

Rifts(c) Spreadsheet

Name	Audacious "Aud" Smith				Saving Throws	Lethal Poison(14)	6	Psionics	11
OCC/RCC	Juicer	Level	1			Non Lethal(16)	8	Magic - Spell(12)	12
Alignment	Anarchist					Harmful Drugs(16)	7	Magc Ritual(16)	16
HP	60	MDC	By Armor			Insanity(12)	12		
SDC	390	Experience			HTH Combat			Vehicle/Robot Combat	
Attributes	Bonus	Age	22		Skill	Expert			
IQ	13	0	Sex	Male	No. of Attacks	3	5		
ME	14	0	Weight	200lbs	Damage		18		
MA	8	0	Height	5'11"	Strike		5		
PS	33	18	Lnd. Origin	Whykin	Parry	2	7		
PP	24	5	Birth Order	Last of 3	Dodge	2	7		
PE	31	8	Disposition	Cocky and arrogant	Autododge				
PB	23	4			Roll	11	11		
Spd	73				Leap				
			Initiative Bonus	+4	Knock Out	20	20		
PPE	6	ISP	14		Stun				
					Critical				
					Death				
OCC/RCC Powers & Abilities					Cybernetics & Bionics				
Auto Dodge	Juicers may roll to dodge any incoming attack without losing an attack				Biocomp Implant				
Auto Parry	Juicers may roll to parry any incoming attack without losing an attack				Internal IRMSS Kit				
Wilks 320 Laser	+2 on Aimed Shots								
Sniper	+2 Aimed Shots for Single Firing Weapons								
Optic Helmet	+1 Strike with Optics & Targeting Sight								
JA 11 Laser Sight	+1 on Aimed Shots								
Boxing	Knock Out Punch on Natural 20								
OCC Skills	Base	Bonus	Level		Other Skills	Base	Bonus	Level	
Radio Basic	45	10	5	60	Prowl	25	15	5	45
Wilderness Surv	30	5	5	40	Escape Artist	30	5	5	40
Land Navigation	36	5	4	45	Sniper				0
Pilot: Motorcycle	60	10	4	74	Boxing				0
Pilot: Hovercraft	50	10	5	65	Acrobatics				0
American	50	10	5	65	Gymnastics				0
Dragonese	50	10	5	65	Wrestling				0
Russian	50	10	5	65					0
WP Knife				0					0
WP E Rifle				0					0
WP E Pistol				0					0
WP Sword				0					0
HTH Expert				0					0
				0					0
Spells & Psionics	PPE		ISP		Secondary Skills	Base	Bonus	Level	
					WP - Bolt Action Rifle				0
					WP Sub Machinegun				0
					Athletics				0
					Detect Ambush	30		5	35
					WP Automatics				0
					WP Chain				0
									0
									0
									0
									0
									0
									0
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									0
									0
Weapons	Str/Thrw	Rate	Payload	Range	Damage	Other Equipment			
JA-II Rifle	Two-Handed	Single	10 or 30 +30	4000'	2D6 MDC	Drug Harness and Supply			6 E Clips
_Heavy Laser		Single	10 or 30 +30	4000'	4D6 MDC	Optic Helmet			6 E Clips
_Ion Blast		Standard	10 or 30 +30	1600'	3D6 MDC	Portable IRMSS			
_Rifle		Single	1 2000'	2000'	6D6 SDC	Camouflage Fatigues			
Wilks 320 Laser		Standard	20	1000'	1d6 MDC	Grey Fatigues			
Browning GP 35		Standard	13	120'	2d6 SDC	Boots with Knife Holster			
30-06 Hunting Rifle		Single Shot	30	1500'	5D6 SDC	Gloves			
Sword		-	-	-	1D6 SDC	Backpack			

