

ULTRARIFTS

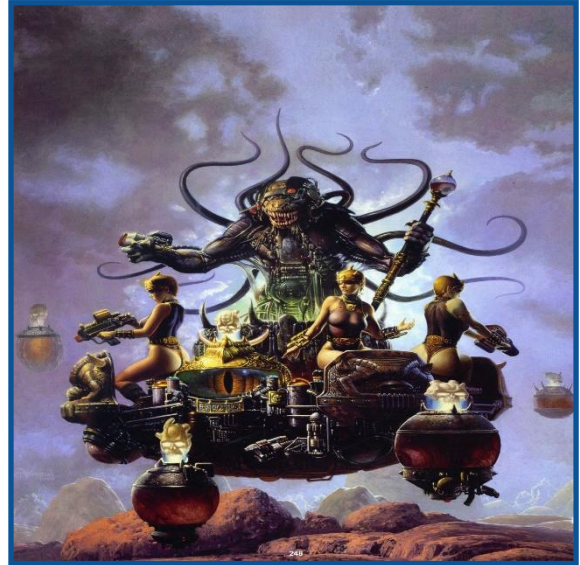
PALLADIUM RIFTS HOUSE RULES V1.0

CHARACTER CREATION

- Chargen starts on page 279 of Rifts Ultimate Edition (henceforth RUE). Read that first then read this doc for house rule changes.
- Roll 4d6 for each attribute and assign as desired. 6s explode.
- The Attribute Table shows bonuses to saves, combat, skills, etc. derived from your attributes (also see RUE281).
- The eight attributes are:
 - PS (Physical Strength) = higher melee damage.
 - PP (Physical Prowess) = agility, bonus to dodge/parry/strike.
 - PE (Physical Endurance) = higher HP, saves, resist dying
 - PB (Physical Beauty) = bonus to social/sex skills
 - IQ (Intelligence Quotient) = bonus to skills
 - ME (Mental Endurance) = bonus to psionic saves
 - MA (Mental Affinity) = bonus to social skills
 - SPD (Speed) = movement distance in combat, running
- Hit Points equal PE attribute +1d6/character level, or as per OCC/RCC.
- SDC and MDC are determined by OCC + PE attribute bonus, or 2d6+PE attribute bonus.
- PPE/ISP are 2d6 or as given by your OCC/RCC. Children have 2x the PPE of adults.
- Libido is sexy Hit Points and is equal to the PB + MA attributes.
- You do SDC damage unless your OCC says you do MDC or you have Augmented, Supernatural, or Robotic Strength (page 285). 1 MDC = 100 SDC.
- “OCC Skills”, “OCC-Related Skills” and “Secondary Skills” are three different things.
- The skill bonuses listed apply starting at level 2 (eg, if you see a skill that says 35%+4%/level, it would be 35% at level 1 and 39% at level 2, etc.)
- Physical skills (p316) can give you permanent bonuses to your physical attributes (PS, PP, PE, Spd). Boxing does not add +1 melee actions, to either NPCs or PCs.
- Weapon Proficiencies (WPs) are your combat skills for ranged weapons and your Hand-to-Hand (H2H) skills are for melee combat. Robot/mecha pilots have combat skills on p351.
- Sex skills can give you permanent bonuses to Mental Affinity (charisma) and Physical Beauty (see below in its own section).
- You get 2 free Sex Skills and 100 points to spend on any Sex Skills you want, as long as you put at least 20 points into any chosen skill, maximum skill level 50.

HOUSE RULES

- **Perception** Save in RUE converted to a Detection/Perception skill roll using 1d100. Each +1 Perception bonus gives +5% to detection skills. Choose your main Detection skill from: Detect Ambush, Detect Concealment, Camouflage, Sensors, or similar skills. Starting PCs get 1 free Detection skill in lieu of the “Perception Save” which they can select from any skill list.
- **Prowl/Stealth** vs Detection Skills: whoever rolls highest but still under their skill wins the contest. Add Perception and gear bonuses first.
- **Healing** / Day: 2 HP+4 SDC (normal field conditions) or 4 HP+6 SDC +PE Bonus when in a professional clinic/hospital). MDC does not regenerate but must be repaired.



