

# Warlock O.C.C.

A warlock is a man or woman who draws his magic powers from a supernatural, elemental intelligence. Like the mystic and the witch, there is no true knowledge of the mystic arts, instead the warlock, through his link with the supernatural intelligence, intuitively knows certain spells. **Note:** A warlock is not a male witch.

One might assume that warlocks are closely attuned to nature, and in some ways they are, but not in the way one might think. They are not spiritualists, like the druids of England who try to live in harmony with their environment, instead, the warlock functions on a more primeval level. A level concerned with power, change and anarchy, for that is their vision of nature. Their world view is a picture of seething, unrestrained force, freedom, and change. As such, a warlock will bind himself to no man nor god, he is a free spirit to wander the universe to observe and instigate change. They can become the heads of State, or even Emperor of a Kingdom, or restrict their efforts to a life as a wandering philosopher, or both, during their lifetime. Life, adventure, power and freedom are all important. They appreciate the forces of nature and bend them to their will, but freedom is revered above all else.

Although there are places with comparatively large communities of warlocks (usually a guild or church with as many as 100 warlocks among their members), these practitioners of magic never preach the ways of magic, never try to convert anybody to any way of thinking, seldom even discuss their philosophy, and have no formal religious or political structure nor leader. Each group will be independent of the other. And as for philosophy, they believe that either one is born a warlock or not. Yet despite the lack of a supreme leader or formal laws/doctrine, warlocks all share the same basic philosophy and all show great respect and courtesy to each other. Even warlocks who are deadly rivals will first have a polite meeting to discuss the situation and to proclaim each other's intentions. Such meetings will inevitably end with a statement such as, "So my brother, I must regrettably destroy you and any who stand with you, be they brother or sister warlocks or valiant heroes." To which the other warlock responds, "Just as the wind and waves erode the mighty mountain, so must we clash, my brother." The two are likely to enjoy a meal together, shake hands or hug, and depart. But from that moment on, the line has been drawn and there shall be no mercy nor quarter given by either when that line is crossed. The blood and destruction caused by warring warlocks can be horrendous.\

## Warlock Powers

**1. Choosing an Elemental Force.** Although all four of the elemental forces are acknowledged and revered, the warlock must choose one or two specific elemental force(s) to tap into. Once the elemental force is selected it cannot be changed, and becomes the warlock's **life sign** and source of power. Warlocks may worship and/or honor and respect other forces and deities, but cannot become priests, and most are too carefree and anarchist to follow a different philosophy other than the one gained by the bonding with the elemental intelligence.

A warlock derives his magic powers and spells directly from his elemental lord/force in much the same way as a witch and some priests from their supernatural allegiance. The elemental being that represents the warlock's chosen (elemental) life sign gives him the power and grants him the elemental magic. The spell casting ability is not learned (like wizardry), but endowed by the elemental deity. The spell is cast by invoking the elemental power word(s) in a simple chant. Otherwise, warlock magic in **Rifts** works like the ley line walker's magic. Each spell requires a certain amount of P.P.E. and once that energy is temporarily expended, no more spells can be cast.

**2. Initial Spell Knowledge and Learning New Spells:** A warlock has no power until an elemental force is chosen, and once chosen, it cannot be changed. Select air, earth, fire, or water. Once the character has bonded with the elemental force of choice, he will be able to select three (3) new spells for every level of experience.

*Choosing two elemental forces* is a possibility, but the character must have an I.Q. 12 or higher and an M.E. 14 or higher. The advantage of this is that the warlock has a greater selection of elemental magic, being able to select one (1) spell from each category of the two elemental forces. The disadvantage is that the character only gets two spell selections per level of experience instead of three; one from each of his two elements.

For example: A warlock having chosen fire as his one elemental force will be able to wield/command the forces of fire only, while a warlock having chosen two elemental forces, like fire and air, can command both. The fire warlock will have a larger range of fire spells, while the fire and air warlock must divide his spells between both fire and air. Thus, at third level the fire warlock has nine fire spells, but the fire and air warlock has three fire spells and three air spells. Both possess elemental magic, but the fire warlock has greater control/mastery of his one elemental force, while the fire and air warlock has greater diversity of magic, but less control/mastery in each category.

**3. Choosing and Gaining spells.** At first level, a warlock with *one* elemental force can select a total of three spells from the first level spells offered by his selected elemental life sign. Every time the warlock reaches a new level of experience, he is allowed to select three new spells. The level of the spell available for selection is limited to the experience level of the warlock. This means a warlock cannot select an elemental magic spell above his own experience level.

