

Rifts(c) Spreadsheet

|                                       |  |               |                  |             |                                       |                            |                              |                   |               |
|---------------------------------------|--|---------------|------------------|-------------|---------------------------------------|----------------------------|------------------------------|-------------------|---------------|
| Name                                  | Augustus of Clan Allicktoux  |               |                  |             | Saving Throws                         | Lethal Poison(14)          | 7                            | Psionics          | 6             |
| OCC/RCC                               | Shifter  | Level         | 7                |             |                                       | Non Lethal(16)             | 9                            | Magic - Spell(12) | 3             |
| Alignment                             | Scrupulous with Aberrant leaning   |               |                  |             |                                       | Harmful Drugs(1)           | 15                           | Magc Ritual(16)   | 7             |
| HP                                    | 50   | MDC           | by Armor         |             |                                       | Insanity(12)               | 2                            | Horror Factor     | +8            |
| SDC                                   | 107  | Experience    | 39000            |             | HtH Combat Skill                      | Expert                     |                              |                   |               |
| <b>Attributes</b>                     | <b>Bonus</b>   | Age           | 230              |             | No. of Attacks                        | 5                          | 6                            |                   |               |
| IQ                                    | 19   | 5             | Sex              | Female      | Damage                                | 2                          | 14                           |                   |               |
| ME                                    | 27   | 6             | Weight           | 180lbs      | Strike                                | 2                          | 5                            |                   |               |
| MA                                    | 23   | 75            | Height           | 6'5"        | Parry                                 | 6                          | 9                            |                   |               |
| PS                                    | 27   | 12            | Lnd. Origin      |             | Dodge                                 | 6                          | 9                            |                   |               |
| PP                                    | 21   | 3             | Birth Order      | Only        | Autododge                             |                            |                              |                   |               |
| PE                                    | 18   | 6             | Disposition      |             | Roll                                  | 8                          | 9                            |                   |               |
| PB                                    | 26   | 6             |                  |             | Leap                                  |                            |                              |                   |               |
| Spd                                   | 25   |               | Horror (Awe) Fad | 12          | Knock OUT                             |                            |                              |                   |               |
|                                       |  |               | Initiative Bonus |             | Stun                                  |                            |                              |                   |               |
| PPE                                   | 282  | ISP           |                  |             | Critical                              | 18-20                      |                              |                   |               |
|                                       |  |               |                  |             | Death                                 |                            |                              |                   |               |
| <b>OCC/RCC Powers &amp; Abilities</b> |  |               |                  |             | <b>Atlantean Powers and Abilities</b> |                            |                              |                   |               |
| Dimension Sense                       | 65%  |               |                  |             | Magic Tattoos                         | Vampire Protecti           | 15P.P.E.                     | 7 Hours           | Atlantis p.92 |
| Dimensional Travel                    | 125PPE + 25PPE per person to open a rift to random dimension   |               |                  |             |                                       | Magic Sword                | 10P.P.E.                     | 1.75 Hours        |               |
| Communication Rift                    |  |               |                  |             |                                       | Armor                      | 25P.P.E.                     | 3.5 Hours         | 140M.D.C.     |
| Dimensional Teleport Home             | 75PPE  |               |                  |             |                                       | Eye of Mystic Kn           | 20P.P.E.                     | 70 Minutes        | Atlantis p.91 |
| Familiar Llnk                         |  |               |                  |             | Cannot be Magically Transformed       |                            |                              |                   |               |
| Summoned Servents                     |  |               |                  |             | Sense Vampires 70%                    |                            |                              |                   |               |
| Pact of Power Spells                  | 8 Spells 3-13 +1 Spell Strength  |               |                  |             | Sense Ley Lines                       |                            |                              |                   |               |
|                                       | +1 vs. Magic +3 vs Possess   |               |                  |             | Sense Rifts 170 Miles                 |                            |                              |                   |               |
| Pact of Power: Toth                   | As a God of Magic, Toth has provided Augustus with additional spells italicized below and other bonuses factored in above. |               |                  |             | Ley Line Phasing                      |                            |                              |                   |               |
|                                       |  |               |                  |             | Operate Dimensional Pyramids 60%      |                            |                              |                   |               |
| <b>OCC Skills</b>                     | Base   | Bonus         | Level            |             | <b>Other Skills</b>                   | Base                       | Bonus                        | Level             |               |
| Greek                                 | 98   |               |                  | 103         | HtH Expert                            |                            |                              |                   | 5             |
| Dragonese                             | 50   | 15            | 3                | 88          | Lore D-Bee                            | 25                         | 10                           | 5                 | 70            |
