

Mathematics: Basic (+15%)

Lore: Demons & Monsters (+20%)

Lore: Dimensions (+20%; Special): The study of various dimensions. Those knowledgeable in this skill will have studied several different dimensions and will know such things as Hades is the home to demons and what demons live there, Wormwood is referred to as the Living Planet, and Phase World resides in the Three Galaxies where the Naruni and Splugorth are known to trade, among other odd tidbits as they relate to various dimensions. Extremely alien dimensions may impose anywhere from a -15% to -50% skill penalty, while places the character has personally visited on three or more occasions provide a +15% skill bonus. **Base Skill:** 15% +5% per level of experience.

Lore: Faerie (+15%)

Lore: Magic (+15%)

Land Navigation (+10%)

Wilderness Survival (+5%)

Hand to Hand: Basic; can be changed to Hand to Hand: Expert at the cost of one O.C.C. Related Skill, or Martial Arts or Assassin (if Anarchist or evil alignment) for the cost of two skills.

O.C.C. Related Skills: Select six other skills at level one, +2 additional at levels 3, 6, 9 and 12. All new skills start at level one proficiency.

Communications: Any (+5%, and +10% on Languages and Public Speaking), except Laser Communications, Optic Systems, Sensory Equipment, Surveillance, and TV/Video.

Cowboy: None.

Domestic: Any (+5%).

Electrical: Basic only.

Espionage: Intelligence only (+5%).

Horsemanship: General and Exotic Animals only.

Mechanical: None.

Medical: First Aid, Holistic Medicine, or Paramedic only (+5%).

Military: None.

Physical: Any, except Acrobatics, Boxing, Gymnastics, or Wrestling.

Pilot: Any except aircraft, robots, power armor or military.

Pilot Related: Any.

Rogue: Any (+2%).

Science: Any (+5%).

Technical: Any (+5%).

W.P.: Any.

Wilderness: Any.

Secondary Skills: Two from the Secondary Skills List in the Skill Section at levels 1, 3, 6, 9, and 12. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Set of clothing, set of traveling clothes, light M.D.C. body armor (seldom wears heavy armor, because it reduces one's speed and mobility by half), knapsack, backpack, 1D4 small sacks, one large sack, pocket mirror, small silver cross, large wood cross, 2D4 cloves of garlic, six wooden stakes and a mallet (for vampires and other practical applications), salt, canteen, binoculars, tinted goggles or sunglasses, air filter and gas mask, pocket laser distancer, pocket digital disc recorder/player for recording his observations, and a hand-held computer if proficient with computer operation. Often wears hooded robes and dark clothing.

Weapons include a survival knife (1D4 S.D.C.), hand axe (2D4 S.D.C.), submachine-gun (loaded with silver bullets or other special rounds), energy rifle, and 1D4+2 extra clips of ammunition/E-Clips. Plus, a javelin-like iron rod sharpened at one end. The rod generally measures about three feet (0.9 m) long for easy carrying and is used to dispel certain magic illusions and monsters.

The vehicle of choice is often a motorcycle, hovercycle or horse. The vehicle is often small, inexpensive and easily replaced in case it is destroyed by a creature from a Rift or left behind when exploring a Rift/Rifting home.

Money: Starts with 1D6x1000 in credits and 2D6x1000 in Black Market items. Clever Shifters can make considerably more money quickly, especially if they are clever about using the abilities of their inhuman servants.

Cybernetics: Starts with none and will avoid getting them like the plague. With the exception of Bio-Systems, cybernetics and bionics interfere with magic, and in the case of the Shifter, make him appear weak to his demonic henchmen, most of whom insist the machines of men are for weaklings.

Note: Shifting is generally considered one of the *dark magicks* and is outlawed in some places, and feared and shunned but accepted at many others. The Coalition States feels that Shifters (as well as Necromancers and Witches) are horrific monsters to be feared and destroyed on sight.

Related O.C.C.s: Old and outdated "revised" versions of the Shifter can be found in **Rifts® Dark Conversions™** and **Rifts® Dimension Book 7: Megaverse® Builder™**. However, the *Megaverse® Builder* offers a large selection of unusual alien familiars for the Shifter as well as in-depth info on dimensional travel, creating dimensions, and additional supernatural forces a Shifter can link to.

Techno-Wizard O.C.C.

By Kevin Siembieda & Carmen Bellaire

The Techno-Wizard (TW) is the most unconventional of the magic Occupational Character Classes. They are men of magic who have learned to combine magic with technology. Although the Techno-Wizard can cast spells and read scrolls, the focus of their magic is the creation of magic devices. The mage has learned to direct his potential psychic energies into machines, enabling those devices to do strange and magical things that seem to defy known science.

Many of these devices seem to only emulate existing magic and psionic abilities, however, they offer several advantages. One advantage is that unlike a spell that can only be spun by a person knowledgeable in magic, or a psionic power that can only be utilized by the psychic who possesses it, many devices created and empowered by Techno-Wizardry can be used by anyone who has sufficient psychic or magic energy (P.P.E. or I.S.P.). This means a fellow practitioner of magic or a psychic can use a Techno-Wizard's machine.

Another advantage is that people who are not psychic or mystically oriented can *NOT* operate the device at all. Sort of a built-in safety feature that keeps the item out of the hands of ordinary people. **For Example:** Somebody who is not a mage or psychic cannot fly a Wing Board or operate a TK-Machine-Gun. In fact, to a normal person, the devices seem like worthless junk without any apparent power source or functioning internal workings. They do not realize that the operator of the device himself is the power source! Techno-Wizards have taken the concept of a practitioner of magic being a *living battery* of Potential Psychic Energy (P.P.E.) to its logical conclusion (or so it seems to them). Thus, they create devices that are powered by the individual user's own energy and directed by the person's thoughts and willpower. The need for other energy sources is greatly reduced (not quite completely eliminated).

A third advantage to using P.P.E. as a means to power devices is that they are non-polluting, non-toxic, odorless (except to Psi-Stalkers, Dog Boys, and supernatural creatures), and have no known ill effects on human life.

A fourth advantage is that the devices are usually easy to conceal and do not often appear to be magical. Whenever the device is not in



use, it does not radiate magic, because it is not currently empowered by magic. It probably also appears to be nothing more than a construct of machine parts, gems, wires and chewing gum.

Techno-Wizard O.C.C. Psionic Powers

1. The Techno-Wizard Has the Following Psionic Powers: Machine Ghost (12), Mind Block (4), Object Read (6), Speed Reading (2), Telemechanics (10), and Total Recall (2).

2. I.S.P. Base: Roll 4D6 plus the character's M.E. number to determine the base Inner Strength Points. The Techno-Wizard is considered a Minor Psychic so he or she receives another 1D4+1 I.S.P. per each additional level of experience.

3. Saving Throw Versus Psionic Attack: As a Minor Psychic, the character needs a 12 or higher to save vs psionics.

Techno-Wizard O.C.C. Magic Powers

1. Initial Spell Knowledge & Spell Casting: In addition to his Techno-Wizardry powers, the character has a solid understanding of spell magic and how to tap into ley lines and nexus points for additional P.P.E. Starts with the following spells: Armor of Ithan (10), Blinding Flash (1), Breathe Without Air (5), Call Lightning (15), Cloak of Darkness (6), Deflect (10), Electric Arc (8), Energy Bolt (5), Energy Field (10), Fire Ball (10), Fire Bolt (7), Fuel Flame (5), Fly (15), Forcebonds (25), Globe of Daylight (2), Ignite Fire (6), Impervious to Energy (20), Impervious to Fire (5), Magic Net (7), Magic Shield (6), See the Invisible (4), Sense Magic (4), Shadow Meld (10), Superhuman Strength (10) and Telekinesis (8).

Note: Other spells can be used to create other devices. For Example: Invisibility: Superior can be used to create a vehicle or suit of armor that can turn invisible.

Spell Casting. The Techno-Wizard is *not* the master of spell magic the Ley Line Walker and Shifter are, but is still pretty capable. It is not a lack of understanding in magic that limits the Techno-Wizard's spell casting abilities, but his orientation. That orientation is magic used in conjunction with machines. Consequently, his spell casting abilities are not the same as other spell casters. Instead of spell casting with a mere word and a gesture, the Techno-Wizard needs an appropriate mechanical device through which to concentrate his thoughts and focus his spell. For Example: If a Ley Line Walker needs to cast a simple *Fire Bolt* spell, all that is required is speaking a few words and pointing at his target. For the machine oriented Techno-Wizard, he needs a device as his *delivery system*. That device could be a C-18 Laser Pistol or an ordinary revolver, or one of his own, weird devices. He points his pistol at the target, whispers a few words and his Fire Bolt spell erupts from the pistol. Later he could use the same pistol to fire its normal laser beam (or bullet or whatever) again. Using a *piece of technology* as his spell focus does not harm the object in any way, it simply becomes the temporary conduit through which he channels his focus and energy. Once the spell has ended, the device is as non-magical as it was before casting the spell. Only full Techno-Wizardry conversion permanently adds magical capabilities to a device. *See Techno-Wizardry Construction.* **Note:** The Techno-Wizard cannot fire the pistol (laser or bullet) and a magic spell at the same time, it has to be one or the other.

What the device is, and how it functions, also makes a difference. To fire the Fire Bolt he needed a mechanism like a gun because it was a logical energy (or bullet) firing machine to begin with. It shoots, so it can fire his magic spell. Get the idea? So if the Techno-Wizard wanted to cast *See the Invisible*, he could NOT use a gun, because it doesn't make sense. He would need some type of binoculars, goggles, glasses or optic system to focus his spell through for him to See the Invisible with the item.

All Techno-Wizard spells must be cast in this manner, failure to do so means suffering the spell casting penalty for not having an appropriate focus. **Spell Casting Penalty:** All spell ranges, durations, M.D.C./

S.D.C. and damage are *reduced by half* when cast through traditional words and gestures, rather than refocused through a mechanical device.

2. Learning New Spells: A Techno-Wizard is primarily interested in energy spells needed to create and power mystic devices. The mage spends much of his time building and tinkering with new devices rather than seeking out new spells. Additional spells and rituals of any magic level can be learned and or purchased at any time regardless of the Techno-Wizard's experience level (See the *Pursuit of Magic* in the Spell Section). After energy spells, interest will be in *physical manipulation* that can be applied to devices, such as Invisibility: Simple, Invincible Armor, Teleport: Lesser, Mystic Portal and related spells. The character is not usually interested in other areas of magic and *never* acquires summoning or circle magic.

