

Rifts(c) Spreadsheet

Name	Jorj Porgey					Saving Throws	Lethal Poison(14)	14	Psionics	15	
OCC/RCC	Rogue Scientist	Level	7				Non Lethal(16)	16	Magic - Spell(12)	12	
Alignment	Unprincipled						Harmful Drugs(1)	15	Magc Ritual(16)	16	
HP	39	MDC	by Armor				Insanity(12)	10			
SDC	28	Experience				HH Combat			Vehicle/Robot Combat		
Attributes	Bonus	Age	32			Skill	Basic				
IQ	25	11	Sex	Male		No. of Attacks	5	5			
ME	14	0	Weight	160lbs		Damage	2	2			
MA	13	0	Height	6'0"		Strike	1	1			
PS	12	0	Lnd. Origin	Iron Heart		Parry	2	2			
PP	14	0	Birth Order	Fourth		Dodge	2	2			
PE	16	0	Disposition	Paternal		Autododge					
PB	12	0				Roll	2	2			
Spd	17					Leap					
			Initiative Bonus	2		Knock Out					
						Stun					
PPE	5	ISP	14			Critical	19-20				
						Death					
OCC/RCC Powers & Abilities						Cybernetics & Bionics					
Wilks 320 Laser Pistol		+2 Strike Aimed Shot									
Wilks 447 Laser Rifle		+1 Strike Aimed Shot									
Analyze		Adds +10% bonus to certain skills									
Hypothesize		Adds +20% to Jury Rig or Brewing									
Find the Exotic		Bonuses to find scientific or medical gear, pre-Rifts etc									
Recognize Scientific Authority											
Spanish											
Euro											
Technocan		Literate									
OCC Skills	Base	Bonus	Level			Other Skills	Base	Bonus	Level		
Comp. Op.	40	20	5	101		Chemistry	30	20	5	91	
Astronomy & N	30	30	5	101		Chem: Analytical	25	30	5	96	
Lit. - American	30	40	5	111		Biology	30	20	5	91	
Math, Advanced	45	20	5	106		Anthropology	20	20	5	81	
Radio:Basic	45	10	5	96		Comp. Prog.	30	15	5	86	
Find Contraban	26	10	4	71		Comp. Hacking	20	5	5	66	
Electronics, Bas	30	20	5	91		Japanese	50	15	5	106	
Pilot: Automobi	60	10	2	93		Lit - Japanese	30	15	5	86	
WP: E-Rifle				11		Foensics	35	5	5	81	
Recycle	30	20	5	91		Locksmith	25	10	5	76	
Salvage	35	20	5	96		Cryptography	25	15	5	81	
American	96			107		Surveillance Sys	30	10	5	81	
				11		C.S.I.	35	15	5	91	
				11		Comp. Repair	30	10	5	81	
Spells & Psionics	PPE	5	ISP	14		Research	40	15	5	96	
						History-PreRifts	32	15	4	74	
						Prowl	25		5	56	
						Pick Locks	30		5	46	
						Streetwise	24		4	39	
						Secondary Skills	Base	Bonus	Level		
						Hth Basic				11	
						WP Handguns				11	
						Running				11	
						WP Blunt				11	
						Brewing	25		5	61	
						Jury Rig	25		5	51	
						Lore: Magic	25		5	36	
										11	
										11	
										11	
Weapons	Str/Thrw	Rate	Payload	Range	Damage	Other Equipment					
Wilks 320 Pistol		Standard	20	1000'	1D6 M.D.C.	PDD Audio Recorder	Hand Pick	4 E Clips			
Wilks 447 Rifle	Two-Handed	Standard		20	2000'	3D6 M.D.C.	Spare Discs	Survival Knife			
MP-10	-	Standard	30 round	1200'	3D6 S.D.C.	Note Pads	Tool Kit				
Cudgel	-	-	-	-	1D8 S.D.C.	Markers and Pens	Back Pack				
NE-10 Plasma C	-	Standard	20	1200'	1d4x10 M.D.C.	PC-3000 Hand Held Computer	Knapsack				
						Microprinter	Utility Belt				
						Laser Distance Finder	Ammo-belt				
						Tape Measure	Canteen				
						35mm Camera	Sunglasses and Goggles				
						Film	Walkie-Talkie				
						Pen flashlight	Air Filter				
						Flashlight	Gas mask				
Armor	MDC	Weight	Prowl Pen	Spd Pen	TW Additions	100' Light weight rope	Lock Picks				

