

# THE OLAZABAL FOUNDATION

By Tim Hartin (Copyright © 2014)

**Population:** 9700 (55% human, 45% mutant animal)

**Government:** The Science Committee, led by the Science Director

**Current Science Director:** Dr. Madeline Kearns (Human)

**Armed Forces:** Olazabal Foundation Security (within the dome), Olazabal Foundation Agents (outside the dome)

**Current Security Director:** Ayardo Hawkins (Mutant animal frog)

**Technology Equivalent:** Pre-Crash Technology

## Background

The Olazabal Foundation is a hidden archive that is a wonder of Pre-Crash technology for it is a camouflaged, self-contained habitat located at the bottom of Dalawyre Bay (previously the Delaware Bay). It has been the home for the Olazabal Foundation since its inception before the Crash. When a group of scientists and academics saw the direction the world was heading towards, they and their families retreated to an underwater sanctuary in the hope of preserving knowledge and humanity that would likely be wiped out by the oncoming war.

The Foundation was the dream child of one scientist, Dr. Aloysius Olazabal. He specialized in oceanography and aquatic-engineering. The underwater habitat, known as the Olazabal Dome, was of his own design. The dome was built to be self-sufficient. It receives its energy from turbines that are powered by the motion of the surrounding water. It also receives its food from the animals that inhabit the surrounding waters, in addition to algae farms and even a few hydroponic chambers dedicated to terrestrial vegetables within the dome itself.

The Foundation is run by the Science Committee which consists of twelve members elected from the general population. To become a candidate for election, the member must have a science or academic knowledge of some type which describes the vast majority of the dome's population. Once a Science Committee has been elected, the newly formed committee will select one of their members to act as Science Director who is the first of equals within the committee. Elections are held once every six years, or in extreme circumstances a Science Committee can call an election with a majority vote should they lose confidence in the actions of the committee itself or of the ruling Science Director. While this has happen in the past, it is extremely rare.

After the background radiation from the Crash receded, the Olazabal Foundation sent out various research teams to the surface to gather information about the Post-Crash world. They studied the changed environment, the emergent of the mutant animal species, and even the remaining elements of human civilization. The society within the dome is very egalitarian by nature (with no animosity between the human and mutant animal populations) and they were shocked to discover the despotic and human-supremacist aspects of the Empire of Humanity. The Science Committee decided it was best to keep their existence a secret from the surface world.

These research teams brought back various mutant animals to the Dome to better study them. Once it

was discovered that these mutant animals had intelligence, it was ruled by the Science Committee that all sentient mutant animals had the same rights and privileges as humanity. The mutant animals were welcome as brothers/sisters of humanity and were integrated into the dome' society. This integration process involved the various dome humans actually adopting the mutant animals into their own families. The descendents of those first mutant animals still have those same surnames. Over the years, the mutant animal population has grown to encompass forty-five percent of the overall population of the Olazabal Foundation.

The Foundation still sends agents to the surface to study its inhabitants and occasionally help the surface civilizations to grow. These agents are dedicated believers of the Foundation's egalitarian principles and to its mission of preserving knowledge. The agents will have a cover identity within a surface community, often one of a technological nature but this isn't always the case. These agents will maintain contact with the Foundation via secret radios that broadcast on a scrambled frequency. The Foundation still has several communication satellites in orbit (put there before the Crash) which still function.

## Olazabal Foundation Agents

All Olazabal Foundation agents, human or mutant animal alike, start with the 'One of the Academic Underground' background option.

### Olazabal Foundation Agent Apprenticeship

(Special! A character must have an I.Q., M.A., and P.E. attributes of 13 or higher to select this apprenticeship.)

The character has spent the last twelve years mastering the skills needed to keep their true nature a secret while on the surface world. These skills include elements of subterfuge, practical self-defense, and knowledge of the area that the agent will be assigned to watch. Their mission is to live as members of the Post-Crash surface world will reporting in secret to the Foundation Dome via scrambled satellite relays. All agents are dedicated to the cause and principles of the Olazabal Foundation – the exploration and salvation of knowledge.

All agents start with a revolver, survival knife, a Z-98 Freeman Energy Pistol with appropriate recharger, an AX-2300 Hand-Held Computer, and a secret radio.

**Main Skill:** Impersonation (+20%)

**Core Skills:** Intelligence, Radio: Basic Communications, Radio: Satellite Relay, Radio: Scramblers, Computer Operation, Computer Programming, Computer Repair, Computer Hacking, Language (select two), Literacy (select two), Concealment, Pilot: Submersibles (new – see below), Navigation, Read Sensory Equipment, and Antiquarian. All get a + 15% apprenticeship bonus.