3. P.P.E.: Like all men of magic, the Techno-Wizard is a living battery of mystic energy and draws on his inner power to create magic. **Permanent Base P.P.E.:** 3D4x10, in addition to the P.E. attribute number. Add 2D6 P.P.E. per each additional level of experience. Of course, the mage can also draw P.P.E. from ley lines, nexus points, and other people whenever available. **P.P.E. Recovery:** For the Techno-Wizards, spent P.P.E. recovers at a rate of four points per hour of sleep or rest. Meditation restores P.P.E. at 8 per hour of meditation and is equal to one hour of sleep for this character when it comes to recovery from fatigue and physical rest.

4. Ley Line Piloting: Techno-Wizards enjoy a sort of intuitive skill knowledge and ability to pilot any TW vehicle designed to go along ley lines with astounding skill, even if they normally have no piloting skill whatsoever. For Example: A Techno-Wizard without a Pilot Airplane skill can pilot a TK-Flyer or Wing Board like a pro, but he wouldn't even consider flying an ordinary airplane. This natural aptitude with "ley line vehicles" (TW vehicles designed to fly along ley lines) comes from the Techno-Wizard's link to TW devices and magic energy. **Techno-Wizard Base Piloting Skill:** Applies to all ley line guided vehicles: 74% +2% per level of experience. All other mages, Ley Line Walkers and psychics must have the appropriate piloting skill for that type of vehicle or they can *NOT* operate the TW version (e.g., needs Pilot Airplane to fly a plane-like TW vehicle, Pilot Automobile to drive a TW car, etc.). Wing Boards are the only exception, anybody can fly one with a little practice (74% +2% per level of experience). Only the Ley Line Walker with his affinity with ley lines gets a +10% bonus to pilot a TW ley line vehicle.

5. Magic Bonuses: +2 to save vs Horror Factor, +2 to save vs possession and mind control, +1 to save vs magic at levels 3, 7, 10 and 13, +1 to Spell Strength (the number others must save against when you cast a spell) at levels 4, 8, and 12. +3 on Perception Rolls that involve magic or machines or their combination.

Techno-Wizard O.C.C. Stats

Alignment: Any.

Attribute Requirements: I.Q. 12, M.E. 12 or higher. A high P.E. and P.P. are also suggested but are not mandatory.

Racial Requirement: None, although only about 20% are D-Bees. This is due in part to the fact that Techno-Wizardry is a new mystic art that originates in North America and was first developed by humans.

O.C.C. Skills:

Literacy in Native Language (+10%).

Language: Native Tongue at 98%.

Language: Other: Two of choice (+15%).

Radio: Basic (+10%)

Computer Operation (+5%)

Computer Programming (+5%)

Computer Repair (+10%)

Basic Electronics (+15%)

Mechanical Engineer (+20%)

Techno-Wizardry Construction (+10%; *Special*): This is the in-depth knowledge of how to combine magic with machines in order to construct Techno-Wizard devices. While the character can always cast spells, getting those spells to integrate properly into a new TW device is another thing altogether. This skill can also be used to analyze a TW device created by another mage and to duplicate its plans for reconstruction. **Note:** Truly alien machines and magic devices will incur a -40% penalty to analyze, repair or rebuild. **Base Skill:** 70% +2% per level of experience.

Sensory Equipment (+10%)

Math: Basic (+20%)

Land Navigation (+5%)

Pilot: Two of choice (+5%).

W.P. Knife or Sword (pick one)

W.P. Energy Pistol or Energy Rifle (pick one)

Hand to Hand combat can be selected as an *O.C.C. Related Skill* as follows: Basic counts as one skill selection, Expert as two, Martial Arts three, or Assassin (if evil) four.

O.C.C. Related Skills: Select two Electrical or Mechanical skills and five other skills. Plus select two additional skills at levels 3, 6, 9 and 12. All new skills start at level one proficiency.

Communications: Any (+5%; +10% to radio and sensor based skills).

Cowboy: None.

Domestic: Any.

Electrical: Any (+10%).

Espionage: None.

Horsemanship: General only.

Mechanical: Any (+10%).

Medical: First Aid only.

Military: Any.

Physical: Any, except Acrobatics, Boxing and Wrestling.

Pilot: Any (+5%).

Pilot Related: Any (+5%).

Rogue: Any (+5% to Computer Hacking only).

Science: Any (+10%).

Technical: Any (+10%).

W.P.: Any.

Wilderness: Any.

Secondary Skills: Five skills from the Secondary Skills List in the Skills Section, plus one additional Secondary Skill at levels 4, 8 and 12. These are additional areas of knowledge that do not get any bonuses, other than any possible bonus for having a high I.Q. All Secondary Skills start at the base skill level.

Standard Equipment: Work overalls, set of nice clothes, pilot style jumpsuit, tinted goggles, sunglasses, multi-optics band, magnifying glass, pocket flashlight, large flashlight, six signal flares, mini-tool kit, knapsack, backpack, 1D4 small sacks, one large sack, pocket mirror, silver cross, six wooden stakes and mallet (for vampires and other practical applications), canteen, binoculars, air filter and gas mask, pocket laser distancer, pocket digital disc recorder/player for recording his observations, and a hand-held computer. **Note:** Favorite clothing is Pre-Rifts aviator uniforms, flight jackets, jumpsuits, headgear, goggles, boots, etc. Currently considered to be high fashion among Techno-Wizards.

Light M.D.C. body armor (35 M.D.C. main body) with two special magic features of player's choice, excluding Invisibility and Impervious to Energy. Weapons will include a survival knife, Swiss Army pocket knife (with small blade [1D4 S.D.C. damage], file, screwdriver, can opener, and pick), magic energy converted energy rifle and energy pistol plus 1D4 conventional E-Clips.

Starts with the following TW vehicles: One Wing Board or Tree Trimmer. One magic energy converted ground vehicle of choice with one additional magic feature, excluding Invisibility and Impervious to Energy. Favorite types of vehicle tend to be souped-up motorcycles, dune buggies, and hover vehicles.

Money: The Techno-Wizard starts with 1D6x100 in credits, 1D6x1000 in Black Market items and 2D4x1000 in quartz crystals and gems; everything has been spent on equipment.

Cybernetics: Starts with none and will avoid getting cybernetics except for medical reasons.

Related O.C.C.s: Ninja Techno-Wizard can be found in **Rifts® World Book 8: Japan**, but additional TW items can be found in many Rifts titles, some of the most notable include **Rifts® World Book 1: Vampire Kingdoms™**, **Rifts® World Book 14: New West™**, **Rifts® World Book 16: Federation of Magic™**, **Rifts® Book of Magic**, **Rifts® Coalition Wars: Siege on Tolkeen 1: Chapter One**, and **Rifts® Merc Ops**. HOWEVER, the **Rifts® Book of Magic** contains the TW weapons (and a whole lot more) from ALL World Books numbers 1-23 and Sourcebooks 1-4.

Techno-Wizardry Construction Rules

Construction rules by Carmen Bellaire and Shawn Therrien

– Based on and inspired by the original concepts, character and TW devices by *Kevin Siembieda*.

The true power of Techno-Wizardry is taking the *twin sciences of magic and technology* and fusing them into something different and unique. Magic and science working together, symbiotically, each supporting and improving upon the other to create something that defies convention.

Any number of modifications to technology can be made, especially because magic can circumvent physics. You might use the spell *Impervious to Fire* to prevent overheating, or an *Energy Bolt* spell to power a laptop computer, or *Carpet of Adhesion* to give you more traction than tires could possibly afford. A Techno-Wizard might build an engine based on conventional concepts, but add in spells like *Superhuman Strength* to grant a 4-cylinder engine the power of an 8-cylinder engine when activated, or *Superhuman Speed* to increase the vehicle's overall speed and performance.

It's called *Techno-Wizardry* for a reason. And that reason is the blending of magic and tech – that means the “Wizard” needs engineering and mechanical skills to build and make his devices work. Having the appropriate skills gives the Techno-Wizard a working knowledge of how things should work, why they work the way they do, and why they won't work if you move things around haphazardly. It is then the Techno-Wizard's job to figure out how to augment aspects of technology without throwing the technology completely out of whack.

Also remember that Techno-Wizardry is powered by P.P.E. (or I.S.P.), not electricity or normal energy. To have Techno-Wizard functions always active, you'll need to keep feeding that function energy, or have a P.P.E. Battery onboard. One common tactic is to minimize the Techno-Wizard effects, but leave an option to increase their effects if needed. Say you have an automobile with *Carpet of Adhesion* on the tires. If you were 5th level, this would last 50 melee rounds, or 12.5 minutes. Unfortunately, at full power, it's enough to act as a braking system! So the Game Master may allow you to tone it down to 1/10th normal strength, and increase the duration by 10 times, giving it effectively sticky tires and incredible traction, but with a total duration of over two hours - 125 minutes!



Building Techno-Wizard Devices

The guidelines provide insight into the process of linking spells and technology through Techno-Wizardry. This is by no means the end-all or be-all of Techno-Wizardry, though this does cover more than 95% of the TW devices you may want to build. These rules have been tested and should produce well-balanced Techno-Wizard devices without the guesswork, and reverse engineer Techno-Wizard devices already found in various sourcebooks that lack creation stats. As always, these are only guidelines, and there are many steps that do still require a judgment call on the part of the player or Game Master.

The **Lexicon of Techno-Wizardry** provides additional explanations, information and details about specific terms and processes.

Game Designer's Note: Personally, I think I would have tried to come up with something a little simpler. However, based on the multitude of fan comments, suggestions, pleas and requests sent to Palladium, it seems many fans want rules like those in the pages to follow. With my time being limited and our deadline so tight, I decided to bring in one of the most passionate cheerleaders for putting TW rules into **Rifts® Ultimate Edition**, Carmen Bellaire, to work on them. Wayne Smith mentioned a nice article on optional *TW Creation Rules* that appeared in **The Rifter #21** by *Shawn Therrien*. Carmen liked them too and used Shawn's ideas, terms and text as a jumping off point, elaborated on them and voila – here they are. I hope you enjoy what Carmen (through Shawn) whipped up for you.

The TW Creation Rules are provided for those players and Game Masters who enjoy rules and the technical aspects of game play. For those of you who just want to concoct a weapon and run with it, without all the rigamarole, plenty of Techno-Wizard weapons, vehicles and devices are presented in the many of the different Rifts supplements. For your easy reference, *all* the items from World Books 1-23, Sourcebooks 1-4, and Coalition Wars 1-6 can be found in the massive **Rifts® Book of Magic**. We don't mean to keep hyping the Book of Magic, but if you are looking for an (almost) all-in-one reference, this chunky beauty is what you want. – Kevin Siembieda.

