and scrambler only), Domestic (any, +10%), Espionage (tracking, sniper, intelligence only, +10%), Medical (first aid or holistic medicine only), Physical (any except acrobatics, +10% when applicable), Pilot (limited to horsemanship of giant animals, and boats), Science (math and astronomy only), Technical (languages, literacy and lore only), W.P. (any, lean toward ancient types), Wilderness (any, +10%).

Description: The Poptal Dragon Slayers are a race of warrior giants and are creatures of magic. The Poptalian's native world is a lush wilderness of tropical and subtropical forests broken only by the occasional desert and sea (no grasslands, many swamps and marshes). The dominant life form are dragons and dragon-like predators (the latter being more like the Great Woolly Dragon or dinosaurs than the more intelligent dragons). The Dragon Slayers have evolved to survive in this hostile land of giants by themselves becoming giants and developing resistance to magic as well as a variety of other features that enable them to combat their natural nemesis, the dragon. The giants' maws are designed for biting through the M.D.C. flesh of their prey, the stomach for digesting raw meat.

Over the eons, the giant humanoids have become the predators of the dragons and dinosaurs (and vice versa). Males and females alike are skilled hunters and wilderness scouts. The typical community is a small tribe of 20 to 100 members. Some are stationary communities while others are nomadic. The level of technology is low, with ancient style weapons and armor. Even when high tech

energy weapons are made available the giants prefer the challenge of hand to hand combat. They pride themselves as dragon slayers and as the greatest warriors in the universe. This also means that they are generally arrogant, extremely aggressive, quick to fight, and merciless in combat. They eat the raw flesh, drink the blood, and eat the bones of their prey (most hate cooked meat). In the world of **Rifts**, they prey on dragons, dinosaurs, large mammals, and other giants. Although they are frequently called savage cannibals, they NEVER eat the flesh of their own kind, but have been known to eat other humanoids. With the exception of the occasional rogue, Dragon Slayers seldom terrorize unarmed humans or other tiny people. The giants are proud warriors and there is nothing to be proud about in the slaughter of unarmed opponents. As warriors, they do not look for treasure or a people to rule, but rather seek adventure and combat. They love to fight giant robots and find conflict with monsters and wizards a great challenge.

Bonecruncher is the stage name for the Dragon Slayer that works at the **Night Arcade & Freak Show**. He is a favorite attraction and his dislocating his massive maw to the four or five foot height, accompanied by a blood curdling roar, has been known to make women and children faint or run in terror. Bonecruncher's acts exhibit incredible feats of strength and combat skill. He will accept challenges of hand to hand combat from any member of the audience to fight him one on one, including giant robots and power armor (no long range weapons). Using mind control magic or psionics is forbidden and results in disqualification or worse (some sort of punishment). The prize for beating bonecruncher is 50,000 credits. In order to be eligible for the prize money, the combatant(s) must pay 50 credits. A combatant may wager any amount over 50 credits, as long as Bonecruncher or Mr. Morricco is willing to accept. Multiple combatants against Bonecruncher are permitted at the giant's discretion.

Bonecruncher is also active in the general security and defense of the travelling show.

The Mysterious Yucatan

A doorway to another dimension

Many people say that the Earth no longer belongs to humankind. That it has been completely transformed and now belongs to other, alien creatures. That the dominion of humankind is shrinking and falling into the hands of supernatural monsters. Few places on Earth exemplify this more than the Yucatan. The Yucatan Peninsula, home of the ancient Mayans, is no longer a part of the planet earth, at least not as we once understood the Earth.

Traveling to the Yucatan by air

Flying above, from the air, there is no Yucatan. The warm waters of the Mexican Gulf seem to have swallowed the tropical lowlands a hundred feet beneath the water, just as it has the Texas and Louisiana coastline. All that appears to remain is the southern portion of Mexico and Guatemala, the peninsula is gone. Even flying a foot above the waves shows no sign of land until the new coastline, which starts north at Ciudad del Carmen and runs southeast, touching the old pre-rift cities of Villahermosa, Flores, Poptun, and Puerto Barrios. Consequently, most eastern map makers, including Erin Turn and the Coalition, do not show the Yucatan to exist! Most northern scholars dismiss the stories of the Yucatan Peninsula existing or co-existing in another dimension as folk tales. Remember, very few northern explorers have ever traveled as far south as the Yucatan and have returned to tell the tale.

Some scholars and ley line walkers have noted that a 250 mile ley line runs parallel to the new coast at what was (is) the base of the Yucatan Peninsula. The ancient Mayan ruins of **Palenque**, **Yaxchilan** (also near Bonlampak), **Seibal**, **Machaquila**, and **Pusilha** mark the straight line of the mystic energy stream. 20 miles north of the ley line is the new Yucatan coast. **Pusilha** is a ley line *nexus* that is linked with another major ley line that stretches 100 miles, starting south, at **Copan**, running north to Quirigua and to Pusilha, and another 400 miles northwest to Uxmal. The speculation is that the entire Yucatan Peninsula is a giant triangular ley line nexus with twenty multiple ley lines within its boundaries, making it a ley line nexus times twenty; a super nexus.

It is also interesting to note that the conflict that began the rifting of the ley lines was in Central America, perhaps somewhere near the Yucatan? Coincidence?

Without a doubt, the level of mystic energy permeating the land and the Palenque-Pusilha ley line nexus junctions plays a significant role in the Yucatan mystery. For you see, the Yucatan Peninsula still exists, only it exists in a different dimension. The dimensional anomaly is even stranger, because while the peninsula is not visible nor accessible from the air, it is both visible and easily accessible from the land. Landing on the apparent coast is easy for bots and power armor (the coast is jungle with no beaches or flat land for airplanes). A moment after landing, the ocean is gone, having been replaced by forest stretching three hundred miles to the north.

Taking to the air again, there is a shimmering of the sky and disorientation as the flyer is suddenly engulfed in clouds (a sudden storm?). The instrument panels go crazy and all sense of direction, even up and down, is lost. A lucky flyer will suddenly find himself over the Gulf of Mexico, the Yucatan once again buried underwater. An unlucky flyer may find himself trapped in the cloud covered limbo of a trans-dimensional vortex.

GM Note on surviving the trans-dimensional vortex: The vortex is the same type of phenomenon reported countless times by aircraft and boaters in the pre-rifts Bermuda Triangle. Getting lost in the vortex can mean oblivion. Time and space are crushed and compressed, and released like a spring, thus what may seem like 15 minutes could be the passage of 15 years or 15 centuries. Every time a character exits the Yucatan Peninsula by air, at any point north beyond the Palenque-Pusilha ley line, he will be temporarily caught in the trans-dimensional vortex. Roll percentile dice four times. One must roll between 1 and 55% two out of the four times to escape the vortex. Two successful rolls means that he or she is suddenly back in the rifts world and at the correct moment in time.

A failed series of rolls means one of the following. Roll percentile.

1-25 Lost in a limbo-like dimension of endless clouds. After a while, the character lapses into a peaceful, trance-like sleep and flies through the limbo for all eternity. Or until some outside force yanks him into a different dimension or time. Rolling up new characters may be applicable.