

# Titans

The most famous and glamorous of the Palladium Giants are the noble warriors known as Titans. The vast majority of these handsome beings are champions of justice who, like knights-errant, wander the world, typically in pairs (seldom more than four), seeking adventure, combating evil, and righting wrongs. They have done so for tens of thousands of years and have become a symbol of strength, honor, and courage on the Palladium World and elsewhere in the Megaverse. So great are these warriors that both humanoids and giants alike consider them to be demigods.

Titans are one of the archaic races that survived the battle against the dreaded Old Ones and helped to reshape the Palladium World into a (relatively) kinder, gentler place. For eons they were the Elves' most stalwart ally, but the cons long Elf-Dwarf War tore them apart. Unable to bring themselves to act against their beloved Elven allies, they abandoned the Elves, marking the beginning of the end of the Elven Golden Age. Since that day, no Titan has called an Elf, "friend" and they try to avoid contact with them.

Titans look very much like idealized humans, with tan skin, warm eyes, blonde/golden, silver or brown hair, and muscular builds — and, of course, they are giant-sized. Most are intelligent, noble beings who tutor and train under a veil of secrecy. Titans have their own secret society reminiscent of ancient Earth's Knights Templar. Thus, even their exact numbers are unknown, though believed to be very few. Titans, both male and female, seem to wage a never ending quest to right injustice, destroy evil and cast out the supernatural. Titans are known for their great compassion, mercy, nobility, honor and heroics, and welcomed by most good (and downtrodden) folks everywhere. Their campaign against the forces of evil has sent them to many worlds including Rifts Earth. Though fewer than a hundred are believed to have visited Earth since the days of the Coming of the Rifts, many are the tales of Titan heroics, especially during the Dark Age.

On Rifts Earth, places where evil creatures of magic and wicked supernatural forces are mounting will (eventually) attract the attention of one or more Titans sooner or later. In fact, rumor has it that three Titans have joined Lord Coake in his campaign against the Kingdom of Monsters in Calgary, Canada. Titans have also been reported in the Magic Zone, Mexico, Africa, France, Germany, Poland, India, and China, as well as other locales.

A Titan with any experience at all is likely to have one or two magic weapons and/or magic item or magic armor — often passed down as heirlooms from generation of hero after generation. However, Titans also use available technology and like high-tech weaponry, particularly precision weapons, including laser weapons, TW items, and Vibro-Blades.

**Alignments:** Any, but strongly lean toward good. Typical breakdown is Principled (35%), Scrupulous (35%), and Unprincipled (20%).

**Attributes:** The number of six-sided dice rolled is as designated: I.Q. 3D6, M.E. 2D6, M.A. 3D6, P.S. 4D6+6 (Supernatural), P.P. 3D6+6, P.E. 4D6+6, P.B. 4D6+6, Spd 3D6+6

**Hit Points:** P.E. attribute number, +1D6 per level of experience.

**S.D.C.:** 80 points, plus those gained from O.C.C. and physical skills.

**M.D.C.:** Turns into a Mega-Damage being on Rift Earth with 3D6x10+60 M.D.C.

**Natural Armor Rating:** Not applicable.

**Horror/Awe Factor:** 12

**P.P.E.:** 2D6x10

**Height:** 12 to 14 feet tall (3.6 to 4.2 m).

**Weight:** 600 to 1000 pounds (270 to 450 kg).

**Physical Appearance:** Majestic, muscular, giant men and women, powerful of limb, with golden, silver, or brown hair, and warm eyes.

**Natural Abilities:** Supernatural physical strength, and superior prowess, endurance, and beauty. Nightvision 90 feet (214 m; can see in total darkness), excellent overall vision and hearing, see the invisible, bio-regenerate 4D6 M.D. per minute (4 melees), turn 6D6 dead at will (80% success ratio), impervious to a vampire's bite, and dimensional teleport at will (45% success ratio and add +10% on a ley line and +20% at a nexus; similar to the demon's teleport).

**Attacks per Melee:** One additional attack per round plus those gained from Hand to Hand combat, boxing and other physical skills.

**Damage:** Punches and kicks inflict Mega-Damage as per Supernatural P.S. attribute; see Supernatural P.S. Table.

**Bonuses:** +4 to save vs Horror Factor, +2 on initiative, +4 to pull punch, +2 to roll with impact, plus those gained from attributes, O.C.C., and skill bonuses.

**Psionics:** Standard, about the same as humans.

**Average Life Span:** 1000 years.

**O.C.C.s (Palladium):** Any Men at Arms O.C.C., Healer, Mind Mage (rare), Wizard, or Warlock. The uncommon evil Titan may pursue the practice of dark magic.

**O.C.C.s (Rifts):** Any, including the equivalent of Knight, Cyber-Knight, and Military O.C.C.s. Any type of power armor would demand the custom design and immense cost of giant-sized armor. Glitter Boy pilot and conventional power armor and robot pilot O.C.C.s are out of the question, and no Titan will submit to becoming a full conversion cyborg, nor can they be turned into a Juicer or Crazy, and they avoid Techno-Wizard and Shifter magic. Tend toward Headhunter, Knight/Warrior, Wilderness Scout, Ranger, and Commando types as well as Healers (any medical or psi-Healer type), Ley Line Walker, Mystic, Warlock, and especially Cyber-Knight! The Titan's natural bio-regenerative powers reject cybernetic implants, bionics and most other forms of augmentation.

**Skills of Note:** Speak Troll/Giantese and Elf/Dragonese 93%, and are literate in Elfi/Dragonese. All Titans, male and female, automatically get Hand to Hand: Martial Arts, and one W.P. of choice in addition to the usual skills of their chosen O.C.C. Warriors almost always select Boxing as one of their combat skills.

**Habitat:** Can be found anywhere (and we mean anywhere). May be considered a monster, D-Bee or warrior demigod on Rifts Earth.

**Enemies:** Traditionally, Gigantes, Jotan, Ogres, Trolls, wicked supematural beings and all manner of evil and injustice.

**Allies:** Traditionally, humans, Spirits of Light, Kukulcan dragons, and all champions of justice and goodness. Indifferent toward most others. On Rifts Earth, Titans will find Cyber-Knights, other Knights/Paladins, True Atlanteans, Lyn-Srial, Zembahk, Mystic Kuznya and other champions of light and goodness to be worthy allies.

**Notes:** There is an occasional evil Titan. Also note that not all Titans travel in pairs and a lone individual or pair may join a larger group of humanoids in their search of adventure or quest to destroy evil and protect the innocent.