Creation Guidelines

Note: Also see the *Lexicon of Techno-Wizardry*.

1. Determine the Form of the Device. The player should determine what his character's new TW item is going to be made from. Is it going to be a TW pistol, a magical flight pack, a TW converted sports car, etc. It is important to choose a *Form* that matches what Functions you plan to use it for; while you could build a TW energy cannon out of a washing machine, it would be incredibly difficult. Most of the washing machine components would have to be thrown out and replaced to make it work. It is better to try to pick a *Form* and components that complement the Functions that it is expected to perform.

There will always be some sort of addition to the device that symbolizes the added mystic power.

For Example: A suit of armor that has the *Breathe Without Air* ability is likely to have an air tank and/or oxygen mask or helmet built into it. If that item is removed or destroyed, that Techno-Wizard power is lost. *Impervious to Fire* may mean the armor is red in color and has some additional gadget attached to it. And so on.

The size of the Techno-Wizard device is dependent on the complexity of the design, the Form, and the skill of its creator/designer. The weight is reflective of its size, and is also cumulative when adding to existing technology and other Techno-Wizard devices. Obviously, if you're making a gun or vehicle, or building the device into armor or any existing shell, you'll have to add that weight into it. Again, this is the weight for the Techno-Wizard device by itself, and combining it with other devices, technology or anything else is cumulative. Simply use common sense when assigning a weight to your TW device.

2. Determine the Functions of the Device. For standard devices, determine the desired *Functions*. Lay out the basic effects the device will employ. Each specific effect will be a *Spell Chain* in itself.

Single Use Devices are handled a little differently, but use this same set of directions. Single Use Devices are limited to a single spell, the level of which can *NOT* exceed the creator's level. The advantage is that a Single Use Device requires half the amount of time to create, has half the construction cost, has no Activation Cost, has only one tenth the P.P.E. Construction Cost and only one quarter the gems of a normal Techno-Wizard device, due to being much less complex.

Note: Players do *not* choose the exact final effects of a TW device; they only tell a Game Master what they wish the device to do. It is always the Game Master's call as to *exactly* how something turns out. It may be more or less powerful than the player originally thought it should be, but the player and G.M. can work together to improve the design. The G.M. (and player) can add additional limitations and/or advantages to get the TW device closer to the player's intended design (or not, depending on the G.M.'s decisions). A general limitation that should be maintained is that body armor, power armor, robots and vehicles should have *NO* more than four Functions. This should be done to maintain game balance, although the G.M. may disregard this limitation if he feels the combination of Functions is acceptable.

Note that when the Game Master is determining the TW device's range, duration, area of effect, damage, etc., the spells incorporated into the Spell Chains should be used as a basis for assigning these values. This will not be possible for all TW devices, but by referring back to the spells, when possible, the TW device should remain fairly balanced.

For Example: The TW Flaming Sword does 4D6 M.D. for its damage because its primary spell is Fire Bolt, which does 4D6 M.D. Its duration is 10 minutes because the Secondary Spell Circle of Flame has a duration of 2 minutes per level, and the device shown is level five. The

duration of the Primary Spell would have been used, but in this case Fire Bolt is an instant spell, so Circle of Flame's duration was used instead. The remaining spell in the chain, Impervious to Fire, is only used so that the wielder of the weapon is not scorched by it.

3. Determine How Many Spell Chains Will Be Necessary. For each *Function* that the player desires in the device, the G.M. will provide the necessary *Primary Spell* and *Secondary Spells*, which will form the *Spell Chain* for each individual Function.

At this point any player or Game Master can voice his opinion on what they feel the effects of each spell should provide, and which spells should be needed. The Techno-Wizard will describe the device's desired outcome, but the *final call* is up to the Game Master on what the device function actually does. This information should be kept in the Game Master's notes on the device, and may be discovered by the player upon testing the device.

Many a Techno-Wizard has had to work bugs and kinks out of an invention, or perhaps even created something great by accident. Sometimes the Techno-Wizard just doesn't have the proper materials for what he envisions, and will learn that he needs to accumulate more arcane knowledge, spells, experience, components or even aid. This can be a fun role-playing aspect of the creation process, but Game Masters, be fair.

4. Determine the Required Gems. Consult the *Gem TW Reference List* for which gems will be required, based on the spells in the Spell Chain. A good rule of thumb is that the Primary Spell will require up to the Device Level (the level at which the device creates a spell effect, no higher than the creator's experience level), in half carats, of that particular type of gem, either as one large gem or several small gems used together for the single Primary Spell.

Note: One can reduce or increase the carats of the *Primary Spell Gem* by half carat increments, but this will alter the Base P.P.E. Construction Cost (see below). The Primary Gem type must still have a minimum of one carat in weight.

Each Secondary Spell requires a gem of one carat per spell (regardless of the Device Level), although low level spells (level six or lower) can share a gem, provided they all require the same type of gem. This does *not* include any possible P.P.E. Storage Gems. You will need additional gems if you want to store P.P.E. in your TW device.

5. Determine the Base P.P.E. Construction Cost. To do this, add together all the P.P.E. costs of the spells involved within this Spell Chain, and multiply the total by the *Device Level* x10, and finally divide that total by the *number of carats* in the Primary Spell's required gem. By using a better gem than required for the Primary Spell, the P.P.E. Construction Cost can be *decreased*. Likewise, a gem with fewer carats than normally required is acceptable, but will *increase* the P.P.E. Construction Cost for that Spell Chain. **Note:** *Do not* add in carats of the Secondary Spell Gems when calculating this amount.

6. Determine the Activation Cost. TW devices are powered by magic and therefore need a certain amount of P.P.E. to activate/start/fire the device. This Activation Cost is always listed in P.P.E., but a psychic can also activate the TW device by expending twice that amount as I.S.P. (If a TW gun needs six P.P.E. to fire, a psychic can fire the gun by pumping in 12 I.S.P.; double the P.P.E. number.)

The Activation Cost is a standard property of Techno-Wizardry, and must be intentionally left out if it's not wanted, like when creating a Ley Line Device or a Single Use Device. If the device is not a Ley Line Device and it does not have an activation cost, the G.M. should assign some other penalties or limitations to the item in order to reflect its unique nature. The Activation Cost is figured by dividing the final P.P.E. Construction Cost by 20. Note that Ley Line devices do not need an Activation Cost.

$$\text{Activation Cost} = \text{P.P.E. Construction Cost} / 20.$$

Ley Line Magic Devices: Instead of an Activation Cost, the device is designed to be powered directly from a ley line. Multiply its P.P.E. Construction Cost by x1.5 for each Function. These devices require no

additional P.P.E. to activate or use while on a ley line. If the device will work both on and off the ley line, then multiply its P.P.E. Construction Cost by x2 for each Function that can be used on or off the ley line. But these latter devices will need an Activation Cost for when the device is not on the ley line, which should be determined as normal.

7. Calculate the Construction Time. The time needed to create the Techno-Wizard device, in hours, is equal to the *P.P.E. Construction Cost*, divided by 10, multiplied by the *Device Level*.

$$\text{Device Construction Time} = \text{P.P.E. Construction Cost} / 10 \times \text{Device Level}.$$

For Example: If the P.P.E. Construction Cost is 100 for a 1st level device, it would take 10 hours to complete ($100 / 10 \times 1 = 10$).

If the Techno-Wizard is adding to existing technology - vehicle, armor, weapon - the time needed to complete the work is equal to the P.P.E. Construction Cost multiplied by the Device Level (if the Techno-Wizard has the appropriate Mechanical skill(s) himself, the time needed is cut in half).

8. Construction Cost of the Device. The Techno-Wizard Device's Construction Costs are physical requirements of the device, the nuts and bolts - literally. Depending on design, you could use copper wire, fiber optics, lasers, plastic, metal or a myriad of other parts. The key here is to be logical and creative. Generally, the Construction Cost for the physical components will be equal to your total *P.P.E. Construction Cost* times 10, then multiplied by the *Device Level*, plus the *cost of all gems* used by the Spell Chain for that Function. This price isn't absolute, and is subject to availability and parts on hand.

$$\text{Construction Cost} = \text{P.P.E. Construction Cost} \times 10 \times \text{Device Level} + \text{the Cost of All Required Gems}.$$

The Construction Cost of a TW device is the average price for purchasing such a magical item on the Black Market! Remember, these items are fairly uncommon and can only be used by men of magic and psychics. Magic items are illegal in all Coalition States. Possession of magic in CS territory is a serious offense, punishable by 10 years imprisonment for each item found in one's possession. Magic dealers are usually subjected to a humiliating public trial and executed!

9. Repeat Steps 4 to 8 for Each Spell Chain Involved in the Device. When finished with the various Spell Chains, add up the P.P.E. Construction Costs, Gem requirements and Construction Costs. These new totals are the totals for the entire Techno-Wizardry device as a whole.

Additionally, when calculating the final Construction Cost of the device, add in the cost of the Techno-Wizard device's basic Form (the gun, vehicle, armor, toaster, etc.) as given by the G.M., in credits.

10. P.P.E. Storage. A Techno-Wizard device can store extra P.P.E. for future Activation Costs if it has an Activation Charge. P.P.E. Storage inflicts a penalty of -1% to the Device Construction Modifier, per point of P.P.E. the device can store, due to the extra complexity involved, and each P.P.E. point the Techno-Wizard wishes to store adds 1% to the P.P.E. Construction Cost.

Moreover, if the device itself is able to store its own P.P.E., the device can be made to function even for a non-psychic/non-mage, if the Techno-Wizard wants it to, at no additional cost.

If you wish to incorporate P.P.E. Storage, most likely it will be P.P.E. Storage for all the Functions of the device to draw upon. As an option, you may wish to create P.P.E. Storage usable only by one or a few of a device's Functions. In this case, just add up the P.P.E. Construction Costs for those Functions when determining the cost.

P.P.E. is stored for the purpose of powering the device, not for the practitioner of magic's personal use, although this P.P.E. can be siphoned back out at a rate of 10 P.P.E. per attack/action (twice as fast for a Techno-Wizard). A Techno-Wizard device built specifically for the purpose of P.P.E. storage, using the Talisman or Energy Sphere spells, would be more appropriate for a practitioner of magic's P.P.E. battery. **Note:** An Emerald can hold up to 10 P.P.E. per carat, while a Diamond can hold up to 20 P.P.E. per carat. See the Gem TW Refer-

ence List for more information on the gems (diamonds and emeralds) required to store P.P.E.