For Example: A water warlock (having one elemental lord) can select any three first level water elemental spells at first level. At second level, the warlock chooses another three water spells, but is able to choose from the range of spells listed under first and second level. Upon reaching third level of experience, the warlock can again choose three water spells, but this time is able to make

his selections from the full range of water spells listed under levels 1, 2, and 3. When a warlock reaches eighth level or higher, he can choose spells from any level, one through eight.

**Note:** Warlocks with two elemental lords gain and choose spells in the exact same manner, except that they can choose only one spell from each of the two elemental magic categories per level. Under no condition can a warlock learn any spells other than those provided by his elemental deity. Warlocks, along with witches and some clergy, have no knowledge of spell magic nor any other magic, because their powers are given to them through a supernatural force, not learned.

**4. P.P.E:** The disciple of one elemental force gets  $2D4 \times 10 + 20$  P.P.E., in addition to the P.E. attribute number. Add  $2D6$  P.P.E. for each additional level of experience. The disciple of two elemental forces gets  $2D4 \times 10 + 40$  P.P.E., in addition to the P.E. attribute number. Add  $2D6$  P.P.E. for each additional level of experience. Unlike most practitioners of magic, the warlock cannot draw P.P.E. from other living creatures, but can draw the mystic energy from elemental beings of his life sign, ley lines, nexus points, and magic storage cells, like certain talismans.

**5. Magic Bonuses:** + 2 to save vs horror factor, + 1 to save vs magic, and + 1 to save vs possession.

**6. Speak Elemental:** All elementals communicate in a strange language that is a combination of telepathy and the spoken word. All warlocks can speak and understand this language at 98%, but to all others this language is incomprehensible. Elementals do not have a written language.

**7. Sense Elementals:** Warlocks are so attuned to true elemental forces that they can actually sense the presence of an elemental within a 120 foot area (36.6 m). If elemental forces appear to be at work, the warlock can deliberately try to sense an elemental's presence and enjoys a + 20% sensory bonus and doubled sensing range (240 ft/73.2 m). Also, the attunement to elemental forces gives the character an automatic ability to sense an elemental's presence within the earth, water or air; 25% plus 5% per each level of the warlock's experience. Furthermore, a warlock will intuitively recognize/sense a fellow warlock and instantly know which elemental force(s) he or she is allied to (experience level, alignment, etc., is not known). There is also a 75% chance that a warlock can see an invisible elemental despite its nature of invisibility, including air elementals, spirits of light, and the demonic jinn. Warlocks know and understand as much about elementals as humanly possible.

**8. Sense the Nature of the Life Sign:** Air warlocks can tell the direction of the wind and accurately tell/sense time by observing the heavens; 62% + 4% per level of experience. They can also sense the coming of storms, including ley line storms, and other atmospheric disturbances; 30% + 5% per level of experience. They can also sense impurities in the air and be warned if the contaminants are hazardous, 30% + 5% per level of experience.

**9. Special abilities:** *Air:* The character instinctively knows astronomy at 65% and basic electronics at 50%, or gets a 20% bonus if selected as learned skills. Can also hold breath for up to 10 minutes.

**10. The Brotherhood — Etiquette Between Elemental Forces.** No elemental will hurt their little mortal brothers (warlocks) unless absolutely necessary, provoked, or attacked first. Again, it is a result of the mysterious bond that is shared between elemental and warlock. Even if the elemental has been commanded/forced to kill a warlock as part of its quest, it will first warn the warlock of its mission, apologize, and state that it understands that the warlock may feel compelled to fight back. After these formalities the elemental will attack without hesitation or mercy.

If a warlock encounters an elemental that is guarding a passageway or object that he must use/get, the elemental will warn the warlock that it must kill him if he persists, and it will do so without hesitation if he does. Likewise, if a group of adventurers engage in combat with an elemental it will destroy all of them except the warlock in the group. Only when the warlock confronts the elemental will the elemental strike back, but only after inquiring, "Why do you oppose me, little brother?" An appropriate response would be something like, "Because I must" or "Because I must pass." Elementals do not understand the concept of friendship, so saying that you are protecting the group because they are friends would be an explanation falling upon deaf ears. The elemental will accept "I must." If the little brother must, he must, just as an elemental does as it must. However, the warlock can stop the battle, discuss the situation, find out who is responsible for the elemental's mission and slay that person, which usually (but not always) frees the elemental from its commitment. Or, the elemental may tell the warlock of a different entrance or way to get the item without a confrontation.

