

Rifts(c) Spreadsheet

Name	Mikal					Saving Throws	Lethal Poison(14)	14	Psionics	12
OCC/RCC	Wilderness Scout			Level	1		Non Lethal(16)	16	Magic - Spell(12)	12
Alignment	Scrupulous						Harmful Drugs(15)	15	Magc Ritual(16)	16
HP	13	MDC	by Armor				Insanity(12)	12		
SDC	51	Experience				Hit Combat			Vehicle/Robot Combat	
Attributes	Bonus	Age	29			Skill	Basic			
IQ	21	7	Sex	Male			No. of Attacks	2	3	
ME	13	0	Weight	6'1"			Damage		4	
MA	11	0	Height	170lbs			Strike		4	
PS	19	4	Lnd. Origin	Small town			Parry	3	7	
PP	23	4	Birth Order	First twin			Dodge	3	7	
PE	15	0	Disposition	Shy, loner			Autododge			
PB	12	0					Roll	4	6	
Spd	13						Leap			
			Initiative Bonus	2			Knock Out	20	20	
							Stun			
PPE	8	ISP	24				Critical			
							Death			
OCC/RCC Powers & Abilities						Cybernetics & Bionics				
Hand to Hand Basic										
WP - Knife										
WP - Archery										
WP - E-Rifle										
WP Automatic Rifle										
Knock Out Punch on Natural 20										
Minor Psychic										
OCC Skills	Base	Bonus	Level			Other Skills	Base	Bonus	Level	
Cooking	35		5	5	47	Boxing				7
Climbing	40		20	5	67	Swimming	50		5	57
Athletics					7	Gymnastics				7
Spanish	50		15	5	72	Boat Building	25		5	32
Chinese	50		15	5	72	Lore: Demons	25	15	5	47
American	50		15	5	72	Lore: Faery	25	15	5	47
Land Navigation	36		20	4	63	Tracking	25	10	5	42
Horsemanship	40		20	4	67	Detect Ambush	30	10	5	47
Identify Plants	25		20	5	52	Holistic Medicine	20	20	5	47
Hunting					7					7
Fishing	40		10	5	57					7
Prowl	27		15	5	49					7
Track Animals	25		20	5	52					7
Wilderness Surv	35		20	5	62					7
Spells & Psionics		PPE	8	ISP	24	Secondary Skills	Base	Bonus	Level	
	Saving Throw	Range	Duration	Cost		WP - Blunt				7
Resist Fatigue	Self		1 Hour + 20min/	4		WP - Axe				7
Resist Thirst	Self		6 Hours	2		Detect Conceal	25		5	32
						Botany	25		5	32
						Play Musical Ins	35		5	42
						Pilot: Truck	40		4	47
						Pilot: Boat Sail	60		5	67
						Anthropology	20		5	27
										7
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										7
Weapons	Str/Thrw	Rate	Payload	Range	Damage	Other Equipment				
M16A1	-	Standard	30	1200'	4D6 SDC	Wilderness Clothing				
Quarter Staff	-	-	-	-	1D8 SDC	Extra Boots				
Wilks 447 Rifle	-	Standard	20	2000'	3D6 MDC	Sunglasses				
Modern Composite Bow		Single	36	720'		Spare Helmet				
_Light Explosive	-	Single	6	720'	1D6x10 SDC	Air Filter				
_Heavy Explosiv	-	Single	6	720'	2D6 MDC	First Aid Kit				
_Tracer	-	Single	4	720'	2D6 SDC	Knapsack				