11. Apply Any Modifications. Apply any modifiers for *Techno-Wizard Assistant* and/or *Non-Techno-Wizard Assistants*, and any *Penalties & Bonuses* chosen by the Game Master from the list below (see *TW Creation Bonuses & Penalties*).

Techno-Wizard Assistant. There may be one Techno-Wizard Assistant, who must work with the primary Techno-Wizard for the project's duration. The assistant's skill may not exceed the primary Techno-Wizard's level at the project start, otherwise, for the purposes of these creation rules, the main character would be assisting the more experienced Techno-Wizard. The bonus granted by the assistant is equal to 1/10th of his Techno-Wizard Construction skill success rate, rounded down (e.g., if the assistant's skill is 76%, he provides a bonus of +7%).

Non-Techno-Wizard Assistants. Mechanics and Operators can assist the Techno-Wizard in limited ways by following his schematics for the more mundane bits of construction. Each of these assistants (must have appropriate skills; at least Basic Mechanics or Electronics, Weapons Engineer if working on weapons, etc.) will reduce the Construction Time by 5%, up to a maximum of 35%. The rest of the work must be performed by a qualified Techno-Wizard. You may have up to one assistant for every two levels of the main Techno-Wizard (e.g. a sixth level TW could have three non-TW assistants).

12. Building the TW Device. Once the device with all of its Functions is finished, the Game Master should go over and compare the Form and the Functions and determine which skill rolls are required to complete the device.

For Example: If the Techno-Wizard is building a souped-up dune buggy, the first skill roll required will be for *Automotive Mechanics* (or Mechanical Engineer). The next would be a *Basic Electronics* skill roll, to make sure that the vehicle's electrical system still works. Finally, the player must roll on his character's Techno-Wizardry Construction skill to add in the various Functions desired in the TW dune buggy.

Note: Additional technological features added to the vehicle (like weapons, radar, etc.) will require additional skill rolls. Likewise, adding additional TW features will require additional Techno-Wizardry Construction skill rolls.

Prototypes and Mistakes

Prototypes. Just like any normal art of construction and experimentation, inventing is hardly an exact science. Often devices must undergo multiple phases of testing and debugging, many times producing unexpected results.

The first few attempts made at creating a device should always provide quirks, but there are times that one is gifted or lucky enough to create an accurately working model on the first try. Depending on the Construction roll, these quirks could be beneficial, neutral or detrimental. The bigger the margin of success for the Techno-Wizard's Construction roll, the more the chance of having fewer negative quirks, or even an unexpected positive effect.

This is the Game Master's territory here, and you'd better make it interesting! A player is likely to get annoyed when they succeed on their first Techno-Wizard device and it is still riddled with problems. One option is making the Techno-Wizard device unstable, producing fluctuating levels of effectiveness each time it's activated to show how unpredictable it is. Another possibility is that the composition of the Secondary Spells keeps changing, and randomly affecting the Primary Spell in different ways. If a player *fails* on a Prototype roll, it just won't function. (See *Techno-Wizard Device Salvage* in the Lexicon below for information on recovering components from Techno-Wizard devices.) Three successful rolls in a row are required before the schematic is no longer considered a Prototype.

Mistakes. Mistakes happen, but this shouldn't get in the way of a good time. If a player fails the roll by a few percentage points, give him

the device *with a twist*. A failure of up to 5% should have a noticeable, but not necessarily negative effect, just a quirk. Failure by 6-15% should carry some unexpected quirk that makes the device functional, but not quite right. Maybe it costs more P.P.E. to power the effect, or the P.P.E. Storage is leaking energy at a rate of 1 point per hour. Failure by 16-20% should be something drastic. Maybe the device is meant to work on others, but affects the caster instead. Or, somehow one of the Secondary Spells got swapped with a Primary Spell and entirely changes the device's function. This is all up to the Game Master, and a player should be lucky it works at all with a failing roll.

Have fun with mistakes. Sure, they should carry a penalty, but with the trouble some of these wizards go through to gain components, it's not fair to just deny them after months of in-game work.

Lexicon of Techno-Wizardry

Gems. All Techno-Wizard devices require gems to contain and focus the mystic energy. See the *Gem TW Reference List* following the Lexicon.

I.S.P. Alternative to P.P.E. This is not a design feature but a simple truth: I.S.P. (a psychic's *Inner Strength Points*) can power Techno-Wizard devices, but at double the P.P.E. number in I.S.P. So if a device costs 10 P.P.E. to fire or activate, a psychic can do so but at a cost of 20 I.S.P. Consider psychic energy to be a less efficient energy source for TW devices. That's why it costs *twice as much I.S.P.* as it would P.P.E. It's expensive for the psychic, but he can still use the TW item. Actually, anybody with sufficient P.P.E. or I.S.P. can use a TW device. This is an inherent aspect of *all* Techno-Wizard machines, and is *always* the case unless a *Trigger Lock* is used (requiring the proper spell to be cast).

Ley Line Magic Devices. Ley line devices are mechanisms that can be used by men of magic and psychics, but *only* on a ley line, often because they need that extra energy. These creations will take into consideration basic scientific principles and designs, like aerodynamics, but otherwise they can be little more than a plank of wood, a few wires, and a power crystal. Away from a ley line, the device is *worthless*, it can *NOT* be used at all, but on a ley line, the mechanism may have a multitude of impressive applications.

Ley line devices that *can* be used *on and off* a ley line (but function at reduced or no P.P.E. cost and/or higher performance while they draw power from the ley line) require *double the P.P.E. Construction Cost*, while devices that are limited to the ley line increase the cost by x1.5 times.

Primary Spell. Each Spell Chain is going to have a single Primary Spell, which is the primary effect of the Spell Chain and is augmented by any possible Secondary Spells.

Secondary Spells. Secondary Spells are those that augment, supplement or otherwise affect the Primary Spell of a Spell Chain. Secondary Spells are optional, and any number may be included.

Spell Chain. The Spell Chain is a grouping of spells which provide a single effect. Each Spell Chain is made up of at least one Primary Spell and any possible combinations of Secondary Spells. Exactly which spells are required is a judgment call for the Game Master, and the G.M. may increase or decrease the requirements as he sees fit. A device with 5 effects would have 5 Spell Chains, each of which must be worked out separately.

Techno-Wizard Device Level. This is the level at which the device functions, which by default is the level of the Techno-Wizard creator. This may be lowered to make the device faster and easier to build, but may not be increased beyond the level of the Techno-Wizard.

Techno-Wizard Device Limitations. This part has little to do with the actual mechanics involved, but more with game balance and the uniqueness of Techno-Wizardry. Generally speaking, the more spells added to the device to provide a specific effect, the more limited the device should be. Either limited in scope, or having one or multiple

quirks/side effects. For example, if you add a few Necromantic spells to a Fire Bolt launcher, maybe the undead may be immune or attracted to the device while it's active, or it just gives off the stench of decay and attracts scavengers.

As a rule of thumb, any side effects or limitations shouldn't overshadow the use of the device. It's probably out of line for a simple low level/power device to attract the attention of every Psi-Stalker within a mile radius, but that may be a fitting "quirk" for a huge, vehicle mounted device that spits out augmented Annihilate spheres that randomly cause dimensional disturbances.

Note: A general limitation that should be maintained is that body armor, power armor, robots and vehicles should have no more than four Functions. This should be done to maintain game balance, although the G.M. may disregard this limitation if he feels the combination of Functions is acceptable.

Techno-Wizard Device Salvage. At some point, a Techno-Wizard is going to fail when making a device. Or, maybe they want to improve an existing device or salvage parts from other Techno-Wizard devices. One might think this would be as simple as pulling the parts back out, but it's not.

The amount of components a Techno-Wizard can usually salvage from any working TW device is equal to his experience level x5%, plus 1D6x10%, up to a maximum of 100%. If the device isn't in working order, only half as much can be salvaged.

For gems it's even trickier. A Techno-Wizard has a 10% +4% per level of experience chance of salvaging a gem in working order. The reason for this difficulty is that the gem is already fused into a TW device. This means that the gem has already been imprinted with a particular spell, which may make things unpredictable if the Techno-Wizard wishes to use these gems in a future project. Some mages know how to purify gems and stones by way of ritual, spell or ability, but this is a rarity.

Techno-Wizard Device Schematics. Techno-Wizard Device Schematics cover a lot of character downtime. Usually this is measured by the player devoting so many hours a night while on watch, before bed, or using other free time contemplating devices of grandeur, doodling with notes, etc. It's the Game Master's determination as to how much downtime in this fashion is required to draw up device schematics.

A good rule of thumb is 3 hours per spell will be spent scheming and drawing up blueprints.

Unknown Spells (getting another mage to help). Techno-Wizards may include spells unknown to themselves into a device, with the aid of another spell caster who knows the spell, though this is far from easy. Working with an unknown Primary Spell is very difficult, and unknown Secondary Spells can add to the Techno-Wizard device's difficulty as well. The Techno-Wizard will require the help of assisting mages during the design period for the schematics, as well as throughout the entire length of the Techno-Wizard device's creation.

Spells which are unknown to the Techno-Wizard, but which fall within the range of *common Invocations*, count as one and a half times (x1.5) as much P.P.E. for figuring the P.P.E. Construction Cost.

Other spells, including but not restricted to Elemental Magic, Temporal Magic, Necromancy, Biomancy, and any other closed grouping of magic, count as twice as much (x2) P.P.E. for the purposes of figuring the P.P.E. Construction Cost.

Note: Also see Penalties, below, for further difficulties.

Gem TW Reference List

Gems are critical to the construction of Techno-Wizardry, so their use has been refined over the years. A good rule of thumb is that the Primary Spell will require up to the Device Level, in half carats, of a particular type of gem. This requirement could be fulfilled by one large gem or by several small ones, adding up to the carat total. Each type of gem has its own use, as represented by the spells that it can be used to

store, and the proper gem must be used for each spell to be added to the TW device.

Agate (red-orange): Greater Healing (30), Heal Self (20), Heal Wounds (10), Ley Line Restoration (800), Light Healing (6), Purge Other (100), Purge Self (70), Restoration (750), Restore Life (275), Restore Limb (80), Resurrection (650), Super-Healing (70). **Cost:** 60 credits per carat.

Agate (fire): Eyes of Thoth (8), Instill Knowledge (15), Memory Bank (12), Oracle (30), Second Sight (20), Sense Evil (2), Sense Magic (4), Tongues (12), Words of Truth (15). **Cost:** 80 credits per carat.

Amber: Create Wood (10-20), Detect Concealment (6), Ironwood (50+), Mend the Broken (10+), Sustain (12). **Cost:** 600 credits per carat.