- Lore skills are consolidated into: **Monster** (incl. fairy/demon), **Magic** (incl. spells/circles/runes/schools), **Psi** (powers & places) and **Dimension** (incl. d-bees).
- **Death/Dying**: below 0 = coma up to PE attribute in negative HP. Blood loss 1 HP/rnd. Roll medical skill +PE bonus to stabilize. +10% clinic, +20% hospital. No skill = 10% chance to stabilize. Otherwise dead.
- **Initiative** is round-robin; everyone gets 1 action to do something (or 2 if the move needs it, like a power punch or high-level spell).
- Mages wearing body armor: reduce by 50% one of 1d6 [Range, Duration, Damage, Area/Targets, Chaos Effect, No change] for each spell cast.
- **PPE regenerates** 5/hr of rest, 10/hr of meditation, or to maximum for a night's rest (8 hours). 2x at ley lines and nexus points.
- **ISP and Libido regenerate** 2/hr of sleep, 6/hr of meditation, night's rest (8 hrs) to max, or by OCC.
- Ley Lines are 1.5x and Nexus Points are 2x PPE, ISP, range, duration, damage of spells/psionics within 1 mile area. Mages draw 10 PPE/melee.
- Robot, mech, bionic, vehicle, power armor, EBA systems lose functionality when below 50% MDC. (roll on robot random damage chart)
- Some armors may replace the user's PS, PP, SPD values with their own Robotic values; give bonuses to any sensors, communications, and Pilot RPA skills (usually a +5%-20% bonus to skills, and +1/+2 to combat bonuses). +5%/sensor to any detection skill rolls, up to max of +20%.
- Whenever in doubt about a rule or the rule cannot be found quickly, the GM can tell you to roll under a relevant attribute to succeed.

ATTR	EFFECTS	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
I.Q.	Adds to all skills (one-time bonus)	+2%	+3%	+4%	+5%	+6%	+7%	+8%	+9%	+10%	11%	+12%	+13%	+14%	+15%	+16%
M.E.	Save vs psionic attacks	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
M.E.	Save vs insanity, possession, mind control, horror factor	+1	+1	+2	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13
M.A.	Bonus to Leadership, Status, Seduction, Persuasion, Romancing and Performance skills	+4%	+6%	+8%	+10%	+12%	+14%	+16%	+18%	+20%	+22%	+24%	+26%	+28%	+30%	+32%
P.B.	Bonus to Fashion, Grooming, Seduction, Persuasion, Romancing, Lovemaking, Performance skills	+4%	+6%	+8%	+10%	+12%	+14%	+16%	+18%	+20%	+22%	+24%	+26%	+28%	+30%	+32%
P.S.	Bonus to H2H combat damage (and bows/thrown)	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
P.P.	Bonus to dodge, H2H strike and parry	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.E.	Save vs coma, death (medical skill roll for reviver)	+4%	+5%	+6%	+8%	+10%	+12%	+14%	+16%	+18%	+20%	+22%	+24%	+26%	+28%	+30%
P.E.	save vs magic, poisons, curses, drugs, pain, stun, diseases	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
SPD.	x3 move in feet per melee action	48'	51'	54'	57'	60'	63'	66'	69'	72'	75'	78'	81'	84'	87'	90'

WEAPON COMBAT

Combat in Rifts follows these steps:

- Determine initiative: d20 + initiative bonuses. Take 1 melee action in round-robin with others until you have 0.
- Strike: roll d20 + Strike bonuses from H2H or Weapon Proficiency to hit an opponent. Some attacks take more than 1 action.
 - In Melee weapon or Unarmed combat, results of 1-4 are a miss and 5-20 are a hit
 - In Ranged combat (guns, bows), results of 1-7 are a miss and 8-20 are a hit
 - Natural 20s are double damage; natural 1s are a miss regardless of modifiers.
- Defender can Parry with a melee weapon by rolling d20 + Parry bonuses and must roll higher than Attacker's Strike total *OR* Defender can Dodge by rolling d20 + Dodge bonuses and must roll higher than attacker's Strike total.
- Parry is always a free action if the defender is in melee with their attacker and has a weapon capable of parrying (like a sword) or something to block with (like a shield) but only MDC items can parry/block MD attacks.
- Dodge takes 1 action unless the defender has a specific martial art that allows Auto-Dodge free actions. Note that using the Dodge action imposes -2 to strike penalty on any ranged attacks taken that round and is -5 at Point-Black range (within 20').
- If defender fails at a Parry or Dodge, he can spend 1 action to make a d20+Roll-with-Punch or Breakfall roll to reduce physical melee damage by ½ but must roll higher than opponent as well. This cannot be done for gun attacks.
- If attack succeeds subtract damage from MDC (or SDC) then from HP if MDC/SDC hits 0. Add PS mod if using melee weapons.

