

## Rifts Character Sheet

<b>Name:</b>	Seth Aerihsman		
<b>Alignment:</b>	Miscreant		
<b>S.D.C.:</b>	70	<b>Hit Points:</b>	
<b>Level:</b>	14	<b>Experience:</b>	
<b>O.C.C.:</b>	Warlock (Air/Earth)		
<b>Occupation:</b>			
<b>Money:</b>		<b>Horror:</b>	12

<b>I.Q.</b>	16
<b>M.E.</b>	20
<b>M.A.</b>	17
<b>P.S.</b>	24
<b>P.P.</b>	18
<b>P.E.</b>	22
<b>P.B.</b>	21
<b>Spd</b>	18

<b>Skill Bonus</b>	+	%
<b>Vs. Psi/Ins</b>	+3	
<b>Trust/Intim</b>	45%	
<b>Damage</b>	+9	
<b>Str/Pry/Dge</b>	+2	
<b>Vs. Poi/Mgc/Coma</b>	+4	####
<b>Charm/Imp</b>	55%	
<b>Meters/Melee</b>	90.00	

O.C.C. Skills	+%/lvl.	Base %	%
Sense Vampires (1000 ft.)	10	10	140
Operate Dim. Pyramids	5	30	95
Sense Ley Lines (10 miles)	5	30	95
Sense Ley Line Nexus	5	40	105
Speak Elemental	0	98	98
Sense Elementals	5	45	110
Sense Wind Direction	4	62	114
Sense Atmospheric Disturb	5	30	95
Sense Airborne Impurities	5	30	95
Recognize Minerals	2	62	88
Sense Grounded Danger	4	32	84
Sense Direction	2	80	106
Summon Elemental	5	5	70
Language: Greek	0	98	98
Language: American	5	60	125
Language: Dragonese	5	60	125
Literacy: Dragonese	5	50	115

Weapon Profs	Aim/Str	Bur/Thr	Parry
Sword	+5		+5
Energy Pistol	+7	+5	

<b>Age:</b>	382	<b>PPE:</b>	190
<b>Sex:</b>	Male	<b>ISP:</b>	
<b>Height:</b>	6'3"		
<b>Weight:</b>	215		
<b>Allies:</b>	Aerihsman Clan Faction		
<b>Enemies:</b>	All other Atlanteans		

O.C.C. Related Skills	+%/lvl	Base Skill	%
Lore: Demon & Monster	5	35	100
Lore: Faerie Folk	5	30	95
Land Navigation	4	42	94
Wilderness Survival	5	40	105
Pilot: Hovercraft	5	55	120
Radio: Basic			0
Prowl			0
Lore: Magic	5	35	100
Biology		10	10

Hand to Hand Combat			
<b>Type:</b>	Expert		
<b>APM:</b>	5	<b>Dodge:</b>	+7
<b>Strike:</b>	+4	<b>Roll:</b>	+2
<b>Parry:</b>	+7	<b>Pull Punch:</b>	+2
<b>Damage:</b>	+12	<b>Initiative:</b>	

Special/Natural Abilities
Marks of Heritage, recover 10 PPE/hr. of rest, 15 PPE/hr of meditation, Impervious to transformation, Sense Rifts (190 miles), Ley Line Phase, critical on natural 18, 19, or 20, paired weapons, KO/Stun on natural 18, 19, or 20, Critical x3 from behind, KO from behind.

Secondary Skills	+%/lvl	Base Skill	%
Holistic Medicine		10	10
Surveillance Systems			0
Basic Mechanics			0
Lore: Geomancy			0
Camouflage			0
Chemistry			0
			0

Saving Throws			
<b>Spells</b>	+3	<b>Toxin</b>	+4
<b>Rituals</b>	+3	<b>Insanity</b>	+3
<b>Coma</b>	+15%	<b>Psionics</b>	+3
<b>Poison</b>	+4	<b>Mind Ctrl</b>	
<b>Horror</b>	+6	<b>Possession</b>	+1