Alexandrite: Eyes of the Wolf (25), Influence the Beast (12), Metamorphosis: Animal (25), Metamorphosis: Human (40), Metamorphosis: Insect (60), Metamorphosis: Mist (250), Metamorphosis: Superior (100), Tame Beast (60). **Cost:** 3,000 credits per carat.

Amethyst: Carpet of Adhesion (10), Havoc (70), Magic Net (7), Magic Shield (6), Mute (50), Paralysis: Lesser (5). **Cost:** 400 credits per carat.

Andnodite: Curse of the World Bizarre (100), Curse: Phobia (40), Death Curse (Special), Luck Curse (40), Minor Curse (35), Repel Animals (7), Sickness (50), Sleep (10), Spoil (Food/Water) (30), Transformation (2000). **Cost:** 500 credits per carat.

Aquamarine: Create Water (15), Swim as the Fish (6), Swim as the Fish: Superior (12), Summon & Control Sea Serpents (350), Water to Wine (40). **Cost:** 2000 credits per carat.

Chrysochase (quartz): Ley Line Transmission (30), Summon Greater Familiar (80), Summon Lesser Being (425), Summon Ley Line Storm (500), Summon Shadow Beast (140). **Cost:** 450 credits per carat.

Citrine: Astral Hole (120), Astral Projection (10), Commune with Spirits (25), Summon & Control Animals (125), Summon & Control Canines (50), Summon & Control Entity (250), Summon & Control Rodents (70). **Cost:** 4,000 credits per carat.

Diamond: Armor of Ithan (10), Crushing Fist (12), Fly (15), Fly as the Eagle (25), Impenetrable Wall of Force (600), Invincible Armor (30), Invulnerability (25), Wall of Defense (55), Wards (90). Can also be used to store P.P.E. **Cost:** 15,000 credits per carat.

Emerald (green): Aura of Power (4), Invisibility: Simple (6), Invisibility: Superior (20), Ley Line Fade (20), Ley Line Ghost (80), Ley Line Phantom (40), Wall of Not (70). Can also be used to store P.P.E. **Cost:** 16,000 credits per carat.

Garnet (black): Create Golem (700 or 1000), Create Magic Scroll (1000), Create Steel (68), Enchant Weapon (400 to 1000+), Magic Pigeon (20), Winged Flight (35). **Cost:** 2,500 credits per carat.

Garnet (all other colors): Distant Voice (10), Frostblade (15), Globe of Silence (20), Ice (15), Orb of Cold (6), Shockwave (45), Sonic Blast (25), Thunderclap (4), Wave of Frost (6). **Cost:** 1,000 credits per carat.

Jade: Climb (3), Escape (8), Familiar Link (55), Life Blast (15), Lifeward (40), Life Source (2+Special), Wall of the Weird (180). **Cost:** 1,000 credits per carat.

Ivory: Animate/Control Dead (20), Aura of Death (12), Aura of Doom (40), Create Mummy (160), Create Zombie (250), Exorcism (30), Life Drain (25), Turn Dead (6). **Cost:** 20 credits per carat.

Lapis Lazuli: Annihilate (600), Anti-Magic Cloud (140), Dispel Magic Barriers (20), Negate Magic (30), Sanctum (390), Teleport: Lesser (15), Teleport: Superior (600), Void (700). **Cost:** 5,000 credits per carat.

Malachite: Amulet (290+), Collapse (70-400), Featherlight (10), Mystic Alarm (5), Mystic Fulcrum (5), Reflection (7), Seal (7), Talisman (500). **Cost:** 2,500 credits per carat.

Opal (black): Disharmonize (150), Enemy Mind (100), Id Alter Ego (130), Id Barrier (600), Trance (10), Transferal (50). **Cost:** 600 credits per carat.

Opal (fire): Banishment (65), Desiccate the Supernatural (50), Expel Demons (35), Forcebonds (25), Reality Flux (75), Watchguard (10). **Cost:** 700 credits per carat.

Opal (all other colors): Armorbane (100), Barrage (15), Deflect (10), Manipulate Objects (2+), Negate Mechanics (20), Ricochet Strike (12), Spinning Blades (20), Targeted Deflection (15), Telekinesis (8), Throwing Stones (5). **Cost:** 500 credits per carat.

Onyx: Circle of Travel (600), Close Rift (200+), Dimensional Portal (1000), Dimensional Teleport (800), Ley Line Time Capsule (15), Ley Line Time Flux (80), Meteor (75), Mystic Portal (60), Plane Skip (65), Re-Open Gateway (180), Rift to Limbo (160), Rift Teleportation (200), Rift Triangular Defense System (840), Swallowing Rift (300), Swap Places (300), Time Hole (210), Time Slip (20), Warped Space (90). **Cost:** 1,000 credits per carat.

Pearls (black): Giant (80), Levitation (5), Magical-Adrenal Rush (45), Reduce Self (20), Superhuman Endurance (12), Superhuman Strength (10), Superhuman Speed (10). **Cost:** 6,000 credits per carat.

Pearls (white): Cleanse (6), Fist of Fury (10 or 50), Locate (30), Magic Warrior (60), Phantom Mount (45), Realm of Chaos (70), Swords to Snakes (50). **Cost:** 5,000 credits per carat.

Quartz (clear): Blinding Flash (1), Globe of Daylight (2), Chromatic Protection (10), Lantern Light (1), Light Target (6), Lightblade (20). **Cost:** 60 credits per carat.

Quartz (rose): Cure Illness (15), Cure Minor Disorders (10), Fortify Against Disease (15), Remove Curse (140), Stone to Flesh (30). **Cost:** 150 credits per carat.

Quartz (ruby): Energy Disruption (12), Energy Field (10), Energy Sphere (120), Ignite Fire (6), Shatter (5), Sheltering Force (20). **Cost:** 300 credits per carat.

Quartz (smoky): Cloud of Smoke (2), Impervious to Fire (5), Firequake (160), Fire Blossom (20), Fire Globe (40), Fuel Flame (5), Resist Fire (6). **Cost:** 150 credits per carat.

Ruby (deep red): Ballistic Fire (25), Circle of Flame (10), Dragon Fire (40), Fireblast (8), Fire Ball (10), Fire Bolt (7), Fire Gout (20). **Cost:** 19,000 credits per carat.

Ruby (blue): Befuddle (6), Charm (12), Compulsion (20), Domination (10), Fear (5), Wisps of Confusion (40). **Cost:** 18,000 credits per carat.

Sapphire (black): Cloak of Darkness (6), Null Sphere (220), Shadow Meld (10), Shadow Wall (400). **Cost:** 20,000 credits per carat.

Star Sapphire: Agony (20), Constrain Being (20), Control/Enslave Entity (80), Deathword (70), Ensorcel (400), Soultwist (170), Speed of the Snail (50). **Cost:** 20,000 credits per carat.

Sapphire (all other colors): Beat Insurmountable Odds (70), Calling (8), Charismatic Aura (10), Hallucination (30), Horror (10), Protection Circle: Simple (45), Protection Circle: Superior (300), Summon Ally (600), Weight of Duty (10). **Cost:** 16,000 credits per carat.

Tiger Eye: Blind (6), Mental Blast (15), Mental Shock (30), Mindshatter (130), See Aura (6), See in Magic Darkness (125), See the Invisible (4), See Wards (20). **Cost:** 3,000 credits per carat.

Topaz (yellow or brown): House of Glass (12), Impervious to Poison (5), Negate Poison/Toxin (5), Purification (Food/Water) (20). **Cost:** 200 credits per carat.

Tourmaline (black): Bottomless Pit (100), D-Step (50), Frequency Jamming (15), Implosion Neutralizer (12), Ley Line Shutdown (3000), Ley Line Storm Defense (180). **Cost:** 120 credits per carat.

Turquoise: Chameleon (6), Concealment (6), Death Trance (1), Power Bolt (20), Power Weapon (35), Speed Weapon (100). **Cost:** 240 credits per carat.

Zircon (clear): Breathe without Air (5), Fingers of the Wind (5), Float in Air (5), Heavy Air (200), Wall of Wind (40), Wind Rush (20). **Cost:** 3,500 credits per carat.

Zircon (blue): Calm Storms (200), Summon & Control Rain (200),

Summon & Control Storm (300), Summon Fog (140). **Cost:** 1,500 credits per carat.

Zircon (red): Call Lightning (15), Electric Arc (8), Energize Spell (12+), Energy Bolt (5), Impervious to Energy (20), Lightning Arc (30), Sorcerous Fury (70), Sub-Particle Acceleration (20). **Cost:** 2,000 credits per carat.

Zircon (yellow, brown or gold): Apparition (20), Armor Bizarre (15), Fool's Gold (10), Horrific Illusion (10), Illusion Booster (15), Illusion Manipulation (25-60), Illusory Forest (45-90), Illusory Terrain (55-120), Illusory Wall (15 or 30), Mask of Deceit (15), Multiple Image (7), World Bizarre (40). **Cost:** 300 credits per carat.

Gems Required for Non-Invocation Spell Magic:

From time to time, the Techno-Wizard will have to work with some other type of practitioner of magic in order to produce a special purpose TW device. Each of these types of magic has its own relation with gem stones, and as such, they have their own unique gem requirements when one of their spells is placed into a Techno-Wizard device.

Biomancy spells: Amber or Opal.

Cloud Magic spells: Diamond or Sapphire.

Elemental Air spells: Diamond or Sapphire.

Elemental Earth spells: Garnet or Onyx.

Elemental Fire spells: Ruby or Topaz.

Elemental Water spells: Emerald or Pearl.

Living Fire Magic spells: Ruby or Topaz.

Nature Magic spells: Garnet or Onyx.

Necromancy spells: Jade or Ivory.

Ocean Magic spells: Emerald or Pearl.

Spoiling Magic spells: Jade or Ivory.

Temporal Magic spells: Quartz or Tourmaline.

About precious stones. Precious gemstones tend to cost much more in the world of Rifts than in our modern Earth, because they are far less accessible. Gems are typically found only in certain places in the world and may be very difficult to acquire. Rubies and sapphires of all kinds are especially rare in North and South America and Europe. They are found primarily in Burma, Thailand and Sri Lanka (they are typically 40% less expensive at those geographic locations). Emeralds are found mainly in Colombia (South America), Egypt, and South Africa. Aquamarine is found in Brazil, Colombia, Siberia, and the Urals (Russia). Diamonds are most abundant in South Africa, Brazil, Venezuela, and found to a lesser degree in all of Africa and parts of Colombia, Mongolia, Siberia and the Urals (Russia). **Note:** Synthetic diamonds and synthetic zircon (man-made) do not work in Techno-Wizardry.

