Rifts(c) Spreadsheet

Name	Theresa "T-Ball" Chandler			
OCC/RCC	Headhunter	Level	1	
Alignment	Unprincipled			
HP	15	MDC	by Armor	
SDC	50	Experience		
Attributes		**Bonus**	Age	26
IQ	14	0	Sex	Female
ME	10	0	Weight	180lbs
MA	14	0	Height	5'7"
PS	16	0	Lnd. Origin	Ishpeming
PP	21	3	Birth Order	Second
PE	15	0	Disposition	Loner and Gruff
PB	10	0		
Spd	17			
			Initiative Bonus	+6
PPE	8	ISP	10	

Saving Throws	Lethal Poison	14	Psionics	15
	Non Lethal	16	Magic - Spell	12
	Harmful Drugs	15	Magc Ritual	16
	Insanity	12		
HtH Combat			Vehicle/Robot Combat	
Skill	Expert		Samson Elite	
No. of Attacks	2	3	2	5
Damage	0			
Strike	1	4	2	6
Parry	4	7	2	9
Dodge	5	8	2	10
Autododge				0
Roll	5	5	3	8
Leap				0
Knock OUt	20	20		20
Stun				0
Critical				0
Death				0

OCC/RCC Powers & Abilities

Language	Chinese	61%
Language	Spanish	61%
Language	Euro	61%
WP - Knife		
WP - Heavy E Weapons		
WP - E Pistols		
WP - Automatic Pistol		
WP - E Rifles		

Cybernetics & Bionics

Bionic Arm	40 MDC Arm	10 MDC Hand	
Large Retractable Blades	3d6 SDC Attack		
Chemical Spray			
Multi-Optic Eye	Includes Targeting sight - +1 with Strike		
Bionic Lung			
Amplified hearing	Includes bonuses to Parry, Dodge, and Initiative		

OCC Skills	Base	Bonus	Level	
Radio Basic	45	15	5	60
Radio Scrambler	35	10	5	45
Detect Ambush	30	10	5	40
Detect Concealm	25	15	5	40
Tracking	25	10	5	35
Land Navigation	36	10	4	46
Weapon System	40	10	5	50
Read Sensory E	30	10	5	40
Pilot Jet Pack	42	12	4	54
Pilot Tanks & AP	36	10	4	46
RCE :NG Samson				0
Pilot: Automobile	60	5	2	65
Lore: Demon	25	10	5	35
HtH Expert				0

Other Skills	Base	Bonus	Level	
Boxing				0
Intelligence	32		4	32
Demolitions	60	15	3	75
Demolitions Dispos	60	15	3	75
				0

Spells & Psionics	PPE	8	ISP	10

Secondary Skills	Base	Bonus	Level	
Pilot Robots & Pow	56		3	56
Athletics				0
Streetwise	20		4	20
Paramedic	40		5	40
Literate: American	30		5	30
WP - Blunt				0
				0

Weapons	Str/Thrw	Rate	Payload	Range	Damage
NG-57 Ion Blaster		Standard	10	500'	2d4 or 2d6 MDC
NG-P7 P-Beam		Standard	8	1200'	1d4x10 MDC
.45 Model 15			7	135'	4d6 SDC
Cudgel	1 Handed	-	-	-	1d8 SDC
Vibro Knife		-	-	-	1d6 MDC
TX-16 Pump Rifl	2 Handed	Standard	16	1600'	4D6 MDC
NG Super Laser		Standard	20	800'	2d4 MDC
_Grenade Launcher		Special	8+6	500'	

Other Equipment		
Dress Clothing	TX-16 Speed Loader	6 NG57 E Clips
Camoflague Clothing		6 NG P7 E Clips
Gas Mask & Air Filter		32 TX-16 Rounds
Tinted Goggles		6 NG Super Clips
Hacthet		
Knives		
2 Canteens		
5 Weeks rations		

Samson						Robot Medical Kit		
NG 202 Rail Gun		Bursts only	100	4000'	1d6x10 MDC	IRMSS		
Mini Missiles		One or Two	4	1 Mile	1d4x10 MDC	Tent		
						Knapsack		
Armor	MDC	Weight	Prowl Pen	Spd Pen	TW Additions	Backpack		
Gladiator	70	21lbs	-5%			Saddle Bags		
Crusader	55	11lbs	-	-				

Vehicle

Northern Gun Samson Power Armor

An Armored Infantry Assault Suit, this power armor has a rail gun and a pair of mini-missiles added on to a ground based suit of armor. The armor is about as tough as a Coalition SAMAS armor, but not as fast instead relies on it's operators to fight smarter. I always had the impression that this was a common piece of hardware that was widely available and therefore widely repairable. For more information on the NG-XP Samson Power Armor, Refer to the Rifts First Edition Book - Page 212. I will note that Palladium has published two books specifically devoted to Northern Gun in the more recent years, but I stuck with using the first two books and I will always have a soft spot for the Samson armor.

Big Boss ATV

For his second vehicle, the Big Boss ATV provides a great balance of everyday utility and anonymity. There is enough room to fit the rest of the gear, including the Samson if not being worn and still squeeze in one passaenger. It also has a sun roof where the NG-P7 can be mounted for use while driving. Additional information on the Big Boss ATV may be found in the Rifts First Edition Book - Page 227.