



HOUSE RULES AND CLARIFICATIONS

Revised July 4, 2009

ARMOR REPAIR

Rifts® is rather unique in that it gives even 1st-level characters large amounts of damage capacity; however, that capacity does not really increase with levels. Rifts® is also a very violent world. In a few short rounds of combat, a character can be rendered useless because his armor is damaged and he cannot “heal”. This is extremely realistic, which is good; however, it is not so good for an action-packed role-playing game. In a short time, games devolve into trips to town to repair armor or carrying around many “spare” suits to change into.

A solution to this is to add some unrealistic, but action-enhancing, modifications to the game system. In our campaigns, M.D.C. armor, power armor, robots, and vehicles get their strength through a combination of materials, nanotechnology, and force field technology. After being damaged, it can repair itself through nanobots and self-recharging of the fields. This simulates the natural “healing” that occurs to the body in many RPGs that is missing in the M.D.C. Rifts® world.

This is good for making characters able to recover overnight or after “holing up” for a while. However, there is still not an ability to “heal” in combat. Again, that is realistic, but in an action game we want the ability to avoid death and pull out a win, despite some heavy damage. The point is to be heroic and take risks. Like most video games, there needs to be some ability to recover in the heat of the moment. A “surge” of some sort is needed to slightly repair armor in battle.

The goal of the rules is to make something that is simple and easy to remember and use. It should work for any mechanical M.D.C. equipment the character could be within or piloting.

M.D.C. Self-Repair

Automatically self-repairs 10% per hour.

M.D.C. Combat Surge

Once per encounter, a PC may activate an emergency recharge of force shields and nanobot repair, recovering 25% M.D.C. This can only be used once per encounter per character, not per suit of armor, power armor, or vehicle.

E-CLIP COMPATIBILITY

The rules seem to imply, but are not incredibly clear, that E-Clips are interchangeable. For clarity, an E-Clip is an E-Clip and can be used in any weapon E-Clip compatible. You do not need to purchase a different “style” E-Clip for each different type of gun possessed.

MELEE COMBAT

The rules do not adequately handle close-quarters ranged combat, and the damage in melee is so low compared to ranged attacks that no one uses it. To encourage exciting hand to hand action some tweaks are



needed. Without them, close-quarter combat devolves to three enemies standing right next to each firing away with plasma cannons.

A ranged weapon can be used against an adjacent enemy; however, that enemy is entitled to an automatic Dodge attempt (i.e. it does not cost an attack to attempt) if aware of the attack. There are no bonuses or penalties to hit or damage.

With the low damage of melee attacks and the ability to automatically attempt a Parry, players tend to shun those style weapons. To make them more attractive, double the damage of all Mega-Damage melee weapons (such as vibro-blades), *psi-swords*, and hand to hand power armor and robots attacks. Do not double the natural Mega-Damage melee attacks of D-Bees, demons, and other Rifts® monsters.

To prevent attacks from getting averages way out of hand, sometimes the number of dice will not increase, but size of dice rolled will. This applies when multiple dice would be doubled. Use the following conversions.

1d4 = 2d4
1d6 = 2d6
1d8 = 2d8
2d4 = 2d8
2d6 = 2d12

NUMBER OF ATTACKS

Hand to Hand combat training adds attacks to a character's base 2 attacks per melee. Thus, when Hand to Hand: Basic says two attacks at level 1, that is two additional attacks for 4 total.

POWER – MIND BOLT

This power is unfortunately weak in most circumstances; 40 I.S.P. results in less damage than many energy pistols. However, if the group is unarmed (such as in a Coalition city), suddenly the ability to inflict mega-damage from “nowhere” becomes extraordinarily powerful. Keep in mind though, *psi-swords* can still be generated, so a cheaper M.D. *mind bolt* isn't all that out of balance, but the attack is at range. Here's an attempt to maintain balance for a ranged attack at all times and still keep the power useful and fun.

