

Rifts Character Sheet

Name:	Malcom Crowe		
Alignment:	Aberrant		
S.D.C.:	87	Hit Points:	46
Level:	7	Experience:	
O.C.C.:	Psi-Warrior		
Occupation:			
Money:		Horror:	12

I.Q.	17
M.E.	25
M.A.	19
P.S.	20
P.P.	20
P.E.	18
P.B.	23
Spd	24

Skill Bonus	+3%
Vs. Psi/Ins	+5
Trust/Intim	55%
Damage	+5
Str/Pry/Dge	+3
Vs. Poi/Mgc/Coma	+2 +7%
Charm/Imp	65%
Meters/Melee	120.00

O.C.C. Skills	+%/lvl.	Base %	%
Sense Vampires (1000 ft)	10%	10%	73%
Operate Dim. Pyramids	5%	30%	63%
Sense Ley Lines (10 miles)	5%	30%	63%
Sense Ley Line Nexus	5%	40%	73%
Language: Greek	0%	98%	101%
Language: Dragonese	5%	70%	103%
Language: Trade Six	5%	45%	78%
Basic Math	5%	55%	88%
Land Navigation	4%	47%	74%
Wilderness Survival	5%	40%	73%
Intelligence	4%	38%	65%
Tracking	5%	35%	68%
Horsemanship: General	5%	40%	73%
-- Second Percentile	5%	25%	58%
Horsemanship: Exotic	5%	30%	63%
First Aid	5%	55%	88%
Lore: Demons & Monsters	5%	35%	68%

Weapon Profs	Aim/Str	Bur/Thr	Parry
Psi-Shield			+2
Psi-Sword	+2	+1 Attack	+1 Initiative
Polearm	+3	+2	+3
Energy Pistol	+5	+3	
Auto/Semi Rifles	+5	+3	

Age:	136	PPE:	22
Sex:	Female	ISP:	183
Height:	6'3"		
Weight:	184		
Allies:			
Enemie			

O.C.C. Related Skills	+%/lvl	Base Skill	%
Swimming	5%	60%	93%
Prowl	5%	25%	58%
Climbing	5%	40%	73%
-- Rapelling	5%	30%	63%
Advanced Math	5%	45%	78%
Detect Ambush	5%	35%	68%
Radio: Basic	5%	50%	83%
Cryptography	5%	35%	68%
Play Instrument: Flute	5%	30%	63%

Hand to Hand Combat			
Type:	Martial Arts		
APM:	3	Dodge:	+7
Strike:	+5	Roll:	+5
Parry:	+6	Pull Punch:	+3
Damage:	+5	Initiative:	+1

Special/Natural Abilities
recover 10 PPE/hr of rest, 15 PPE/hr of meditation, impervious to transformation, Ley Line Phasing, Resist Thirst (2 days/level), resist hunger (3 days/level), remain active for up to four days w/o sleep, recover 2 ISP/hr of activity, 12 ISP/hr of meditation, parry projectiles & energy blasts with psi-shield (-3 penalty), critical strike on natural 18, 19, or 20, paired weapons

Secondary Skills	+%/lvl	Base Skill	%
Pick Locks	5%	35%	68%
Radio: Scrambler	5%	50%	83%
Pilot: Small Spacecraft	3%	60%	81%
Basic Mechanics	5%	20%	53%
Electronic Countermeasures	5%	30%	63%
Weapon Systems	5%	40%	73%
			3%
			3%

Saving Throws	
Spells	+4
Rituals	+4
Coma	+17%
Poison	+2
Horror	+7
Toxin	+2
Insanity	+5
Psionics	+5
Mind Ctrl	
Possession	+4