

# Necrovour R.C.C.

## Background:

Virtual unknowns in the world of RIFTS Earth, Necrovours have a reputation through out the Megaverse. Outside of their lack of PB, much isn't known or understood about this race of partial shape shifters. All Necrovours have a monstrous appearance at best, thus most Selfish and Good Alignment characters may run in fear or attack the creatures out of fear (See *Horror Factor*). Evil alignment characters see these creatures as either too slow (*Low IQ*) too uncontrollable for slave or body guard purposes.

Due to these severe drawbacks, the majority of the Necrovour race has learned to hide themselves from most other races/creatures. Even though they lack the capacity to understand anything more then intermediate scientific skills (mathematics, ect.), they do possess a written and spoken language as well as incredible tracking skills.

They prefer a natural environment, thus forests and grassy plains are their favorite habitat. With their intuitive tracking skills and uncanny weapon smithing abilities, a small tribe could decimate these areas of most of the native wildlife. This is very uncommon, however, for two reasons. The first is, contrary to popular lore, all Necrovours are scavengers. They prefer to consume recently dead corpses instead of live prey. The second reason is that, being very connected to Nature, they realize that 'over grazing' would ultimately throw their environment out of balance and possibly lead to them starving to death.

With this aspect in mind, a tribe of Necrovours (1d6) will defend their territory from those they feel could throw their environment out of wack. To one who understands the Necrovour race, they will understand that they will be constantly watched while traveling in Necrovour territory. They will also understand that even though the Necrovour population has no problems with other species hunting in their domain, their is a thin line between hunting what the visitor needs to survive and hunting too much. Doing the later will bring swift 'retribution' down upon the party for throwing the Necrovour's home out of balance.

As noted earlier, Necrovours have become master craftsmen in the area of weapon smithing. By the time a Necrovour reaches adulthood (30 earth yr.), the creature would have been taught how to create and maintain 1d4+1 Ancient Weapons. Their craftsmanship is so superior, in fact, that they can turn any SDC ancient weapon into an MDC equivalent! With this in mind, All Necrovour items and weapons have a heavy value attached to them and will go for a ridiculous amount of credits when sold.

(Spyncryth used to employ a few necrovours for this purpose, but they have long since died and he has no knowledge of their existence, outside of Assmunch, on RIFTS earth).

Another ability instinctive to this species is shape shifting. Unlike the Shifter RCC, Necrovours have severe limits on this ability. The first is that they can only change their form slowly over time (years) and the second is that they can only perform this process during their adolescence period (3 to 30 yrs.) Once a necrovour reaches full maturity, the creature cannot shift itself anymore. With this in mind, most young necrovours spend most of their early lives training themselves in the arts of hunting and tracking. The more experience one gets, the more efficient they can shift their body for the purposes of survival.

They have little contact with the outside world, thus it's rare to encounter any Necrovour traveling outside of its forest habitat. They are colonial creatures, however, and travel in tribes of 1d6 creatures. Necrovours have been known to defend human & DB towns as well as other 'liked' creatures that venture into their territory, as long as such things help maintain their environment in some way (towns provide useful waste products, food, and other junk).

**Attributes: (RCC Dice Values)**

IQ: 1d4  
MA: 3d6  
ME: 3d6  
PS: 5d6  
PP: 5d6  
PE: 6d6  
PB: 2d4  
SPD: 4d6

PPE: 3d5x10  
ISP: 3d5x5  
Life Span: 2d6x10 Earth Years

**Horror Factor:** 1d10+4 natural HF. Add 1d4 to previous score when eating.

**Intuitive Abilities/Bonuses:**

Track Magic Being: +50%  
Track Psionic Being: +50%  
Sense Magic Being  
Sense Evil  
6<sup>th</sup> Sense  
Passive Night vision: 50%  
Shape Shifting (See *Background*)