STRIKE MODIFIERS

Gun Range	Far -2 Extreme -5 Into or In Melee -3.
Point-Blank	-5 to dodge if gun shooter within 10' of target.
Blinded	-10 to all combat actions, -50% to all skill use except natural/mental ones.
Aimed Shot	+2 to Strike, takes 2 actions (3 with called shot), cannot be combined with Burst attacks.
Called Shot	2 melee actions (3 with aimed), -2 to -6 penalty, hit small precise locations such as eyes or hands.
Hit Locations	-2 Arms/Legs, -4 Head, -6 Hands/Eyes/Heart, -2 Robot Joint, -4 Robot Sensor. (can vary by target size/shape)
Cover	-2 to -8 to strike (varies by cover size/shape).
Short Burst	2x damage, -2 strike, 5 bullets/shots used.
Long Burst	3x damage, -4 strike, half ammo magazine used.
Spray	1d4 targets hit, -2 Strike, half clip used.
Wild Shot	-6 to strike when terrified, blind, raging, panicked, drunk, running, dodging, falling, etc.
Dodging	-1 cumulative to all actions taken this round per dodge action
Fast Target	-2 to attacker for ever 50 SPD attribute but also -2 Dodging penalty for defender (see above, not stacked).

MAGIC/PSIONIC COMBAT

Magic and psionic combat in Rifts follows these steps:

- Determine initiative: d20 + initiative bonuses. Take 1 melee action in round-robin with others until you have 0.
- Select a spell. Spells of levels 1-5 take 1 action, levels 6-10 take 2 actions and levels 11+ take 3 actions to cast.
- Psionic powers take 1 action to cast, 2 actions for Mega-Psionic powers.
- Mages can only cast a maximum of 2 magic spells per combat turn total, regardless of total melee actions.
- Mages must prepare spell reagents, chant and/or perform somatic gestures to effect their spell. If anything interrupts the spellcasting the spell fails, but the PPE is not lost. The exception is spells of levels 1-5 which take 1 action to cast instantly.
- Mages who are engaged in hand-to-hand combat (willingly or not), have been hit by gunfire or weapons, or are actively running/dodging, cannot cast spells this round. Psychics are not affected by this rule but some psionics require touch or eye contact or concentration.
- Spend the required PPE or ISP points and the spell/psionic takes effect immediately.
- Defender may be able to make a Saving Throw to reduce the damage by half or completely evade the effect (depending on spell/psychic power, see spell description for details). The attacking mage/psion's Spell Strength can increase the target # for a save.
- A dodge can be used to reduce damage by ½ against certain spells like bolts, globes, arrows (but not area-effect ones like poison cloud).
- Magic and Psionics need line-of-sight and cannot affect targets inside mecha, power armor, or enclosed vehicles.

HORROR FACTOR

If you fail a Horror Factor (HF) check: lose 1 action, drop to last in initiative order, and can't parry or dodge against the HF opponent this round. Failing by more than 10 points may result in additional effects such as: running away, cowering, hysteria, or temporary insanity. Outside of combat a failed HF save results in temporary paralysis, flight, terrorized Creatures of light and good, like angels, have an Awe Factor (AF) instead of HF. Some PC OCCs – like Necromancers or Mystic Knights – have a HF as well.

SAVES

Roll over the number to succeed, natural 20 automatically succeeds, OCCs provide bonuses to these saves. Save vs Magic target # is increased by the casting mage's Spell Strength (described in their OCC, typically +1 at levels 2/4/8/12). OCCs describe whether the psi user is a minor, master, or non-psi. Vampires can dominate persons using mind control (psi save) or magical possession (magic save).