A *mind bolt* is a ranged energy attack comprised of pure mental force. Against a S.D.C. target, it deals S.D. damage; against a M.D.C. target, it deals M.D. damage. The amount of damage varies depending on the I.S.P. expended to power the bolt. Spending 2 I.S.P. = 1d6 damage, 4 I.S.P. = 2d4 damage, and 6 I.S.P. = 3d6 damage. A *mind bolt* has a +4 strike bonus but adding 10 I.S.P. adds an additional +4 strike bonus. A roll of 5 or higher hits most targets within 60 ft., and a 12 or higher hits at 61 ft. and beyond. Range is equal to 100 feet per level of the psychic.

POWER – PSI-SHIELD

This description is a bit ambiguous and can be interpreted two ways. First, it can be used only as a Parrying implement and the M.D.C. listed does not come into play unless a Parry is attempted. Second, it can be used as a Parrying implement, if desired, and it adds M.D.C. to armor. We use the latter interpretation. A psychic



activating a *psi-shield* has 80 M.D.C. that is damaged *before* damage is applied to armor or his person. If holding a *psi-shield*, he can use it to parry Mega-Damage melee attacks.

A damaged *psi-shield* can be recharged at the cost of 2 I.S.P. per 5 M.D.C. restored. No amount of I.S.P. expenditure can raise the *psi-shield's* M.D.C. above 80.

SHOOTING THE HEAD

A headshot is not a simple endeavor; the head is a comparatively small and moving target on most creatures. In most cases, shooting the head requires an aimed called shot at a -2 penalty with a 12 or higher hitting the head. A 5 thru 11 will hit the *main body* instead. A 4 or lower will miss entirely.

SHOOTING WEAPONS

Shooting a weapon out of someone's hand should be heroic and possible, but it should not be the default action in every fight. It is difficult to accomplish! To simulate this, hitting an opponent's held weapon requires an aimed called shot with a -2 penalty to the roll. On a 12 or higher, the attack hits the weapon. On an 11 or less, the attack misses entirely.

For weapons that are attached (not held), such as worn vibro-blades, bionic arm implants, and so on, a standard aimed called shot hits on a 12 or higher. A 5 thru 11 will hit the *main body* instead. A 4 or lower will miss entirely.

SPEED AND MAPPING

Our mapping uses a 5-foot square system for simplicity. Speed in Rifts® is computed in yards; however, we use feet. Speed attribute times 12 equals number of squares that can be moved in one minute. Speed times 3 equals the number of squares that can be covered in one melee round (15 seconds). To determine how many squares a character can move in one action, divide (Speed * 3)/Number of Attacks. A character can move half this distance and make a hand to hand attack or a Wild shot in the same action.

SPRAYING AN AREA

Weapons capable of burst or greater firing rate may be used to spray an area. An "area" is defined as up to four targets with no individual more than 5 feet (1 square) away from another. When a spray is declared, a Wild shot is attempted at the area (roll d20 and 5 or more hits). Roll 1d4 to determine how many targets are struck. Double that number is how many rounds were actually fired. If there are more available targets in the area than successful hits, determine randomly which are struck. Damage equals one shot, and the opponent may attempt a normal Dodge against the attacker's roll, if desired.

As a Wild shot, a spray is never considered an Aimed, Called, or Burst shot.

WEAPON PROFICIENCIES

We found the Weapon Proficiency system a bit too limiting; there were too many S.D.C. and M.D.C. modern weapon proficiencies (9 in all) to allow characters to smoothly fluctuate from wilderness and city settings and still use a reasonable amount of weapons. To resolve this, several Weapon Proficiencies are merged into 3 groups.



W.P. Small Arms: Includes energy and projectile pistols, revolvers, automatic pistols, and SMGs.

W.P. Rifles: Includes energy and projectile rifles, hunting rifles, shotguns, and assault rifles.

W.P. Heavy Weapons: Includes grenade launchers, machineguns, mortars, plasma cannons, plasma ejectors, rail guns, rocket launchers, and mounted weaponry.

Ancient weapon proficiencies remain unchanged.

