

# Headhunter Techno-Hound O.C.C.

The Techno-Hound is a Partial Cyborg mercenary who, like the Slammer, has an insatiable love for technology. Although this character appreciates robotics, his love is high-tech cybernetics, bionics, weapons, and electronics. When not reading about technology, Techno-Hounds actively hunt, collect, sell, trade, and repairs tech items. Advanced weapons, cybernetics and ancient, pre-Rifts items are the most prized. New alien technologies are also of interest, but looked upon with a healthy dose of suspicion. Techno-Wizard items are also regarded with a skepticism and concern. While they may combine the so-called "twin sciences of magic and technology," most Techno-Hounds see "magic" as an unknown and unpredictable quantity better left alone. Still, a small percentage of T-Hounds (6%) have one or two TW devices or weapons among their collections.

Like Robot Slammers, Techno-Hounds are attracted to the sciences and technical aspects of machines and electronics. Most hoard technology, many obsessively so. If a new innovation or application is made in electronics or cybernetics, the T-Hound must know about it and, if appropriate, have it! The most obsessive can become addicted to televised shopping networks, infomercials, and most dangerous of all, cities where technology is plentiful (this means key tech-centers like Free Quebec, Upper Michigan, CS cities and their 'Burbs, among others). These techno-junkies feel they must be on the cutting edge and need to stay at or near major cities (particularly those in the Coalition States) to stay on top of everything. Big cities and advanced technology attract them like moths to a flame.

This affection for and desire to possess advanced technology drives the Techno-Hound to search out, acquire, buy, sell and trade all kinds of electronic and cybernetic devices. The most appealing for a "mercenary" are small, easy to carry items, although the majesty of great accomplishments (advancements in communication, vehicles, bionics, genetic manipulation, and other marvels of science) do not go by without notice and elicit a sense of awe and appreciation. However, as an adventuring Man at Arms, the character owns and collects things that are (relatively) small and easy to carry, or easy to store. This means the T-Hound will have a backpack full of all kinds of high-tech tools, equipment and gizmos. Many also modify items and make or have made for them, special gizmos and gimmick items like a boot or jacket with concealed compartments to hide weapons, lock picks, circuitry and other small items.

## Special T-Hound Skills & Abilities:

**1. Bonuses:** The character's combat training and background provide the following bonuses.

+2D6 to physical S.D.C.

+1D4toP.P.

+1 on initiative at levels 1,5, 10 and 15.

+1 to pull punch.

+1 to save vs Horror Factor at levels 1, 3, 7, 11 and 15.

**2. Recognize Weapon Quality:** The ability to accurately determine a weapon's durability, reliability, and quality by physically examining it. This includes knowing which manufacturers are reputed to make the best weapons, the ability to recognize damage or signs of misuse, modifications/customization or wear and tear, whether the weapon can be made as good as new with a little repair work and/or cleaning, whether it is a cheap "knock-off" (copy/imitation), and so on. The character can also recognize if the weapon is stolen (serial numbers filed away, etc.), new, old, and if it has any other special features or properties, as well as know what the fair price should be. **Base Skill:** 25% +5% per level of experience (plus the Headhunter's 15% O.C.C. bonus). **Note:** Reduce the skill ability by half if the item is not actually handled; seen but not touched/examined.

**3. Headhunter's Find Contraband:** This is the standard skill enabling the character to track down all types of contraband with an emphasis on electronics and cybernetics/bionics. These able soldiers will have a strong idea where to find and how to locate *smugglers, weapon dealers, and Body-Chop-Shops*. Likewise, they are skilled at recognizing and contacting such illegal operators. This makes the skill a variant of the standard **Find Contraband, Weapons & Cybernetics** skill, only it is much more narrowly focused on technological contraband, particularly bionics and weapons, to the exclusion of all else (drugs, magic, etc.). This means the Headhunter will have a good idea where to go to find arms dealers, weapons or bionics smugglers, body chop-shops, Cyber-Snatchers, and underground Cyber-Docs, as well as how to spot and approach them. The character is also familiar with their practices, hang-outs, gang or criminal ties, general practices, code of conduct, fees, pricing and modes of operation. Likewise, he has a good idea of what Black Market weapons and cybernetics should cost and what these people pay for contraband items (typically only 20% of the retail market price). Furthermore, he knows the penalties for being caught with an illegal weapon, implant or bionics (not that Headhunters care). In all CS cities and most other societies, M.D. weapons, concealed weapons and sidearms are forbidden inside large population centers.

This skill cannot be used to identify or locate drug dealers, assassins, smugglers of other items (such as books or magic), practitioners of magic, guilds, sects or other secret societies or operations — only those dealing in the making, selling and smuggling of weapons, armor, vehicles, cybernetics, bionics and advanced technologies. **Base Skill:** 53% +3% per level of experience. **Note:** This skill *should* be considered separate and apart from Streetwise and the more broad Contraband skill. It is available only to Headhunters and a few select others.

