

Rifts(c) Spreadsheet

Name	Annie					Saving Throws	Lethal Poison(14)	11	Psionics	6
OCC/RCC	Dog Pack	Level	7				Non Lethal(16)	13	Magic - Spell(12)	9
Alignment	Scrupulous						Harmful Drugs(11)	12	Magc Ritual(16)	13
HP	48	MDC	by Armor				Insanity(12)	9		
SDC	52	Experience				HTH Combat			Vehicle/Robot Combat	
<b>Attributes</b>	<b>Bonus</b>	Age	23			Skill	Expert			
IQ	16	0	Sex	Female		No. of Attacks	5	2		
ME	21	3	Weight	160lbs		Damage		6		
MA	9	0	Height	5'6"		Strike	2	2		
PS	21	6	Lnd. Origin	Lone Star		Parry	3	3		
PP	15	0	Birth Order	Litter		Dodge	3	3		
PE	20	10	Disposition			Autododge				
PB	15	0				Roll	2	1		
Spd	31					Leap				
			Initiative Bonus	2		Knock OUT				
						Stun				
PPE	11	ISP	137			Critical	18-20	18-20		
						Death				
<b>OCC/RCC Powers &amp; Abilities</b>						<b>Cybernetics &amp; Bionics</b>				
Sense Psychic and Magic Energy	700'		70%							
Sense Supernatural beings			74%							
Track by scent			78%							
Track Supernatural by Scent			40%	103% is using magic or psionics						
Recognize Smell	700'		88%							
Identify Individual Smells	175'		68%							
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							
<b>OCC Skills</b>	Base	Bonus	Level			<b>Other Skills</b>	Base	Bonus	Level	
Intelligence	45	6	5	81		TV/Video	25	5	5	60
Radio Basic	45	10	5	85		Optic Systems	30	5	5	65
Pilot Hovercraft	50	10	5	90		Basic Electronics	30	5	5	65
Read Sensory E	30	10	5	70		Surveillance System	30	5	5	65
Techno-Can	50	5	3	73		Radio - Scramblers	35	5	5	70
Climbing	40	10	5	80		Military Etiquette	35	10	5	65
Running				0		Sniper				0
Land Navigation	36	10	4	70						0
Wilderness Sur	30	15	5	75						0
WP E Pistol				0						0
WP E Rifle				0						0
WP - KNife				0						0
HTH Expert				0						0
				0						0
<b>Spells &amp; Psionics</b>	PPE	11	ISP	137		<b>Secondary Skills</b>	Base	Bonus	Level	
	<b>Saving Throw</b>	<b>Range</b>	<b>Duration</b>	<b>Cost</b>		WP - Blunt				0
Sense Evil	140'		2 min per level	2		Athletics				0
Sense Magic	120'		2 min per level	3		Cooking	35		5	65
Sixth Sense	90'		As needed	2	Cannot be surprised	Literacy	30		5	60
Empathy	100'		2 min per level	4		Writing	25		5	55
See Aura	60'		2 melees	6		First Aid	45		4	69
						Swimming	50		5	80
						WP Handguns				0
						Performance	30		5	45
						Pilot:Hovercycle	70		3	79
										0
										0
										0
										0
										0
										0
<b>Weapons</b>	Str/Thrw	Rate	Payload	Range	Damage	<b>Other Equipment</b>				
Knives	+3/+3	+3 Parry	-	-	1D6 SDC	Backpack		Radar Detector		4 E Clips
Vibro Blade	+3/+3	+3 Parry	-	-	1D6 MDC	Sacks		Mini-Radar		
Neuromace	+3/+1	-	-	-	1D8 SDC	Utility belt		Motion Detector		
C-18 Laser Pisto	+4	Standard	10	800'	2D4 MDC	Tinted Goggles		Field Radio		
Barracuda FN	+6	Single	6	150'	4D6 SDC	Air Filter		Hand Held Communicator		
Wilks 447	+8	Single	20	2000'	3D6 MDC	Tent		Wireless Microphone		
K-4	+8	Standard	30	3000'	3D6+6/1D6x10+6			Contact Microphone		
								Pocket Scrambler		