**Rogue & Thief Skills:** Detect Ambush, Detect Concealment, Escape Artist, and Streetwise. All get a + 10% bonus.

**Physical Skills:** Hand to Hand: Basic (or Hand to Hand: Expert at the cost of two secondary skills), Prowl, Swimming: Advanced, and SCUBA. All get a + 10% bonus (where applicable).

**Pilot Skills:** Select two of the following: Automobile/Car, Boating, Motorcycle, Navigation, Sailing, Teamster/Wagoner, Truck, or Water Scooters (new – see below). All get a + 5% bonus.

**Weapon Skills:** W.P. Knife, W.P. Revolver, and W.P. Energy Pistol.

## **New Skills (from Rifts® Underseas™)**

**Marine Biology (Science):** This skill is a general knowledge of the ecology of the oceans and seas, with an emphasis on undersea habitats, environments, and the types of fish and sea animals attracted to such places. This skill also gives the character the knowledge of where to look for particular types of sea creatures (i.e. in coral reefs, under rocks, in side caves, warm water, cold water), the types of food sea animals eat/prey upon, migration patterns of fish and sea mammals, and a knowledge tides, water composition, and ocean plant-life.

The marine biology skill also gives the character specific medical and scientific knowledge about the behavior, habits, evolution, physiology, cells, anatomy, and genetics of fish, marine mammals, and other types of sea life. This knowledge enables the character to perform surgery, remove glands and sacs of poison or chemicals, prepare antidotes to poisons (from sea creatures only) and their care, keeping, and medical treatment of marine animals, including dolphins and whales. **Basic Skill:** 35%/25% + 5% per level of experience. The first number is the character's general knowledge. The second number is specific medical and scientific applications, including making antidotes to poison, capturing animals without killing them (+ 10% to hunt/kill), surgery (sea animals only; -60% on humanoids), and the care, keeping and medical treatment of marine animals. **Note:** -30% when dealing with alien and mutant life forms. **Requirements:** Biology, advanced mathematics and chemistry.

**Ocean Geographic Surveying (Science):** The methods and ability to identify natural geographic formations (mountains, trenches, coral reefs. etc.), identify wreckage and underwater cities, identify Earth minerals, damage caused by earthquakes, earthquake zones, determining depth, accurate map making, accurate map reading, accurate map reading and geographic photograph identification and evaluation, as well as a basic knowledge of geology and oceanography. **Base Skill:** 15% + 5% per level of experience (+ 15% to read maps).

**Pilot: Submersibles (Pilot):** The knowledge and skill of piloting all types of submersibles, including underwater sleds, mini-subs and most types of submarines (excluding military submersibles). **Base Skill:** 40% + 4% per level of experience. **Note:** -20% when using alien or unusual submarines. Does not include power armor or deep sea diving suits.

**Pilot: Water Scooters (Pilot):** The knowledge and skill of piloting all types of one- and two-man water sleds (underwater) and jet skis (surface sleds). **Base Skill:** 56% + 4% per level of experience.

**Submersible Vehicle Mechanics (Mechanics):** Training in the diagnosis and repair of submersible vehicles, including submarines, underwater robots, probes and stations. **Base Skill:** 25% + 5% per level of experience. **Note:** Mechanical engineers can also effect repairs but at - 15% and aircraft mechanics are at - 40%.

**Undersea Farming (Science):** The knowledge of cultivating undersea plants, algae, and/or breeding aquatic animals/fish for harvesting and production. Undersea farming includes, but is not limited to, growing crops (either through hydroponics or on the ocean floor), lobster farms, oyster beds, and fish hatcheries. **Base Skill:** 35% + 5% per level of experience.

**Underwater Navigation (Pilot):** This skill is the deep sea version of land navigation. The character can identify his whereabouts, direction, travelling speed, and stay on course by means of observation. This method includes mentally marking and recognizing underwater landmarks (mountain ranges, reefs, sunken wreckage, cities, animal habitats, etc.), as well as noting the direction of currents, tides, determining the time of day, recognizing sounds, surface landmarks, the positions of the stars and sun, and other navigational tricks. The character should roll once for every ten miles (16 km) traveled in order to stay on track. A failed roll means he is drifting off course by 1D6 x 100 yards/meters. Consecutive failed rolls means the individual does not realize that he's off course and continues in the wrong direction. His course can only be corrected when he makes a successful roll.  
**Base Skill:** 30% + 4% per level of experience.