Seeking out jewelry stores buried in the ruins of pre-Rifts cities is one way to try to find the gems required. Another is to find dealers and jewelers with connections to get gems. (Certainly places like Atlantis have anything one might want, and cities like Lazlo, MercTown and other trading centers should have a good if not a complete selection.) Otherwise, getting the proper gem component may be an adventure in and of itself, requiring the player group to travel or Rift to another part of the world or require them to do a favor or job for a dragon, the Federation of Magic, or some other villain or quest in exchange for the gems their Techno-Wizard needs.

TW Creation Bonuses & Penalties

Modifiers to the Techno-Wizard's TW Construction skill rolls.

Penalties:

-20% Prototype Schematics. Rough plans and notes for a work in progress. Untested and unproven new version or concept. Once a working device with the bugs worked out is successfully created from the schematics, this penalty is voided.

-10% Working from Another Techno-Wizard's Schematics. This penalty may be avoided if great care is taken to study and examine the schematics.

-50% Bad Schematics. Something isn't adding up. You've probably made a mistake somewhere in the design, though not necessarily a fatal error.

-30% Sketchy, Unclear Schematics. Handwritten notes without clear step-by-step instructions, or some minor aspects of creation missing.

-10% Total Recall in Place of Schematics. This applies to schematics the character has created or studied, and can remember using psychic Total Recall, but is working without the hard copy.

-80% No Schematics. Planning? Who needs planning . . . why do I have these gems left over? Or a new, uncertain design concept.

-20% Miniaturization. This is cumulative for each 10% reduction from the base size, so a 30% reduction means a -60% penalty.

-20% Adding Techno-Wizardry to Technology Without the Appropriate Skills. This penalty is cumulative for each skill required, but not known.

-25% Rush Job. Work is completed in two thirds the normal amount of time.

-50% Extremely Rushed. Work is completed in one third of the usual amount of time. At best it will be functional, but it's not pretty. Cannot be taken with any other Construction Time modifying penalty or bonus.

-15% Low Magic Environment. Working on the device in a low magic environment for the majority (two thirds) of the Construction Time. Cannot be taken with any other Construction Time modifying penalty or bonus.

-40% Working on Alien TW Devices. Repairing, rebuilding or modifying alien technology as a TW device.

-20% Unknown Common Primary Spell. This applies when the Primary Spell is Common (Invocation) Magic and unknown to the Techno-Wizard.

-30% Unknown Specialist Primary Spell. In this case, the Primary Spell is Specialty Magic (Necromancy, Temporal Magic, etc.) and unknown to the Techno-Wizard.

-15% Unknown Common Secondary Spell. This applies for every Common Secondary Spell unknown to the Techno-Wizard.

-20% Unknown Specialist Secondary Spell. This applies for every Specialist Secondary Spell unknown to the Techno-Wizard.

-1% Per Point of P.P.E. that the Techno-Wizard device is capable of storing.

Bonuses:

+15% Schematic of a Proven, Working Techno-Wizard Device (his own or someone else's). The Techno-Wizard's design is a copy of a proven, working model.

+10% Disassembling a Working Techno-Wizard Device. The Techno-Wizard disassembles and studies a working device to copy.

+5% Disassembling a Similar Techno-Wizard Device. The character disassembles and examines a similar TW device on which to base his own ideas and new creation.

+5% Working Prototype Model. The Techno-Wizard has already built a working prototype or similar device and this new item is an upgrade and improvement, or based on similar principles.

+20% Working Under an Experienced TW Master, Proven Design. The character is working under the direct supervision, instruction or tutelage of a master Techno-Wizard (or design team) to build a proven device.

+10% Working Under an Experienced TW Master, Unproven Design. The character is working under the direct supervision, instruc-

tion or tutelage of a master Techno-Wizard (or design team) who is helping to create a new type of TW device.

+15% Taking Time. Add an extra one third to the Construction Time. This cannot be taken with any other Construction Time modifying penalty or bonus.

+30% At Your Leisure. Double the Construction Time for lots of extra care, double checks and craftsmanship. Cannot be taken with any other Construction Time modifying penalty or bonus.

+1% for Every 10% of Assisting Techno-Wizard's TW Construction Skill. Round fractions down.

+5% for Each Device Level Reduced. The Device Level cannot be reduced below level one.

Some Examples of Techno-Wizardry Devices

The following items are just a small handful of some common Techno-Wizard items regularly mass-produced and sold throughout North America. All are hand-made and either sold by an independent Techno-Wizard, a TW guild, or a business or the Black Market who bought the item(s) for resale (i.e., magic shop, weapons dealer, etc.). These items can also be used as examples for creating your own TW devices, weapons and vehicles.

The term, **Device Level**, is the level that the example device was created at. The term, **P.P.E. Construction Cost**, refers to the initial cost for the Techno-Wizard to build the TW device. This is a one-time creation cost. The term, **Spell Chain Needed**, refers to the spell knowledge required to create/empower the machine. Usually more than one spell is required. The **Physical Requirements** are the components and cash necessary to build the device. **Duration of Charge** will indicate how long the charge will last or how many shots a weapon can fire before needing a recharge. **To Recharge** is the method by which the device is recharged. **Construction Time** indicates how long it takes to build the device.

Black Market Cost is the average cost of the TW item (not the actual Construction Cost). Note that the Techno-Wizard cannot sell the item to the Black Market at the average retail price, but at about 25% to 35% of the retail price. Thus, a TW weapon that retails for 40,000 credits will only net the wizard 10,000 to 14,000 credits, making selling to the Black Market a losing proposition. Then again, selling it oneself has its own problems (setting up shop, finding buyers, overhead, employee costs, etc.). **Note:** Magic items are usually fairly uncommon, especially in Coalition territory. Possession of magic in the Coalition States and its territories is a serious offense punishable by 10 years imprisonment for each item found in the person's possession. *Magic dealers, smugglers, and practitioners of magic* as well as known *rebels, enemies of the State* and *D-Bees in the possession of magic* are usually shot on the spot or captured, their magic abilities negated through a variety of means, and subjected to a humiliating public execution (after a grueling interrogation).

Communications Band: A headband with several little metal or plastic boxes and/or a small circuit panel from a transistor radio or computer. The Communications Band will instantly translate any spoken language heard, human or alien, but the headband does not allow the wearer to respond back in an alien language. Device Level: Six. P.P.E. Construction Cost: 280. Spell Chain Needed: Primary Spell: Tongues (12), Secondary Spell: Globe of Daylight (2). Physical Requirements: A fire agate and a clear quartz crystal worth 300 credits total, plus a headband and some transistor parts. Duration of Charge: 90 minutes. To Recharge: 14 P.P.E. or 28 I.S.P. will charge the band. Construction Time: 7 days to build. Black Market Cost: 18,000 credits.

Energy Field Generator: The apparatus resembles two small field generators about 10 feet (3 m) apart. In the center is the mage and his belongings. When activated on a ley line, the generators create an en-

ergy field around the mage and the generators. The generator devices keep the force field in place indefinitely or until the field is destroyed. The force bubble generator devices create a force bubble that protects the wizard from the elements and from attack. The strength of the force field is 120 M.D.C. at places of ley line energy. Remember, the energy field generator only works at ley lines. Device Level: Five. P.P.E. Construction Cost: 450, only works on a ley line. Spell Chain Needed: Primary Spell: Energy Field (10), Secondary Spell: Energy Bolt (5). Physical Requirements: Red zircon worth 2,000 credits, ruby quartz crystal worth 750 credits and two small field generators. Duration of Charge: Energy field and generators will work indefinitely when on a ley line or until the field is turned off. The field must be turned off to enter/exit unless one can teleport. To Recharge: Since they draw power from the ley line, the generators can be activated with a simple force of will (or even by flipping a switch on some models); the field appears within five seconds. It only works on a ley line. M.D.C. damage to the energy field will be restored to full every time 23 P.P.E. or 46 I.S.P. is directed into the generators. Note: Each generator has four points of M.D.C. Construction Time: 225 hours! Black Market Cost: 40,000 credits.

Magic Optic System: A pair of goggles that give a person mystic optical enhancement. Abilities include: Eyes of the Wolf, See Aura, See the Invisible, and Detect Concealment; all same as their spells. Device Level: Three. P.P.E. Construction Cost: 460. Spell Chain Needed: Primary Spell: Eyes of the Wolf (25), Secondary Spells: See Aura (6), See the Invisible (4), Detect Concealment (6) and Energy Bolt (5). Physical Requirements: Alexandrite worth 9,000 credits, tiger eye worth 3,000 credits and a piece of amber worth 600 credits, plus a pair of goggles. Duration of Charge: 15 minutes. To Recharge: 23 P.P.E. or 46 I.S.P. will charge the goggles for another 15 minutes. Construction Time: 5 days and 18 hours to build. Black Market Cost: 30,000 credits.

Mystic Portable Generator: A basic portable electricity generator that is powered by magical energy of a ley line to create power for electrical devices. Device Level: Five. P.P.E. Construction Cost: 500. Spell Chain Needed: Primary Spell: Call Lightning (15), Secondary Spells: Energy Bolt (5), Energy Field (10), and Impervious to Energy (20). Physical Requirements: Red zircons worth 12,000 credits total and a ruby quartz worth 300 credits, as well as another 5,000 credits worth of equipment and parts. Duration of Charge: The mystic generator will provide continuous power, depending on energy consumption, provided the device remains on a ley line. To Recharge: Not applicable. Construction Time: 250 hours! Black Market Cost: 45,000 credits.

Psionic Mind Shield: (*For Psionic Characters Only!*) An odd looking helmet encrusted with gems. The helmet makes a person completely impervious to psionic attacks and probes of all kinds! Device Level: Six. P.P.E. Construction Cost: 355. Spell Chain Needed: Primary Spell: Invulnerability (25), Secondary Spells: Befuddle (6), Energy Bolt (5), Globe of Silence (20) and Mind Blast (15). Physical Requirements: Several diamonds, a blue ruby, a red zircon, a yellow garnet and a tiger eye, worth 204,000 credits total, and a suitable M.D.C. helmet. Duration of Charge: One and a half minutes (6 melees). To Recharge: Costs 18 I.S.P. to activate for 6 melee rounds. Construction Time: 213 hours to build! Black Market Cost: 250,000 credits. Note: There is also a model on the market that can be used by non-psionics (add the Life Drain (25) spell during the initial creation, but this will make the entire helmet more costly in P.P.E., time and credits), but the helmet drains one's life force at a rate of 10 Hit Points per 6 melees, and can kill the individual wearing it. Hit Points are restored at the normal rate for physical damage.

