

Rifts(c) Spreadsheet

Name	Annie					Saving Throws	Lethal Poison(14)	11	Psionics	6
OCC/RCC	Dog Pack	Level		1			Non Lethal(16)	13	Magic - Spell(12)	9
Alignment	Scrupulous						Harmful Drugs(1)	12	Magc Ritual(16)	13
HP	20	MDC	by Armor				Insanity(12)	9		
SDC	52	Experience				HTH Combat			Vehicle/Robot Combat	
Attributes	Bonus	Age		16		Skill	Martial Arts			
IQ	16	0	Sex	Female		No. of Attacks	2	2		
ME	21	3	Weight	160lbs		Damage		6		
MA	9	0	Height	5'6"		Strike	1	1		
PS	21	6	Lnd. Origin	Lone Star		Parry	2	2		
PP	15	0	Birth Order	Litter		Dodge	2	2		
PE	20	10	Disposition			Autododge				
PB	15	0				Roll	1	1		
Spd	31					Leap				
			Initiative Bonus	2		Knock OUT				
						Stun				
PPE	11	ISP		77		Critical				
						Death				
OCC/RCC Powers & Abilities						Cybernetics & Bionics				
Sense Psychic and Magic Energy	50'		10%							
Sense Supernatural beings			64%							
Track by scent			48%							
Track Supernatural by Scent			40%	73% is using magic or psionics						
Recognize Smell	100'		73%							
Identify Individual Smells	25'		56%							
Neural Mace	Save versus 16 for unconsciousness or -8 Strike, Parry, Dodge									
Mutant Abnormality	Near Human Appearance and full speech									
Boxer Breed	Bonuses to track by smell and stats									
OCC Skills	Base	Bonus	Level			Other Skills	Base	Bonus	Level	
Intelligence	45	6	5	51		Techno-Can	90			90
Radio Basic	45	10	5	55		Dragonese	90			90
Pilot Hovercraft	50	10	5	60		First Aid	45	5	5	50
Read Sensory E	30	10	5	40		Literacy - American	30	5	5	35
Weapon System	40	10	5	50		Writing	25	5	5	30
Climbing	40	10	5	50		Surveillance System	30	5	5	35
Running				0		Radio - Scramblers	35	5	5	40
Land Navigation	36	10	4	46						0
Wilderness Surv	30	15	5	45						0
WP E Pistol				0						0
WP E Rifle				0						0
WP - KNife				0						0
HTH Martial Arts				0						0
				0						0
Spells & Psionics	PPE		11	ISP	77	Secondary Skills	Base	Bonus	Level	
	Saving Throw	Range	Duration	Cost		WP - Blunt				0
Sense Evil		140'	2 min per level	2		Athletics				0
Sense Magic		120'	2 min per level	3		Cooking	35		5	35
Sixth Sense		90'	As needed	2	Cannot be surpr	Optic Systems	30		5	30
Empathy		100'	2 min per level	4		Basic Electronics	30		5	30
See Aura		60'	2 melees	6		TV/Video	25		4	25
						Swimming	50		5	50
						WP Revolver				0
										0
										0
										0
										0
										0
										0
										0
Weapons	Str/Thrw	Rate	Payload	Range	Damage	Other Equipment				
Knives	-	-	-	-	1D6 SDC	Backpack			Radar Detector	4 E Clips
Vibro Blade	-	-	-	-	1D6 MDC	Sacks			Mini-Radar	
Neuromace	-	-	-	-	1D8 SDC	Utility belt			Motion Detector	
C-18 Laser Pisto	-	Standard	10	800'	2D4 MDC	Tinted Goggles			Field Radio	
Barracuda FN	-	Single	6	150'	4D6 SDC	Air Filter			Hand Held Communicator	
						Tent			Wireless Microphone	
									Contact Microphone	
									Pocket Scrambler	