Saving Throw	Target	Bonus	Saving Throw	Target	Bonus
Poison, drugs, pain, stun, disease, rads	15	PE	Psionics, non-psi	15	ME
Normal magic spells, circles, wards	12	PE	Psionics, minor psi	12	ME
Strong magic, faeries, rituals, curses	16	PE	Psionics, master psi	10	ME
Possession, mind control	as Psi	ME	Psionics, psi-stalker	6	ME
Horror/Awe Factor	varies (10-16)	ME	Insanity	12	ME

CORRUPTION, RADIATION, MUTATION

Corruption measures all the "bad stuff" which corrupts a person's body & soul which a PC may accumulate traveling through the wasteland. PCs gain Corruption from:

- Radiation, including rad monsters and rad zones
- Mutagenic compounds, slimes, goods, and rays
- Demonic energies and contact with Hellish entities
- Dark rituals, blood magic, necromancy and witchcraft
- Evil magic, spells, magic items, artifacts and alien devices

The Corruption stat starts at 0 and goes up to 100. Corruption can be reduced by certain spells, psionic purification, Rad-X pills, biotic treatments, holy blessings, anti-mutagenic therapy in clinics and by worshipping good gods, spirits or practising a healthy lifestyle. This table shows the possible effects of high levels of Corruption:

CORRUPTION		
10	Minor	Small changes in physiology: warts, extra finger, bad odor, scaly skin, aura of pollution.
30	Serious	Physical and spiritual anomalies, odd habits, messages from beyond, small behavior changes, minor local magic effects.
60	Major	GM rolls on physical corruption random table.
80	Massive	GM rolls on physical/spiritual corruption table + change in alignment/personality/sanity.
100	Ultimate	Complete physical and spiritual corruption results in the PC becoming an evil NPC.

VAMPIRE LORE

Monster Lore can cover basic vampire info if you specialise in vampires, then you are +20% to the skill for vampires but -10% for any other monster. Vampire Lore is its own skill which covers all the rare and exotic vampire info, and can be taken in lieu of other Lore skills. Combined lore skills are:

- **Monster Lore** – demons, monsters, devils, faeries, elementals, dire/exotic/magical animals, supernatural monsters.
- **Dimension Lore** – rifts, ley lines, other dimensions, time/space travel, d-bees, aliens, gates, god planes.
- **Psi Lore** – types of psychics, psi monsters, drugs, psyscape, astral plane, psynetics.
- **Magic Lore** – types of magic, traditions, spellcasting monsters, magic places, symbols, runes, curses, sigils, tattoos, ID magic items, rune weapons, scrolls, etc.
- **Vampire Lore** – weaknesses, powers, variants, hierarchy, geography of the vampire kingdoms, and more.

VAMPIRE RULES

To stake a vampire you must do the following in combat:

- Must take a called shot action (-4 to chest) and power punch (2 melee actions)
- Roll total of 16+ hits

- Strike roll of 13-15 is a near miss: vamp loses all remaining melees that round, half bonuses, roll normal dmg
- Strike roll of 5-12 misses the heart but does normal damage
- Natural 20 always hits and stakes, unless defended by a natural 20 dodge/parry
- +2 strike bonus for anyone with knowledge of vampires (doctors, morticians, scholars, anyone with Vampire Lore)

LEVELING

As a house rule when you level you get the following bonuses:

- Add +1 to an Attribute or specific Saving Throw upon reaching an even level (2,4,6,8,10,12,14).
- Cannot improve same attribute twice in a row.
- Requires in-game justification, either a combat, extensive use, quest, event, trainer, or accomplishment.

Computer Hacking

Breaking into computer systems, known in Rifts as "cyberjacking", requires the following skills: Computer Operation, Computer Programming, Computer Hacking. Operation is for using a system as a normal access user; Programming is used to build hacking modules; Hacking is used for all infiltration and attacks on a system including cyber-combat between two hackers. Building your own custom hacking computer (cyberdeck) requires Basic Math, Advanced Math, Basic Electronics, Electronic Engineering, Computer Engineering. Fixing broken computers (or sabotaging them) requires Computer Repair.