**11. Summon Elementals.** A warlock can summon only the type of elemental that is his chosen life sign. This means the fire warlock can only summon a fire elemental and only *lesser* elementals will respond. When the warlock is high level, 9th or better, he may be able to summon a greater elemental at half the normal success ratio. The summoning process can be attempted only once a day (24 hour period) as the process is very emotionally and physically taxing. A physical symbol of the elemental force must be present as the focal point of concentration. The symbol of the elemental must be scrawled on the floor in charcoal or in dirt/dust. On **Rifts Earth**, the normal two hours of concentration and chanting are dramatically reduced to  $2D6$  minutes! Only a warlock may summon an elemental in this way. Success ratio: 5% per each level of the warlock's experience, + 10% on a ley line or +20% at a nexus.

Once summoned, the warlock is able to request the elemental to aid him in battle or any activity for an unlimited length of time. However, the elemental will want to go back to its own world after a day or two. Only the summoning warlock can release it to return to its own dimension. The elemental will become increasingly insistent about being released with the passing of each day. This will quickly change to anger and hostility at an accumulative rate of 12% per week. The usual etiquette between elemental and warlock is

lost when pressed into slavery and the percentage indicates the degree of its hostility and the likelihood of it killing the warlock (roll once for every week that passes). If the roll is under the hostility percentage, the elemental will be angry enough to kill the warlock. HOWEVER, it will first warn the warlock that it will kill him if he does not release it, now! Elementals never bluff. The elemental will generally obey only the warlock and will follow any command without question, including fighting to the death.

Summoning Note Number One: Only a warlock who is the foulest of the foul will intentionally allow an elemental brother that he has summoned to die. Even the most minor of elementals, like the phantom, should not be allowed to die if it can be helped. One means of preservation is to release the elemental from its summoning bondage. With the words, "I release you," the elemental instantly disappears, dimensionally teleporting back to its homeworld, for it is the warlock and his will that binds it to this realm of existence.

Summoning Note Number Two: The warlock may also be able to summon minor elementals and fragmented essences from an elemental intelligence by means of an elemental spell. These are even less powerful beings than a lesser elemental and don't count as an official summoning, they count as a spell.

**12. Colors and Clothing.** Warlocks all wear colors and clothing that is indicative of his or her particular elemental life sign. Air: White or light pastel colors. Earth: Brown, black or green. Fire: Red, orange or yellow. Water: Any shade of blue. Brown is the universal color symbol of elemental forces and can be worn by a warlock of any elemental force. The traditional dress for a warlock is a hooded robe the color of his chosen element, any armor is underneath the robe. Jewelry will also correspond directly to their elemental life sign. Air: Diamond or sapphire. Earth is onyx. Fire is a ruby or topaz. Water is the emerald or pearl. There are no restrictions as to body armor, except that warlocks tend to avoid plastics and power armor.

## Warlock O.C.C.

**Alignment:** Any. Although the elemental forces to which the warlocks are linked may be very chaotic and freewheeling, a warlock can be any alignment. Remember, the concepts of alignments and laws are unfathomable to true elementals (generally anarchist alignment).

**Attribute Requirements:** I.Q. 6 or higher, M.E. 10 to choose one elemental force, or I.Q. 12 and M.E. 14 to choose two elemental forces.

### **O.C.C. Skills:**

Speaks two additional languages (+10%)

Literate in language of choice (+10%)

Lore: Demon & Monster (+10%)

Lore: Faerie Folk (+5%)

Land Navigation (+10%)

Wilderness Survival (+10%)

Pilot Hover Craft (+5%)

W.P. Ancient of choice (select one)

W.P. Modern of choice (select one)

Hand to Hand: Basic

Hand to Hand: Basic can be changed to hand to hand: expert at the cost of two "other" skills, or martial arts for the cost of three "other" skills.

**O.C.C. Related Skills:** Select 8 other skills, but two must be from wilderness or domestic. Plus select two additional skills at level three, one at level six, one at level nine and one at level twelve.

Communications: Any

Domestic: Any (+10%)

Electrical: Any

Espionage: Tracking only (+5%)

Mechanical: Any

Medical: Any (+10% on holistic medicine)

Military: None

Physical: Any, except boxing and acrobatics.

Pilot: Any (+5%), except robots.