**Undersea Salvage (Technical):** The character knows how to locate and identify objects (ships, armor, gold, etc.), recognize salvageable components and materials (valuable parts, electronic equipment, weapons, coins, precious metals and gems. etc.), retrieve (with minimal damage and effort), evaluate (estimate approximate resale value based on the item's condition), clean/restore (restoration gets top salvage price), and sell salvaged underwater artifacts, equipment, parts, and scrap metal. The salvage skill also offers methods of exploiting and capitalizing on some of the simple resources under the seas, including rudimentary mining, excavation, and gathering coral, rocks, seaweed, sponges, clams, oysters, and starfish. The character is also familiar with underwater cutting tools, cranes, pulleys, and tow lines, and can strip/cut apart and retrieve wreckage and machinery for use as scrap metal. Those with mechanical engineering can salvage working parts, make repairs on slightly damaged items, and even raise small sunken ships and subs. **Base Skill:** 30% + 5% per level of experience; add a salvage bonus of + 5% if a mechanical engineer.

**W.P. Harpoon Gun (Modern W.P.):** Proficiency with the harpoon gun. The weapon can be used either with a plain pointed end (2D6 S.D.C. damage) or with an explosive head (4D6 S.D.C. damage). **Bonuses:** + 1 to strike at levels 2, 4, 7, 10, and 13.

**W.P. Torpedo (Military W.P.):** Maintenance and a keen understanding of a torpedo's speed, range, trajectory, and most effective use. **Bonuses:** + 1 to strike at levels 2, 6, and 12. + 1 to strike with a depth charge at level 4.

**W.P. Trident (Ancient W.P.):** The practiced use of the trident as a weapon. **Bonuses:** + 1 to strike and parry at levels 1, 3, 7, 11, and 15. "Catch" or "Pin" an opponent's arm, hand, foot or weapon between the prongs: +1 at levels 2, 5, 10, and 15. If a limb is caught or pinned, the trident user can twist and swing the trident with a quick movement that will force the "pinned" opponent to follow the movement and be "flipped" off his feet or upside down underwater. The victim of a body flip is thrown to the ground/down/over and loses initiative and one melee action/attack. W.P. Trident provides the body flip move only when using the trident. Typical damage is 3D6 S.D.C.; can be thrown 50 feet (15.2 m) in the air or 30 feet (9 m) underwater.

## **Olazabal Foundation Equipment**

**Z-98 Freeman Energy Pistol:** This is the standard sidearm of Olazabal Foundation Agents. This energy pistol is manufactured only in the Olazabal Foundation. The pistol comes with a self-destruct setting which is used to

make sure the weapon does not fall into the wrong hands. Range: 600 feet (183 m). Damage: 4D6 points per blast, each blast counts as one melee attack/action. Payload: 20 shots. Recharging: Can be done with an ordinary electrical outlet, generator or car battery. Recharges at a rate of three energy blasts per minute (10 minutes for a full recharge) when using a special weapon's generator, twice that long (one blast per minute; 30 minutes total) for all other methods of recharging. Weight: 1.5 lbs. (.7 kg).

**The AX-2300 Hand-Held Computer:** This is a fully functioning computer that is about the size of an open paperback book. Its outer shell is even disguised to resemble a book. The computer is powered by a small, rechargeable battery (about 48 hours of life) or it can be plugged into an electrical outlet. It can also be plugged into other computer systems to allow the user to interface with them. It also has a huge electronic library of reference books (select three specific topics) stored on its hard drive. Weight: one pound (.45 kg).

## Sample Olazabal Foundation Agent

Here is just one sample of an Olazabal Foundation Agent.

### Old Willy

**Real Name:** Wilmot Lampkin

**Animal Type:** Chimpanzee

**Alignment:** Principled

**Attributes:** I.Q. 19, M.E. 14, M.A. 13, P.S. 16, P.P. 17, P.E. 18, P.B. 12, Spd. 20.

**Age:** 52                      **Sex:** Male                      **Size Level:** 8

**Weight:** 135 lbs              **Height:** 5' 4"

**Hit Points:** 45              **S.D.C.:** 52                      **P.P.E.:** 36

**Disposition:** In reality, he is adaptable, calm, curious, generous, observant, and hardworking. To maintain his cover though, Wilmot plays the role of a cantankerous, disorganized, old coot. In either persona, he will only use physical force as a last resort.

**Description:** Old Willy has dark body hair that has turned grey around the face and at his shoulders. He has light brown eyes. He is missing a chunk from his right ear (from an accident when he was a child).