Hacking requires a dedicated computer – whether a PC, integrated cyberbrain, laptop, or advanced cyberdeck – and a network connection to the target using whichever means are available (wifi, fiber optic landline, long-distance microwave relay, etc. Techno-wizard hackers can potentially use ley lines and other magical connections to get to a target computer. An important note in Rifts is that there is no internet, no international or even continental network of computer systems. Most networks are within a single tek-city or small local areas. Only the Coalition has managed to network their most important cities together and even then the connections are frequently broken by monsters, natural disasters, rift storms and ley line activity. Mechs are often networked together using battlenets and savvy hackers can take advantage of this to attack mech, power armor and other high-tech systems.

HACKER MODIFIERS	MOD
Time, 1d6 melees	-20%
Time, 1d6 minutes	None
Time, 1d6 hours	+10%
Time, 1d6 days	+15%
System, civilian, basic	+10%
System, civilian, critical (power, water, bionic)	-10%
System, military, basic (sensors, move, truck)	-10%
System, military, hardened (mech, robot, bionic)	-20%
System, military, critical (power, weapons)	-30%
Alien technology	-20%
Hacking module (v1, v2, v3)	+5/10/15%
Defender is a true artificial intelligence	-20%
Defending hacker active in system	-10%
Defender is a cyberbrain	-10%
Helpful skill (sensors, languages, etc.)	+5%
Cyberdeck	+5 to +15%

Hacking modules increase a hacker's skill based on the version number of the module: v1.0 = +5%, v2.0 = +10%, v3.0 = +15% and cost 5,000, 50K and 500K credits, respectively.

HACKING MODULES		
1	Bleach	Destroys 1 enemy hacking module
2	Carto	Maps buildings, facilities, locations
3	Dossier	Sifts networks to find info about 1 person
4	Drill	Degrades armor & shield systems
5	Freezer	Slows down movement bionics, -1 action
6	Glitch	Glitches 1 bionic on target (version-in-6 chance)
7	Havoc	Controls heating/ventilation/ac systems
8	Icewall	defend vs enemy hacking
9	Jammer	electronic warfare, degrades sensors
10	Keyring	Opens doors, vaults, security gates, maglocks
11	Memorex	Reprogram memories/histories of data systems
12	Mimic	Fools security systems like cameras and sensors
13	Nuke	Crashes entire target system; can be rebooted.
14	Panzer	Teleoperate heavy machinery like vehicles
15	Paradox	Damages AIs which are otherwise immune
16	Recon	Scouts systems to get info on them (game stats)
17	Scalpel	Does neural damage to anyone with head bionics
18	Spike	Breaks smartguns and targetting battle systems
19	Trace	Finds the real-world location of someone
20	Zombie	Takes over dumb robots/androids

The consequences of failing on a hacking roll can range from "nothing" to getting counterhacked or even having your cyberbrain/cyberdeck physically destroyed. A GM defending a computer system can do the following:

1. Defending system rolls under skill to detect an intruder.
2. If successful, defending system can enact modules to hack into hacker's own system.
3. If that is successful, the defender can then sabotage or destroy the attacker's computer or connected subsystems if the attacker fails at their own defensive hacking skill check, or cut the connection entirely, dumping the hacker.
4. If the attacker used a cyberjack or other brain interface, the defensive ICE feedback can be physically lethal: take 1d6 to 4d6 (depending on system power) HP damage per melee action or failed attempt.
5. After 3 failures by the defender or 3 successes by the attacker, the loser gets dumped out of the system and:

6. If the loser fails an M.E. saving throw (difficulty 12) takes -1 IQ and -2% to all skills as permanent damage as well from getting their brain burned in cyberspace. Once a hacker's IQ hits 3 they're brain-dead and removed from the game.

Cyberdecks are custom computers built for hacking systems and provide a bonus of +5% to +15% on hacking attempts, depending on the model. Prices range from \$200,000 to \$1m and are extremely rare on Rifts Earth; usually found only in tek-cities like Chi-Town, Quebec City, or New Berlin.