Sky Boats: These are just what they sound like, sailboats in the sky. These vessels can be large or small depending on the needs of the maker or purchaser. Thus, the vessel could be a little two person sailboat, or a full size frigate. The boats move by means of wind, telekinesis, and ley line energy (they only work on a ley line). Telekinesis or Levitate will be needed to land the vessel. Device Level: Ten. P.P.E. Construction Cost: 1140. Spell Chain Needed: Primary Spell: Float in

Air (5), Secondary Spells: Energy Bolt (5), Telekinesis (8) and Wind Rush (20). Physical Requirements: Several clear zircons, a red zircon and an opal worth 23,500 credits total, and an appropriate boat or ship. Duration of Charge: Not applicable. Remember, the sky boat will only float along ley lines. Whether it is a seaworthy vessel depends on its construction (add 30% to cost). To Recharge: Telekinesis (8 P.P.E. for the magic spell, or 8 I.S.P. for the psionic power; the other magic makes it incredibly light) or Levitation (5 P.P.E. for the magic spell, or 6 I.S.P. for the psionic power) to initiate take-off; costs double for ships. Also need Telekinesis (8 P.P.E. or 8 I.S.P.) or Levitation (5 P.P.E. or 6 I.S.P.) to land the vessel on the ground. Otherwise, the boat will slowly drift away (speed of 3) at about 100 feet (30.5 m) above the ground. There is no additional P.P.E. or I.S.P. cost just to float along the ley line. Construction Time: 48 days to modify a small boat (2-8 man) into a Sky Boat, 72 days for a medium-sized boat, or 96 days for a large ship. To build it from scratch will quadruple the time for a quick, low quality boat (ten times that if the boat is very finished and/or seaworthy). Building a ship from scratch is not possible for the average wizard. Maximum Speed: Small and medium boats: 100 mph (160 km), large ships: 150 mph (240 km). Maximum Altitude: 1000 feet (305 m). Minimum Altitude: (without actually landing) 200 feet (61 m). Black Market Cost: 15,000 for a small (2-8 man) boat, 30,000 to 60,000 for medium (yacht/fishing boat size, 10-14 people), 250,000 and up for a large ship (25 to 50 people or more).

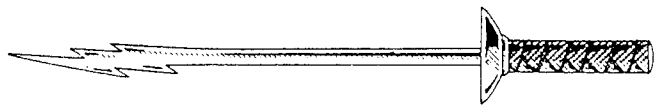
TK-Flyer: The Techno-Wizard's magic is not normally sufficient to power aircraft, but with the additional energy of the ley line, they can utilize flying devices. The vehicle can be virtually any design of small flying aircraft, from propeller biplanes, to gliders, single and twin engine airplanes, two or three person hover vehicles, helicopters, gyro-planes, and jet packs. The TW must replace the engine with a telekinetic engine and off one goes. The TK-engine is powered by telekinetic energy pumped into it either by psychic I.S.P. or a mage's P.P.E. Device Level: Five. P.P.E. Construction Cost: 862. Spell Chain Needed: Primary Spell: Telekinesis (8), Secondary Spells: Energy Bolt (5) and Energy Field (10). Physical Requirements: Red zircon worth 2000 credits, ruby quartz worth 300 credits, and highly polished opal worth 2500 credits, plus another 2D4x1000 credits in parts and a suitable aircraft for conversion. Duration of Charge: Once aloft, the aircraft will stay in flight for the length of the ley line and can switch directions wherever there is an intersection of ley lines (nexus point). In some instances one can fly for hundreds of miles powered by a single burst of mystic energy, and the flow of P.P.E. along the line maintains the flight. To Recharge: To initiate takeoff requires 44 P.P.E. or 88 I.S.P. and once airborne no additional energy is needed. Construction Time: 18 days. Maximum Speed: 220 mph (352 km). Maximum Altitude: 5000 feet (1524 m). Black Market Cost: 60,000 credits. Dual Engine Option: TK-Flyer capabilities can be built into an aircraft by adding the telekinetic engine and maintaining the conventional engine. The system is set up in such a way that the conventional engine can be engaged when there is no ley line energy available, and turned off when a ley line is there to follow. Costs, time, spells and requirements are all the same, the only differences are that passenger space is reduced by half to make room for the TK-engine, and maximum speed when not on ley line power is just 180 mph (288 km).

Tree Trimmers: A strange, low flying, one or two person hover vehicle for ley line cruising. The Tree Trimmer is basically a bicycle that has two paddles in the front and back instead of wheels. The person pedals, the paddles spin, and the flying bicycle goes. Can be designed for one or two riders (and one passenger on handlebars or rear). It is called a Tree Trimmer, because the maximum altitude is about treetop level. Device Level: Three. P.P.E. Creation Cost: 180. Spell Chain Needed: Primary Spell: Float in Air (5), Secondary Spells: Energy Bolt (5) and Telekinesis (8). Physical Requirement: An opal worth 500 credits, a red zircon worth 2000 credits and a clear zircon worth 10,500 credits, plus an old bicycle and some paddles. Duration of Charge: 30 minutes, but one can remain aloft longer by providing another 9 P.P.E.

or 18 I.S.P. To Recharge: 9 P.P.E. or 18 I.S.P. to initiate takeoff. Construction Time: 54 hours. Maximum Speed: 120 mph (192 km). Maximum Altitude: 200 feet (61 m). Black Market Cost: 20,000 credits.

Wing Boards or TK-Gliders: A popular and amazing one person glider that works on a similar principle as the TK-Flyers, only it doesn't have an engine. A Wing Board might best be thought of as a flying surfboard that rides the wind and ley line energy. To launch a Wing Board, the character sits or lays on his board and must either use Levitation or Telekinesis to raise himself and board into the sky (at least 60 feet/18 meters, a hundred feet is better) and release himself on the next gust of wind (even a tiny wind gust). Or the person can hurl himself from a tower, building, tree, or cliff as long as it is on a ley line. The Wing Board does not need any special ignition or spell to fly along a ley line. Just remember, no ley line energy, no flight!

To land, one simply directs the board down like a glider; there are maneuvering controls. Base Skill proficiency is equal to the Jet Pack skill. Device Level: One. P.P.E. Construction Cost: 525. Spell Chain Needed: Primary Spell: Fly as the Eagle (25), Secondary Spells: Energy Bolt (5) and Float in Air (5). Physical Requirements: Diamond worth 15,000 credits, a red zircon worth 2000 credits, a clear zircon worth 3,500 credits and an aerodynamic board with steering mechanism. Duration of Charge: The Wing Board will stay in flight for the length of the ley line and can switch directions wherever there is an intersection of ley lines (nexus point). In some instances one can fly for hundreds of miles powered by the flow of P.P.E. along the ley line. To Recharge: None, this ley line device requires no P.P.E./I.S.P. on behalf of its operator, as such, the device can be used by *anyone* as long as they remain on the ley line. Construction Time: 2 days and 5 hours for a nice board, up to a week for a fancy board. Maximum Speed: 150 mph (240 km). Maximum Height: 1000 feet (305 m). Black Market Cost: 26,000 credits



TW Weapons

Flaming Sword: A simple sword hilt made of wood or metal and no blade. At the top of the hilt is a thin slot where one might expect a sword blade to be inserted. Inside the handle is a large ruby, mounted on a copper bracket with three wires running down the handle and connected to a second ruby at the base of the handle. Effective Range: Handheld, melee weapon. Mega-Damage: 4D6 Mega-Damage! Device Level: Five. P.P.E. Construction Cost: 275. Spell Chain Needed: Primary Spell: Fire Bolt (7), Secondary Spells: Impervious to Fire (5) and Circle of Flame (10). Physical Requirement: Two red rubies worth 76,000 credits and a smoky quartz crystal worth 150 credits. Duration of Charge: 10 minutes (40 melee rounds) per activation. To Recharge: To activate the Flaming Sword, 14 P.P.E. or 28 I.S.P. must be pumped into the handle. An instant later, a crackling, red, orange, or yellow flame appears and can be used as a magic sword. Construction Time: 5 days and 18 hours. Black Market Cost: 90,000 credits.

Iceblast Shotgun: This simple weapon resembles an old-style double-barreled shotgun, but instead of shotgun shells, the weapon fires magically created balls of ice that strike their target with a numbing cold. Like a normal shotgun, either one or both barrels can be fired at a time. Device Level: Four. P.P.E. Construction Cost: 320. Spell Chain Needed: Primary Spell: Orb of Cold (6), Secondary Spells: Power Bolt (20) and Wave of Frost (6). Physical Requirements: 5,000 credits worth of garnets, a turquoise gem worth 240 credits and a double-barreled shotgun. Duration of Charge: Once charged, the weapon will hold its two iceballs ready to fire indefinitely. Mega-Damage: 3D6 M.D., or 6D6 M.D. for a double-barreled blast. Those struck must make a save vs magic or suffer from a sudden, debilitating, numbing cold. A numbed opponent loses one melee attack/action, is -4 on initiative, -2 to strike, parry, and dodge, and speed is reduced by 20%. These penal-

ties are not cumulative, and last for only 1D4 minutes. Effective Range: 2,000 feet (610 m). To Recharge: 16 P.P.E. or 32 I.S.P. will charge both barrels of the Iceblast Shotgun. Bonuses: +1 to strike on an aimed shot. Construction Time: 5 days and 8 hours to build. Black Market Cost: 19,000 credits.

Lightblade: The Lightblade was created by Techno-Wizards near the Vampire Kingdoms as a personal defense weapon against the undead, although it's rather effective against just about anyone. Because the blade was meant to be used by anyone, it includes a Life Source spell that draws off the user's own Hit Points/S.D.C. to fuel the weapon. The Lightblade can not use P.P.E./I.S.P., even if the wielder is a mage or psychic and wishes to do so; it is always fueled off the wielder's Hit Points/S.D.C.