**Human Features:** Hands: Full. Biped: Full. Speech: Full. Looks: None.

**Powers:** Advanced Vision and Prehensile Feet.

**Psionics:** Mind Block

**Vestigial Disadvantages:** Diet: Herbivore and Nearsightedness.

**Level of Experience:** 7th Level

**Occupation:** Electrician/Olazabal Foundation Agent

**Skills of Note:** Acrobatics, Antiquarian (75%), Archaeology (55%), Art: Drawing & Painting (69%), Automotive Mechanics (85%), Brewing (65%), Carpentry (65%), Computer Hacking (80%), Computer Operation (90%), Computer Programming (80%), Computer Repair (90%), Concealment (64%), Detect Ambush (75%), Detect Concealment & Traps (70%), Electrical Engineering (80%), First Aid (80%), Gymnastics, Hand to Hand: Basic, History (69%), Impersonation (98/79%), Intelligence (76%), Language: English (90%), Language: Spanish (90%), Literacy: English (80%), Literacy: Spanish (80%), Mathematics: Basic (80%), Mechanical Engineering

(80%), Navigation (98%), Photography (85%), Pilot: Automobile/Car (98%), Pilot: Submersibles (84%), Pilot: Truck (94%), Prowl (80%), Radio: Basic (98%), Radio: Satellite Relay (75%), Radio: Scramblers (90%), Read Sensory Equipment (80%), Recognize Weapon Quality (60%), Swimming: Advanced (98%), SCUBA (95%), Surveillance Systems (75%), Underwater Navigation (64%), W.P. Knife, W.P. Energy Pistol, W.P. Revolver, and W.P. Shotgun.

**Secondary Skills:** Breed & Control Insects (75/55%), General Repair & Maintenance (50%), Herbal Medicine (35/25%), Imitate Animal or Insect Sound (71%), Language: French (75%), Literacy: French (65%), Locate Secret Compartments/Doors (50%), Pilot: Motorcycle (65%), Sign Language (52%), and Streetwise (49%).

**Natural Weapons:** None

**Attacks Per Melee Round:** 5

**Bonuses:** +2 to strike, +3 to parry and dodge, +2 to dodge underwater, +1 to hand to hand combat damage, +2 to pull punch, +6 to roll with punch, fall or impact, kick attack (1D6 damage), and critical strike on an unmodified roll of 19 or 20.

**W.P. Knife Bonuses:** +3 to strike, +3 to parry, and +2 to throw.

**Modern W.P. Bonuses:** +5 to strike (aimed).

**Other Bonuses:** +5% I.Q. bonus, +6% save vs. coma/death, +2 save vs. poison/magic, sense of balance (85%), work parallel bars and rings (swing from one to the other) (95%), walk tightrope or high wire (83%), climb rope (87%), climbing (69%), back flip (87%), leap 16' high & 17' across, fearless of heights, can dive 10' (3 m) underwater, and a swimming speed of 76.

**Personal Profile:** Wilmot Lampkin was born and raised in a hidden underwater enclave known as the Olazabal Foundation. His chimpanzee ancestors were brought to the Foundation over a hundred years ago. He has been proud to live and work within the Olazabal Foundation but his dream was to be a field agent so he could explore the world outside. He got his wish and left the underwater sanctuary and entered the frightening and exciting surface world. He has been living in the Free Town of Saylem for over twenty-five years now. He still maintains radio contact with the Olazabal Foundation and he keeps them abreast of any on-goings that occur within and around the Free Town of Saylem.

Wilmot could easily act as a patron to a group of adventurers who do various jobs for him while not realizing that the jobs were actually reconnaissance/scouting efforts for the Olazabal Foundation. 'Old Willy' (as he is known around Saylem) would also be a helpful ally when it comes to working against the Empire of Humanity. Whatever his function within a campaign, he will keep the existence of the Olazabal Foundation a secret and take its location to his grave if necessary.

**Background:** One of the Academic Underground (Olazabal Foundation Agent Apprenticeship)

**Relatives & Connections:** Part of a secret network of scientists and academics, known as the Olazabal Foundation, who continue the work of studying, experimenting, publishing, and archiving knowledge that would have been lost to the dark forces of ignorance.

**Money:** 5600 bucks

**Equipment:** Wilmot owns his own electrical repair shop in the Free Town of Saylem with all the necessary equipment to run his business. He has several sets of clothing (both standard and high quality clothing), a Z-98 Freeman Energy Pistol (4D6 damage) hidden in his private quarters, a Rhode Island .38 Revolver (3D6

damage/shot) with two boxes of 14 shells each, a survival knife (2D4 damage), and a AX-2300 Hand-Held Computer (with a large electronic reference library specializing in electrical engineering, radio communications/repair, and mechanical engineering).

He has a hidden radio in a secret room located in his attic. The secret door to the radio room is trapped with an electrical current. Unless the correct access code is keyed into the disguised entry number pad, then the door will deliver 6D6 damage to any who tries to open it.