**4. Jury-Rig Mechanics:** With this skill the character can try to fix just about anything, or at least get it up and running for a short period of time (what mechanics can't fix, some duct tape and a good boot just might). The proper components are necessary for this work and the jury-rigging is almost always a temporary fix that will break, blow or burn out in a matter of time. Once the jury-rigged item breaks, further jury-rigging is impossible and major mechanical work and lots of man hours are needed to fix it again. The character has learned to improvise and use things at hand and to the best of their capability. In some instances, seeing an Operator or T-Hound jury-rigging some odd contraption is similar to watching a carnival clown make balloon animals.

**Base Skill:** 36% +3% per level of experience. **Requirements:** Mechanical Engineer and Electronics Engineer skills (-20% if the character only has Basic Electronics). **Note:** This skill is only available to the Techno-Hound O.C.C. and Operator O.C.C. (the Operator gets a +6% bonus). The skill provides a bonus of +5% to all Demolitions skills, and to the Field Armorer, Automotive and Aircraft Mechanics skills.

This skill also gives the character the ability to correctly guess at the basic purpose and function of most mechanical devices within one melee round (15 seconds), and how to turn it on, turn it off, or unplug it. However, this is done at -20% (-50% if truly alien) and is typically a move made in a desperate situation.

A successful roll means the jury-rig worked, but now the player must roll percentile dice to see how long his character's patchwork will last. Unless stated otherwise, at the end of its limit, the jury-rigging breaks and the device stops working. Once this happens, another jury-rigging is impossible and major mechanical work and lots of man hours are needed fix it again. That means high costs too. However, if taken in for repair before the jury-rig breaks, the item can be repaired at the normal rate of time and expense. Note that the length of time given below is how long the jury-rigged item will work while it is turned on. It can be safely turned off and hauled to a repair shop.

01-10 Amazing success, should last for 2D6 days.

11-20 Great job, should last for 1D4 days.

21-30 Does the trick. Should last for 1D6 hours

31-40 Good enough for now. Should hold together for at least 1D6x10+36 minutes.

41-50 It will have to do. No telling how long it will last. Should be good for 3D6+6 minutes or until it takes a big, direct hit or a hard tumble.

51-60 Tape, bailing wire and a prayer is all that's holding this baby together. Should last 1D6+1 minutes or until it takes a big, direct hit or a hard tumble.

61-70 It's a miracle this jury-rig works or holds together at all. Won't last more than 1D6 minutes. Use them wisely.

71-80 Good luck, you're holding a time bomb! The jury-rigging won't last more than 1D4 melee rounds, or until it takes a hit or hard tumble. When it goes, the whole thing will burn out, stop working and inflict 3D6 M.D. to anybody touching it.

81-90 You've got 15 seconds! One melee round, then it goes boom! Does 1D6x10 M.D. to a 10 foot (3 m) radius!

91-00 Can not be jury-rigged without additional time and components. Try again when you have both (+5% to success at that time).

**5. Contacts:** The character starts with none, other than a few rumors regarding possible contacts. With time, the Techno-Hound is likely to develop a network of "contacts" pertaining to arms dealers, underground dealers of surveillance equipment and electronics, smugglers, Operators/Mechanics, Cyber-Docs and the operators of Body-Chop-Shops. If he is a regular client, the particular "dealer" is likely to offer to sell him additional information and goods. When a strong relationship is established, the contact is likely to offer the character a 10%-20% discount and first rights of refusal to rare, experimental and powerful (stolen) items. This may also apply to various other criminal or underground groups, thieves, safe-houses, and scoundrels (Forger, Safecracker, Assassin, etc.). G.M.s, use your discretion. Role-playing should be required.

## **Techno-Hound Headhunter O.C.C.**

Also known as "T-Hound," "Techno-Freak" and "Techno-Junkie."

**Alignment:** Any, although many lean toward Anarchist.

**Attribute Requirements:** I.Q. and M.A. of 12 or higher. A good P.S. and P.P. are always helpful, but not mandatory.

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

Speak Native Language; typically American (94%)

Language: Techno-Can (80% +1% per level of experience)

Language: Choose one other (+20%)

Literacy: Native (+40%)

Literacy: Techno-Can (+30%)

Math: Basic (+20%)

Math: Advanced (+15%)

Radio: Basic (+10%)

Computer Operation (+20%)

Computer Programming (+15%)

Computer Hacking (+10%)

Basic Electronics (+15%)

Mechanical Engineer (+10%)

Palming (+5%)

Concealment (+10%)

Find Contraband, Weapons & Cybernetics (+16%)

Pilot: Two of choice (+15%).