The Lightblade is a simple sword hilt made of a high-tech looking combination of metal and plastic, with no blade. At the top of the hilt is a thin slot where one might expect a sword blade to be inserted. Inside the slot is a focusing lens (like the ones found in a laser pistol) mounted on a copper bracket with a series of wires running down the handle and connecting to a group of buttons in the handle. Device Level: Five. P.P.E. Construction Cost: 300. Spell Chain Needed: Primary Spell: Lightblade (20), Secondary Spells: Blinding Flash (1), Energy Bolt (5), Globe of Daylight (2) and Life Source (2). Physical Requirements: Several clear quartz crystals, a red zircon and a piece of jade worth 3,210 credits total. A metal and/or plastic tube, a few lithium flashlight batteries and some wiring. Mega-Damage: 1D4x10 M.D. Against vampires, Shadow Beasts, and other demons vulnerable to light, the Lightblade inflicts double its normal damage (double Hit Point damage to vampires). Duration of Charge: 5 minutes. To Recharge: By willingly sacrificing 30 S.D.C. points (counts as S.D.C. damage) or 15 Hit Points, the sword can be used for 5 minutes. The sword's wielder can accidentally *kill* himself by burning up all of his Hit Points (down to zero). If Hit Points reach zero (even if S.D.C. points are still available), the character falls into a coma and is -20 to save vs coma and death! Note: This self-inflicted damage resists both psionic and magical healing, but is not permanent, and will heal at the normal rate. Bonuses: +1 to strike and parry with the Lightblade. Construction Time: 150 hours to build. Black Market Cost: 20,000 credits.

Lightning Rod: The Lightning Rod is a 2-3 foot (0.6 to 0.9 m) long rod of metal, usually plated in gold or copper (costs about 150 credits), that resembles the old-fashioned lightning rods with an insect, half moon, or other design at the tip, and a heavy, insulated rubber handle on the other end. The rod has two functions. **1)** Shoots four small lightning bolts per melee. Just point, aim, and fire (by thought). Effective Range: Shoots lightning bolts up to 1200 feet (366 m). Mega-Damage: 1D6 M.D. per bolt; +2 to strike. Targets can attempt a dodge. Four bolts per melee. **2)** The person using the weapon is impervious to energy, including electricity, fire, heat, plasma, lasers, and so on. However, he is still vulnerable to magic energy attacks, other forms of magic, psionics, rail guns, explosives, and even normal kinetic attacks like punches. Device Level: Four. P.P.E. Construction Cost: 280. Spell Chains Needed: Function **1)** Primary Spell: Call Lightning (15), no Secondary spells needed. Function **2)** Primary Spell: Impervious to Energy (20), Secondary Spell: Energy Bolt (5). Physical Requirements: Red zircons worth 22,000 credits, iron rod, and gold or copper plating. Duration of Charge: Effects last for one minute (4 melee rounds). To Recharge: To activate the Lightning Rod costs 14 P.P.E. or 28 I.S.P. Construction Time: 112 hours. Black Market Cost: 40,000 credits.

TK-Machine-Gun (an average example): An intimidating, but portable telekinetic machine-gun that can be used as a squad support weapon. The weapon amplifies and directs telekinetic energy to fire bullet hard bolts of force. The basic principle is not unlike a rail gun except instead of firing metal at high speeds, TK-weapons fire high speed bolts of force. Note: The TK bolts leave no telltale casings, bullets, or muzzle flash. Bolts that hit a target puncture or tear through it, but there is no physical round/bullet. Once it hits, the force bolt is gone. Mega-Damage: 2D4 M.D. per single shot, 4D4 M.D. per short burst (5

rounds), 4D6 M.D. per long burst (10 rounds) and 1D6x10+10 M.D. per full melee burst of 20 rounds. Effective Range: 2000 feet (610 m), double at ley lines. Bonus to Strike: No bonus. Device Level: Five. P.P.E. Construction Cost: 240. Spell Chain Needed: Primary Spell: Telekinesis (8), Secondary Spells: Barrage (15), Energy Bolt (5) and Power Bolt (20). Physical Requirements: Eleven opals worth a total of 5500 credits, a red zircon worth 2000 credits, turquoise worth 240 credits and a conventional S.D.C. machinegun. Duration of Charge: Holds 60 TK-bolts, the TK-bolts remain ready in the weapon until fired. To Recharge: It takes 2 P.P.E. or 4 I.S.P. to recharge six TK-bolts, or 20 P.P.E. or 40 I.S.P. to completely recharge the weapon. Maximum TK Capacity: 60 TK-bolts. Construction Time: 5 days. Black Market Cost: 75,000 credits.

TK-Revolver: The revolver is one of the earliest and simplest of TK-weapons, first created sometime during the Dark Ages, but which remains popular in the New West. Mega-Damage: 2D6 M.D. per TK-bolt, only fires single shots (no bursts or sprays). Effective Range: 150 feet (45.7 m), double at ley lines. Bonus to Strike: +1 to strike due to its revolver configuration. Device Level: Three. P.P.E. Construction Cost: 65. Spell Chain Needed: Primary Spell: Telekinesis (8), Secondary Spell: Energy Bolt (5). Physical Requirements: Six opals worth a total of 3000 credits, a red zircon worth 2000 credits and a conventional S.D.C. six-shot revolver. Duration of Charge: Holds six TK-bolts, the TK-bolts remain ready in the weapon until fired. To Recharge: It takes 3 P.P.E. or 6 I.S.P. to recharge a single TK-bolt. Maximum TK Capacity: Six TK-bolts. Construction Time: 19.5 hours. Black Market Cost: 10,000 credits.

TK-Sniper Rifle: This TW rifle is designed for long-range sniping, using the force of the Power Bolt spell to enhance its range and a magical enhancement to provide its built-in scope with passive nightvision capabilities. Mega-Damage: 4D6 M.D. per heavy TK-bolt, only fires single shots (no bursts or sprays). Effective Range: 2000 feet (610 m), double at ley lines. Bonus to Strike: +3 to strike, due to its enchanted scope. Device Level: Five. P.P.E. Construction Cost: 650. Spell Chain Needed: Primary Spell: Telekinesis (8), Secondary Spells: Detect Concealment (6), Energy Bolt (5) and Power Bolt (20). Physical Requirements: An opal, amber, red zircon and turquoise worth a total of 4340 credits and a conventional S.D.C. hunting rifle with a scope. Duration of Charge: Holds five heavy TK-bolts, the TK-bolts remain ready in the weapon until fired. To Recharge: It takes 32 P.P.E. or 64 I.S.P. to recharge all 5 heavy TK-bolts. Maximum TK Capacity: Five TK-bolts. Construction Time: 13.5 days. Black Market Cost: 50,000 credits.

TK-Submachine-Gun: These submachine-gun style weapons are quite bulky and menacing looking, capable of firing bursts of light TK-bolts at very high rates. This allows the TK-SMG to shred its target without leaving any telltale bullet fragments behind, making it a great assassin's weapon. Mega-Damage: 1D4 M.D. per single shot, 2D4 M.D. per short burst (5 rounds; counts as one melee attack), 3D6 M.D. per long burst (10 rounds counts as two melee attacks) and 6D6 M.D. per full melee burst of 20 rounds (counts as five melee attacks). Effective Range: 200 feet (61 m), double at ley lines. Bonus to Strike: No bonus. Device Level: Five. P.P.E. Construction Cost: 350. Spell Chain Needed: Primary Spell: Telekinesis (8), Secondary Spells: Barrage (15) and Energy Bolt (5). Physical Requirements: Five opals worth a total of 2500 credits, a red zircon worth 2000 credits and a conventional S.D.C. submachine-gun. Duration of Charge: Holds 40 TK-bolts, the TK-bolts remain ready in the weapon until fired. To Recharge: It takes one P.P.E. or 2 I.S.P. to recharge two TK-bolts, or 20 P.P.E. or 40 I.S.P. to completely recharge the weapon. Maximum TK Capacity: 40 TK-bolts. Construction Time: 175 hours! Black Market Cost: 50,000 credits.

Note: Many more TW weapons, vehicles and devices are in the pages of the **Rifts® Book of Magic**, along with rune weapons, spells and a ton of other magic related data.

Psychic Characters

Many of the life forms on Rifts Earth, both human and nonhuman, possess psionic abilities. Psionics are psychic powers that remain paranormal phenomena not fully explained by science. The powers seem to come from the individual rather than being drawn from a foreign energy source such as magic. However, there is some sort of connection or similarity between psychic energy and magic. This is evident in numerous ways. Psychics can instantly and intuitively operate devices created through Techno-Wizardry, while others cannot. They can also sense the supernatural and magic, just as supernatural beings can sense (and are drawn to) magic. Also, like the men of magic, the psychic's powers are enhanced when near a ley line nexus point.

On Rifts Earth, many people and creatures possess some *small* degree of psionic power, they are considered to be Minor Psychics and are of little consequence. Major Psychics are, generally, those who possess 6-10 psi-abilities. In the section that follows, however, we examine some *Master Psychics*, characters with truly exceptional psionic powers. (**Note**: A character of any O.C.C. *may* have Minor or Major Psionic abilities. See the random roll determination in the *Character Creation* section of the rules; *Step 4: How to Determine Psionics*, for a random determination of psychic ability.)

Generally speaking, people tend to look at psychics as special and with a little bit of fear. After all, most are indistinguishable from ordinary people. The paranoia is that a psychic could be sitting among you and you would never know it. Further paranoia and loathing arises from the notion that the psychic could be reading someone's mind, or mentally manipulate others, or could destroy a person's mind, etc. Mutants like the Psi-Stalker and people such as the Mind Melter and Burster only add to the sense that these are superhuman men and women. Unlike the practitioners of magic, who must weave a spell or take some noticeable action before they strike, the psychic does not have to make any indication of his true nature to attack. He can be sitting down drinking a cup of coffee and kill somebody without so much as blinking, and nobody will be able to tell who was responsible or where the attack came from. Or so the theory goes. In actuality, few psychics have the power to kill so easily, but those few are enough to fuel the flames of fear, suspicion and hate. On the other hand, there are many places that value psychics and treat them the same as anyone else. The Coalition States is not one of them.

Psychics in the Coalition States

The CS preys upon people's differences as well as their fears. The Coalition government has capitalized on those fears, convincing normal humans that all psychics are not true humans, but a mutation and a potential danger to ordinary, god fearing people. After a masterful propaganda campaign, the citizens overwhelmingly (88%) approved the institution of the **Psychic Registration Program (PRP)** and the creation of the Psi-Stalker Enforcement Officers who lead the now famous and beloved **Dog Packs**.

The PRP requires all citizens to register if they exhibit even the slightest paranormal abilities. Those who register are thoroughly examined, over 2D4 days, to determine the extent of their powers, and placed on the PRP file. *Minor Psychics* are simply recorded on a computer log. However, *Major and Master Psychics* are required to submit to **Identification Coding (IC)**. A process in which a special, scannable bar code, the size of two inches (5 cm) square, is tattooed into the skin on the back of the neck and a tiny scanable implant is placed under the skin in the chest or neck. Both the tattoo and the implant (a double failsafe system) will activate Psi-Scanners to alert security that a psy-