**Physical Make Up Notes:** (RIFTS Earth Necrovours prefer a Humanoid Shape)

1d4 extra appendages (Legs-Arms)  
1d3 Mouths  
1d4 Heads  
1 Torso/Main Body

**Alignment:** Good to Selfish, Evil is very uncommon

**Starting MDC:** 5d5x5

**Starting Credits:** Depends on OCC

**RCC Skills:**

Speak Necrovour (45%)  
Language: Necrovour (35%)  
Lore: DB (+15%)  
Lore: Demon/Monster (+10%)  
Wilderness Survival: (+25%)  
Prowl: (+25%)  
Hunting: (+15%)  
Skin/Prepare Animal Hides: (+10%)  
Land Navigation: (+35%)

**HTH Combat:**

Expert; Can have Martial Arts at a cost of 4 skills or Assassin at 3skills

**Skills**

*Note about OCCs:* Due to their low IQ scores, Most OCCs are off limits to Necrovours. If a Necrovour was to be trained in an OCC, the most probable would be Wilderness Scout or an OCC that combines their love of Natural surroundings, tracking and hunting, and can accommodate their low IQ.

Primary Skills: 10 skills  
 Secondary: 8 skills  
 (Skill Requirements: must have at least 4 more WP skills and 2 Wilderness Skills)

Communications: Radio Basic only  
 Domestic: Any (cooking at +5%)  
 Rogue: Prowl and Concealment Only  
 Espionage: Any (+10%)  
 Mechanical: none  
 Sciences: Basic Math only  
 Technical: Literacy, Language, or Lore only  
 Wilderness: Any (+5%)  
 Medical: Herbal Medicines only  
 Military: Any (+20%)  
 Pilot: Any (+10%)  
 Electrical: None  
 Physical: Any (+25%)  
 Pilot: Auto or Hovercraft Only  
 Pilot Related: none  
 Wilderness: Any (+15%)  
 Weapon Proficiencies: Any Ancient, Energy Rifle or Energy Pistol Only

**Weapons:**  
 1d6 Ancient SDC Weapons  
 1d4 Ancient MDC Weapons (Vibro Weapons as well)  
 Teeth (3d6 MDC Damage, add 1d6 at lv 3, 6, 9, 12, 15)  
 Claws (1d6x10 MDC, add 1d6 at lv 3, 9,15)

**Magic:**  
 No knowledge of Magic

**Psionics:**  
 Starts out with none, but will be interested in learning ISP powers if exposed to such abilities.

**Cybernetics:**  
 None, unless needed for life support.

Will use Bionics and Bio-Wizardry that can enhance their natural abilities, however.

**Property:**  
 1d4 acre's of hunting territory (If character starts away from its home territory, still owns this area)  
 Animal skin sack for carrying items.

**Experience Point Chart (If Necrovour has no OCC)**

| LEVEL | EXPERIANCE POINT RANGE | LEVEL BONUSES                |
|-------|------------------------|------------------------------|
| 1     | 0-1,800                |                              |
| 2     | 1,801-3,200            |                              |
| 3     | 3,201-5,000            | 5 (lv. 1) Skills, 1d10x5 MDC |
| 4     | 5,001-9,500            |                              |
| 5     | 9,501-18,000           |                              |
| 6     | 18,001-25,000          | 4 (lv. 1) Skills             |

|    |                 |                              |
|----|-----------------|------------------------------|
| 7  | 25,001-40,000   |                              |
| 8  | 40,001-80,000   |                              |
| 9  | 80,001-120,000  | 4 (lv. 1) Skills 1d10x10 MDC |
| 10 | 120,001-160,000 |                              |
| 11 | 160,001-225,000 |                              |
| 12 | 225,000-350,000 | 3 (lv. 1) Skills             |
| 13 | 350,001-475,000 |                              |
| 14 | 475,001-600,000 |                              |
| 15 | 600,001-800,000 | 2 (lv. 1) Skills 1d10x15 MDC |