Pilot Related: Any

Rogue: Any

Science: Any (+10%)

Technical: Any (+10%)

W.P.: Any

Wilderness: Any (+10%)

**Secondary Skills:** The character also gets to select four secondary skills from those listed. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill.

**Standard Equipment:** Set of clothing, an appropriately colored hooded robe, set of traveling clothes and extra robe, light M.D.C. body armor, knapsack, back pack, 1D4 small sacks, one large sack, canteen, binoculars, tinted goggles or sunglasses, air filter and gas mask, flashlight, first-aid kit, flint and charcoal, wooden cross, and elemental symbol.

Weapons include a survival knife, automatic pistol or Triax pump weapon, and two weapons that match the two O.C.C. weapon proficiencies.

The vehicle of choice is often a horse or other live animal, with small, fast hover vehicles, like the hover cycle, another favorite.

**Money:** The importance and amount of money attained by a warlock will depend on his personal goals and desire for wealth and power. Starts with 2D6x1,000 in credits and 3D4x1,000 in black market items.

**Cybernetics:** Starts with none and will avoid them.

## Notes about Elementals

It is **very important** to stress here that elementals generally have absolutely no regard for the lives or activities of mortal creatures. They will step on a baby or destroy a town if so commanded, or if in a rage, or out of ignorance/negligence. To an elemental, creatures of this dimension (including all intelligent races) are just bugs, without value. It is not because they are evil, because there is no ill will or evil intent, but because elementals are so completely different, they have no comprehension of life as we know it, nor the concept of law, or good and evil.

In this regard the elemental pays no heed to the harm or damage it may cause in its attempt to obey a warlock's command. For example: Telling a fire elemental to go into town and get something or somebody will send it stomping through the streets, perhaps stepping on innocent people and harmless vehicles, and setting buildings on fire. Only a warlock can freely converse with an elemental without being ignored, torn limb from limb, or needing some kind of protection (circle, charm, ward, etc.). An elemental will not accept someone because he is the friend, kin, or lover of a warlock. They will accept and befriend **ONLY** warlocks, none other. In fact, elementals are so friendly toward 'warlocks that they have been known to stop in the middle of a massacre to converse.

**Note:** This applies only to true elementals and not spirits of light or demons. Most elementals (98%) never leave the elemental dimension, which is their home, unless impressed against their will into some activity by a magic user, usually a shifter, summoner, diabolist, or warlock, occasionally a techno-wizard. As a slave, especially to non-warlocks, they show their enslaver little loyalty. This means a slave elemental will tell a brother warlock everything they know about their mission or any other subject that he may inquire of them. Elementals and warlocks share a great kinship between each other, in a strange, metaphysical way, and both will always try help each other. Both man and monster are uncommonly courteous and friendly toward each other, unless that warlock is known as a cruel or destroying enslaver of elementals. If the latter is the case, the warlock will be treated as if he were an enemy and possibly attacked if he continues to pester the irate elemental. Of course, any warlock worth the title, and desirous of the friendship of elementals, will sincerely offer his aid to help an elemental with any quest, or duty, or dilemma to ease its burden. Often, being courteous and generous to their little mortal brothers, they will decline the offer, but many warlocks will aid their elemental friend/deity anyway.

Along this line of thought, warlocks are aware that elementals don't like to stay away from their home dimension. Elementals pressed into service (and often carelessly destroyed) by uncaring shifters, summoners and other practitioners of magic will beg a warlock to free them. Unless the warlock is true scum or the forces he must fight to win their freedom is far too powerful for him, the warlock will try to help the elementals, especially if the creatures are the same as his or her chosen life sign. This is true of both good and evil aligned warlocks. Likewise, most warlocks are extremely diligent in their efforts not to kill any elemental that they have summoned. If an elemental is left to guard something, the warlock will usually put in the condition that at the point that the elemental senses its destruction it is free to return home (*see summoning elementals*).

## **Air Elemental (Minor)**

**Attributes of Note:** P.S. 30, P.P. 22, Spd 3D6x10

**M.D.C.:** 1D6x100

**Horror Factor:** 12

**P.P.E.:** 1D4x100

**Natural Abilities:** Does not breathe air, turn invisible at will, see the invisible, see in all spectrums of light, nightvision 1,200 feet (366 m; can see in total darkness), identify all elements and contaminants in the air 80%, magically understands all languages, bio-regeneration of 1D4x10 M.D.C. every minute (four melees), prowl 70%, and can squeeze through small openings. Impervious to normal weapons, poison, fire, heat or cold, and even mega-damage kinetic type weapons, and attacks such as M.D. punches, kicks, rail gun blasts, explosives and vibro-blades, inflict no damage, they just pass right through! Note large explosions (80 M.D. or more)

inflict no damage but will cause the elemental to disperse, losing one attack/melee action while it reforms itself. Is vulnerable to energy, magic and psionic attacks, and electrical attacks inflict double damage.