W.P. Two Modem of choice.

Hand to Hand: Basic. This skill can be changed to Expert at the cost of one O.C.C. Related, or Martial Arts or Assassin (if evil) at the cost of two skill selections.

**O.C.C. Related Skills:** Select five other skills from the list below at level one, plus one additional at levels 3, 7 and 14. All new skills start at first level proficiency.

Communications: Any (+10%)

Cowboy: None

Domestic: Any

Electrical: Any (+10%), except Robot Electronics.

Espionage: Wilderness Survival and Tracking only.

Mechanical: Any (+10%), except Robot Mechanics.

Medical: First Aid only.

Military: Any (+5%)

Physical: Any, except Acrobatics.

Pilot: Any (+10%)

Pilot Related: Any (+10%)

Rogue: Any (+2%)

Science: Any (+10%)

Technical: Any (+10%; including Fanatic Robophile skill but without this +10% bonus; see Robo-Slammer for skill description).

W.P.: Any, but leans toward modem, high-tech weapons (does not include any specialized gun fighting skills from Rifts® New West).

Wilderness: Any

**Secondary Skills:** Choose a total of four Secondary Skills from the previous list. They are limited by the categories listed, but do not receive any of the bonuses listed in parentheses. These are additional areas of knowledge and start at the first level of proficiency.

**Standard Equipment:** Weapons include one weapon for each W.P. and four complete reloads/E-Clips/drums of ammo (often Triax, Naruni or Bandito Arms weaponry).

M.D. body armor: One full suit of personalized heavy and light environmental armor of any kind. Other gear includes fatigues, black jumpsuit, overalls, two sets of street clothes, black paint stick for covert operations, portable tool kit, PC-3000 hand-held computer, Portable Scan Dihilator, portable language translator, FDD pocket audio recorder/player, PDD-V Pocket Digital Disc Video Player, PDD-VC Pocket Digital Video Camera (takes still and moving pictures; 440 still shots or 45 minutes of video per disc), pocket laser distancer, field radio, pocket flashlight, pocket (signal) mirror, RMK Robot Medical Kit, tinted goggles, soldering iron, box of disposable plastic gloves (100 per box), utility belt, backpack, one large satchel or duffle bag, air filter, canteen, three weeks of freeze-dried combat rations, and some personal items.

**Mode of Transportation:** Starts with one of the following; roll percentile dice or G.M. may assign one.

01-20 Light to medium M.D.C. wheeled ground vehicle.

21-40 M.D.C. Hovercycle of choice; subject to G.M. approval.

41-60 M.D.C. Hover vehicle of choice; subject to G.M. approval. No M.D.C. tanks or APCs.

61-70 "Stolen" (perhaps by adventurers or crooks and purchased by the character) CS Sky or Rocket Cycle (any)! This is not as cool as it may sound, because the CS is always on the lookout for stolen military property and will at best, try to capture and impound the vehicle, or more likely consider the owner/rider a criminal or rebel to be terminated and the vehicle impounded. Few CS troopers will give anybody possessing CS property the benefit of the doubt, and will shoot to kill.

71-80 Robot horse or similar robot animal of choice; subject to G.M. approval (see Rifts® New West).

81-90 Jet Pack or old style, light M.D.C. (no more than 110) helicopter.

91-95 Exotic or alien M.D.C. vehicle (Kittani, Naruni, Russian or Australian vehicle, etc.); subject to G.M. approval.

96-00 Techno-Wizard vehicle (ground or air); subject to G.M. approval. The Techno-Hound may enjoy the vehicle but remains somewhat uncomfortable with its magical aspect (which he does not understand).

**Money:** Starts with 1D6x100 in credits and another 2D6x100 credits in black market items. The rest of the character's money has been spent on equipment and cybernetics. This is where most future money will go too — electronics, weapons, bionics, souped-up vehicles and good times. This O.C.C. can make big money in their dangerous and unique line of work as well as freelance in "off hours" as an Operator/mechanic or detective (surveillance and tailing).

**Cybernetic Implants:** Most Techno-Hounds are in love with cybernetics, if not full blown bionics. About half will have one bionic limb with two weapon features plus Gyro-Compass, Clock Calendar, and 1D4 additional cybernetic implants or features. One third are

partial reconstructed 'Borgs with two bionic appendages, each with two weapons or other features, bionic reinforcement, at least one optic system and 1D4+2 other cybernetic or bionic features, perhaps even a third bionic appendage. The rest (about 15-20%) are full or nearly full conversion cyborgs. Currently the most popular cyborg body designs are the Triax VX-300 Striker, VX-320 Cyclops, and VX-500 Manhunter (the notorious "red" 'Borg), or some variation thereof. See Triax & the NGR for complete stats and details. Other "domestic" designs are also used.