

Rifts(c) Spreadsheet

Name	Ozymandius "Ozzie"			Level	7	Saving Throws	Lethal Poison(14)	7	Psionics	12
OCC/RCC	Gunslinger			Level	7		Non Lethal(16)	9	Magic - Spell(12)	5
Alignment	Unprincipled						Harmful Drugs(15)	15	Magc Ritual(16)	9
HP	65	MDC	by Armor				Insanity(12)	9	Horror Factor	+8
SDC	1040	Experience	39000			HtH Combat			Pistol Gunslinger Combat	
<b>Attributes</b>	<b>Bonus</b>	Age	100			Skill	Expert			
IQ	8	0	Sex	Male			No. of Attacks	5	6	1
ME	20	3	Weight	700lbs			Damage	2	11	
MA	7	0	Height	9'0"			Strike	2	7	7
PS	24	9	Lnd. Origin	Baalgor			Parry	5	10	
PP	24	5	Birth Order	Second			Dodge	5	10	
PE	28	26	Disposition				Autododge			
PB	16	0					Roll	7	8	
Spd	25						Leap			
			Initiative Bonus	2			Knock OUT			
							Stun			0
PPE	5	ISP	14			Critical	18-20			0
							Death			0
<b>OCC/RCC Powers &amp; Abilities</b>						<b>Cybernetics &amp; Bionics</b>				
<b>Gunslinger Expertise</b>		Master of all revolver and pistols								
<b>Gunslinger Quickdraw</b>		Additional +6 Initiative with Pistols and Revolvers								
<b>Paired Weapons</b>		When wielding two pistols, may make one roll for two attacks								
<b>WP Sharpshooting</b>		+1 Attack each Melee with Hand Gun								
		Sharpshooting								
<b>Horror Factor</b>										
<b>WP E-Rifle</b>										
<b>WP Axe</b>										
<b>OCC Skills</b>	Base	Bonus	Level			<b>Other Skills</b>	Base	Bonus	Level	
American	96				96	Gymnastics			0	
Spanish	96				96	Wilderness Surv	30		5 60	
Find Contraban	26		12	4	62	Law (General)	35	10	5 75	
Basic Electronic	30		10	5	70	Lore: D-Bees	25	10	5 65	
Piloting			10		10	Gambling	30	10	5 70	
Interrogation	30		15	5	75	Trailing	30	10	5 70	
Streetwise	20		12	4	56	Detect Concealm	25	10	5 60	
Palming	20		10	5	60	Cardsharp	24	10	4 46	
Prowl	25		10	5	65	Boxing			0	
Recognize Wea	25		30	5	85				0	
WP Revolvers					0				0	
WP Auto Pistols					0				0	
WP E-Pistols					0				0	
HtH Expert					0				0	
Spells & Psionics	PPE		5	ISP	14				0	
									0	
									0	
									0	
									0	
						Secondary Skills	Base	Bonus	Level	
						Running			0	
						Wardrobe & Gro	50		4 74	
						Lore: Vampires	25	5	5 50	
						Mythology	30		5 50	
						ID Undercover	30		5 35	
						Whittling & Scu	30		4 42	
									0	
									0	
									0	
									0	
<b>Weapons</b>	Str/Thrw	Rate	Payload	Range	Damage	<b>Other Equipment</b>				
Derringer	+3					Tinted Goggles	14 E-Clips for E-Pistols			
BB-6	+3	Single Shot		6 200'	1D6 M.D.C. **	Quality Cowboy Hat	7 E-Clips for			
Remi-130 6 Sho	+5	Standard	40	1000'	2D6 M.D.C.	Riding Clothes	288 Rounds for Revolver			
IP-10	+5	Standard	20	400'	3D6 M.D.C.	Rich Quality Suit	288 Rounds for Derringer			
Remi 150 Volcar	+3	Standard	34/17	2000'	3D6/6D6 M.D.C.	Flashlight	288 Rounds Auto Pistols			
Axe	+2/1	-	-	-	2D6 S.D.C.	Binoculars				
K-1000	+4	Standard	100/40	4000'/3000'	4d6/1D4x10 M.D	Multioptics Band				

CN-1 Net Gun						Laser Distancer		
						Pocket Translator		
						Gun Cleaning Kit		
						Cigarette Lighter		
						Pocket Mirror		
<b>Armor</b>	<b>MDC</b>	<b>Weight</b>	<b>Prowl Pen</b>	<b>Spd Pen</b>	<b>TW Additions</b>	<b>Small Silver Cross</b>		
Branaghan	95	15lbs	-25%			Handcuffs x2		
_Duster	28	6lbs	-5%			50' Lightweight Rope		
						Survival Knife		
<b>Vehicle</b>						Gun Belt, 2 Holsters		
<b>"Percy" - Bandito Arms Heavy War Horse RH-100-4D</b>						Utility Belt		
This slightly modified Bandito Arms War Horse is a full 20 Hands high and reinforced to carry Ozzie's weight, but the most unusual thing is that Ozzie has a Voice Module installed so that it can talk. Named Percy, the War Horse has proven to not only be capable but apparently be programmed with a bit of a sarcastic attitude. Once Ozzie had the K-1000 as well, he didn't like to use the rifle as much as his pistols, so he has had Jorj program the K-1000 to keep its balance on Percy's saddle so they can be of help in the fights that inevitably happen.						Knapsack		
						Saddle Bag		
						Air filter		
						2 Canteens		