**Natural Abilities in Energy Form:** Impervious to all but M.D. energy attacks, magic, and psionics. Natural telepath, range is 300 ft (91.5 m). Fly and hover in energy form, maximum speed of Mach one (670 mph). Appears as a white, glowing vapor or cloud.

**Combat:** Six hand to hand attacks per melee or two spell attacks per melee.

**Bonuses:** +6 to strike, parry, and dodge, +3 on initiative, +3 to pull punch, +5 to save vs magic, +4 to save vs psionic attacks, +14 to save vs horror factor, +14 to save vs possession.

**Damage:** Restrained punch 4D6 S.D.C. plus P.S. bonus, full strength punch inflicts 3D6 M.D., power punch 1D4x 10 M.D., wind blast: a powerful, hammering, punch-like blast of wind 4D6 M.D. (counts as one attack, range is 400 feet/122 m).

**Elemental Magic:** All level one through four air warlock spells. Spell strength is 14 (opponents need 14 or higher to save).

**Psionics:** None

**Size:** 5 to 12 feet tall (1.5 to 3.6 m)

**Weight:** 50 pounds (22.5 kg)

**Notes:** Appears as a white, light blue, or yellow vaporous cloud, often with one or two sparkling eyes and large, toothless maw. May also take a humanoid shape that looks quite ghost-like and eerie looking because they lack human body features and musculature, glow and have strange eyes. These are usually independent elemental beings, not fragments from an elemental intelligence. Whether these minor elementals are young intelligences or other beings remains a mystery.

## Air Elemental (Major)

**Attributes:** P.S. 60, P.P. 30, Spd 5D6x10

**M.D.C.:** 2D6x1000

**Horror Factor:** 16

**P.P.E.:** 4D6x 100

**Natural Abilities in Physical Form:** Does not breathe air. Turn invisible at will, see the invisible, see in all spectrums of light, nightvision 3,000 feet (914 m; can see in total darkness), bio-regeneration of 1D4x100 M.D.C. every minute (four melees), identify all contamination and elements in the air 98%, magically understands all languages, and a natural telepath, range 300 ft (91.5 m). Travel through the smallest cracks and openings, and prowl 80%. Impervious to normal weapons, poison, fire, heat or cold, and even mega-damage kinetic type weapons, and attacks such as M.D. punches, kicks, rail gun blasts, explosives and vibro-blades, inflict no damage, they just pass right through! Powerful explosions (200 M.D. or more) inflict no damage, but will cause the elemental to disperse, losing one attack/melee action while it reforms itself. Is vulnerable to energy, magic and psionic attacks, and electrical attacks inflict double damage.

**Natural Abilities in Energy Form:** Impervious to all but M.D. energy attacks, magic, and psionics. Natural telepath, range is 300 ft (91.5 m). Fly and hover in energy form, maximum speed of Mach one (670 mph). Appears as a white, glowing vapor or cloud.

**Combat:** Ten hand to hand attacks per melee or six spell attacks per melee.

**Bonuses:** +9 to strike, parry, and dodge, +8 to save vs magic, +6 to save vs psionic attacks, +14 to save vs horror factor, +14 to save vs possession.

**Damage:** Restrained punch 1D6x10 S.D.C. plus P.S. bonus, full strength punch or kick inflicts 1D6x10+10 M.D., power punch 2D6 x 10 + 20 M.D.(counts as two attacks), body block/wind rush does 2D6 x 10 M.D. plus an 88% chance of knocking one's opponent down (victim loses one melee attack and initiative), but counts as two attacks.

**Elemental Magic:** ALL air elemental magic, equal to a 10th level warlock in regard to damage and duration. All spell ranges are 100 times the range of a first level warlock. Other spells include heal wounds, restoration, seal, see aura, life drain, summon fog, summon rain, summon storm.

**Psionics:** None

**Size:** 12 to 40 feet (3.6 to 12.2 m), occasionally as large as 60 feet (18.3 m).

**Weight:** 100 pounds (45 kg)

**Notes:** The physical embodiment of a greater elemental is usually (85%) a fragmented essence of the intelligence.