

Mega-Juicer O.C.C.

"If you wanna be tough, become a Juicer. If you wanna be a GOD, become a Mega-Juicer."

—Sign outside an Ishpeming Body-Chop-Shop

This is the most advanced Juicer ever created, the so-called Mega-Juicer or "Super-Juicer." The only places where this expensive conversion is available are **Ishpeming** (a.k.a. Northern Gun) and recently, in **Kingsdale**. A research team unearthed some secret pre-Rifts "super-soldier" projects that combined elements from M.O.M. conversion and the Juicer process. The idea was to use volunteers with high levels of psychic energy (P.P.E. or I.S.P.) and then trigger that energy through drugs and electrical implants. The energy would then be channeled through the body of the patient, turning him/her into a being of incredible strength and endurance. Normal Juicer chemical enhancements were added to produce a nearly invincible warrior.

In the P.P.E. rich world of Rifts Earth, the Mega-Juicer process creates a minor supernatural creature. The triggering mechanism completely infuses the subject's body with psychic energies, giving his skin and muscle tissue the tensile strength of M.D.C. alloys while retaining the elasticity of normal human skin. In trial runs, .45 bullets were fired point-blank at Mega-Juicers without even bruising them. Even mega-damage weapons like laser pistols were used in the test, giving the Juicers painful but not lethal burns that healed in a matter of minutes. Only enough firepower to destroy a suit of mega-damage power armor was deemed enough to kill one of these enhanced humans.

Although the project had been an unqualified success, the Mega-Juicer could not replace more ordinary methods of human augmentation. For one, only latent psychics (estimated at representing less than 15% of all volunteers) would benefit from the drug treatments. Furthermore, the process is extremely expensive, two to three times as much as it takes to develop an ordinary Juicer. It also takes twice as long to recover from the operations, which involve regular Juicer surgery, followed by the implantation of electronic stimulators that enhance and channel psychic energy in a continual bio-feedback loop.

The other problem with Mega-Juicers was only discovered some five years after the first test subjects were first released. The bio-feedback energies released by the body will eventually produce an overload. At that point, the Juicer literally starts to "burn out," producing mega-damage levels of heat and light energies around him! Mega-Juicers in the terminal stages are a ter- death or expelled from populated areas.

Mega-Juicer O.C.C.

Attribute Requirements: Minor, major or master psionics, or high P.P.E. (30 points or more).

O.C.C. Abilities and Bonuses:

1. Super Endurance: Add 2D6 to P.E. attribute, plus the Mega-Juicer becomes an M.D.C. being with P.E.x4 M.D.C.; add 2D4 M.D.C. per level of experience. The character's strength is considered to be supernatural (can carry 50 times his P.S. in pounds and lift 100 times his P.S.). The Juicer can remain alert and operate at full efficiency for up to seven days without sleep. Normally needs only three hours of sleep per day.

2. Super Strength: Add 2D6 to P.S. attribute. Note: Minimum P.S. is 25, if lower adjust to 25.

3. Super Speed: Add 2D4x10 to speed attribute. Can leap 30 feet (9.1 m) across after a short run (half that from a dead stop) and 20 feet (6.1 m) high (half without a short run).

4. Super Reflexes and Reaction Time: Bonuses: +4 to roll with punch, fall or impact; +4 on initiative, gets an automatic parry or dodge on all attacks, even from behind/surprise. Add two extra attacks per melee, and add 2D4 to P.P. attribute. Minimum P.P. attribute is 20, if lower adjust it to 20. **Penalties:** Same as normal Juicers (insomnia, restlessness, impatience, etc.).

5. Saving Throw Bonuses: +5 to save versus psionics, +6 to save versus mind control (psionic and chemical), +3 to save versus magic, +6 to save versus toxic gases, poisons, and other drugs, and +6 to save vs horror factor.

6. Enhanced Healing: Regenerates 2D6 M.D.C. every hour, +20% to save versus coma/death. Virtually impervious to pain, disease, and normal ranges of heat and cold.

7. Low Life Span: Burnout! Mega-Juicers have the same life span of normal Juicers, with one small difference. After the 5th year of service, there is a cumulative 15% chance per month that the Mega-Juicer will undergo a psychic overload. First, his eyes will start glowing so brightly that not even sunglasses or mirrored face plates will obscure them. Then, his entire skin will start to glow. In 1D4 weeks after these first symptoms, the glow will burn anybody or anything that comes into physical contact with the Juicer, inflicting 2D6 S.D.C. and igniting highly flammable materials. 1D4 weeks later, the energy aura will be hot enough to inflict 1D6 M.D.! The very earth will melt into lava, leaving flaming footsteps behind as the Juicer walks on it. At first, this fire will not harm the Juicer, but

1D6 days after the flames become mega-damage energies, the Juicer will start suffering damage every day (4D6 M.D. per day, which cannot be regenerated), until he is consumed by his own rampant energies! Even worse, if the Juicer is killed or dies at any of these stages, he will explode, inflicting 4D6x10 M.D. to a 30 foot (9.1 m) radius. There is no known cure for the burnout; most Mega-Juicers who start showing symptoms will be killed (from a safe distance) or exiled into the wilderness.

O.C.C. Skills:

Radio: Basic (+5%)
Wilderness Survival (+5%)
Land Navigation (+5%) Piloting (two of choice; +10%)
Language (two of choice; +10%)
W.P. Energy Rifle
W.P. (two of choice)
Hand to Hand: Expert
Hand to Hand: Expert can be changed to Martial Arts (or Assassin, if evil) at the cost of one "other" skill.

O.C.C. Related Skills: Select five other skills. Plus select two additional skills at level three, and one at levels six, nine, and twelve. All new skills start at level one proficiency.

Communications: Any
Domestic: Any
Electrical: Basic only.
Espionage: Intelligence, escape artist, detect ambush and detect concealment only (+5%).
Mechanical: Automotive only
Medical: None
Military: Any
Physical: Any (+5% where applicable)
Pilot: Any
Pilot Related: Any
Rogue: Any (+10% to Prowl)
Science: Basic Math only.
Technical: Any
W.P.: Any
Wilderness: Any

Secondary Skills: The character also gets to select six secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level. Also skill are limited (any, only, none) as previously indicated on the list.

Standard Equipment: Bio-comp, bio-data and bio-feedback implants, drug harness and drug supply (usually needs to be replenished once or twice a year), portable IRMSS kit, set of fatigues, utility belt, backpack, sunglasses, canteen, compass, and personal items. Weapons and armor include a suit of Mega-Juicer Combat Armor (130 M.D.C.), energy rifle of choice, energy pistol of choice and 2D4 energy clips for each, and choice of two other weapons.

Money: Mega-Juicers tend to make more money than regular Juicers. 5D6x100 in credits and another 1D4x1,000 in black market items.

Cybernetics: None.

Mega-Juicer Augmentation Cost: Typically 200,000-400,000 credits.