| Demogogian                            | 50   | 15            | 3                | 88          | Fencing                               |                            |                              |                   | 5             |
| Lit. Greek                            | 40   | 30            | 5                | 105         | Anthropology                          | 30                         | 5                            | 5                 | 70            |
| Lit. Dragonese                        | 30   | 20            | 5                | 85          | Lore DB- Earth                        | 25                         | 10                           | 5                 | 70            |
| Astronomy                             | 30   | 20            | 5                | 85          | Horsemanship: Exoti                   | 30                         |                              |                   | 65            |
| Math, Basic                           | 45   | 15            | 5                | 95          | Lore: Demons Africa                   | 25                         | 5                            | 5                 | 60            |
| Lore: Demons                          | 25   | 20            | 5                | 80          | Public Speaking                       | 30                         | 10                           | 5                 | 70            |
| Lore: Dimensio                        | 15   | 20            | 5                | 70          | Intelligence                          | 32                         | 5                            | 4                 | 50            |
| Lore: Faerie                          | 30   | 15            | 5                | 80          | Xenology                              | 30                         | 5                            | 5                 | 50            |
| Lore: Magic                           | 25   | 15            | 5                | 75          |                                       |                            |                              |                   | 5             |
| Land Navigation                       | 36   | 10            | 4                | 75          |                                       |                            |                              |                   | 5             |
| Wilderness Sur                        | 30   | 5             | 5                | 70          |                                       |                            |                              |                   | 5             |
| HtH: Basic                            |  |               |                  | 5           |                                       |                            |                              |                   | 5             |
| Spells & Psionics                     | PPE  | 282           |                  | ISP         |                                       |                            |                              |                   | 5             |
|                                       | <b>Saving Throw</b>  | <b>Range</b>  | <b>Duration</b>  | <b>Cost</b> |                                       |                            |                              |                   | 5             |
| Calling                               | Standard   | 2 Miles/level | 5 Min/level      | 8           |                                       |                            |                              |                   | 5             |
| Call Lightning                        | None   | 300' LOS      | Instant          | 15          | 1D6M.D.C./Level                       |                            |                              |                   | 5             |
| Compulsion                            | Standard   | 60'           | 24 Hours         | 20          |                                       |                            |                              |                   | 5             |
| Constrain Being                       | Standard   | 30'           | 2 Min/Level      | 20          |                                       | <b>Secondary Skills</b>    | Base                         | Bonus             | Level         |
| Dimensional portal                    |  | 3'            | 2-4 Melee/level  | 1000        |                                       | WP E-Rifle                 |                              |                   | 5             |
| Energy Bolt                           | Dodge 18+  | 90'           | Instant          | 5           | 4D6 S.D.C.                            | WP Sword                   |                              |                   | 5             |
| Energy Field                          |  | 60'           | 1min/level       | 10          | 60M.D.C.                              | <b>American</b>            | 50                           |                   | 3             |
| Exorcism                              | Standard   | 30'           | 3 Min to cast    | 30          | 6 Months                              | Faerie Speak               | 50                           |                   | 3             |
| Repel Animals                         | Standard   | 30'           | Immediate        | 7           |                                       | <b>History: Post-Rifts</b> | 35                           |                   | 5             |
| Re-Open Gateway                       |  | 10'           | 1 Melee/Level    | 180         |                                       | <b>Athletics General</b>   |                              |                   | 5             |
| Sense Evil                            |  | 90'           | 2 Min/Level      | 2           |                                       |                            |                              |                   | 5             |
| Sense Magic                           |  | 120'          | 2 Min/Level      | 4           |                                       |                            |                              |                   | 5             |
| Trance                                | Standard   | 12'           | 5 Min/level      | 10          |                                       |                            |                              |                   | 5             |
| Shadow Meld                           |  | Self          | 2 Min/level      | 10          |                                       |                            |                              |                   | 5             |
| <b>S&amp;C Canines</b>                |  |               |                  | 50          |                                       |                            |                              |                   | 5             |
| S&C Rodents                           | Standard   | 600'          | 5 Hours/Level    | 70          | Ritual                                | <b>Other Equipment</b>     |                              |                   |               |
| <b>Sustain</b>                        |  |               |                  | 12          |                                       | Clothing                   | Binoculars                   |                   |               |
| <b>Time Slip</b>                      |  |               |                  | 20          |                                       | Travelling Clothing        | Tinted Goggles               |                   |               |
| Turn Dead                             | Standard   | 60'           | Instant          | 6           |                                       | Knapsack                   | Air Filter                   |                   |               |
| Tongues                               |  | Touch         | 3 Min/Level      | 12          |                                       | Backpack                   | Gas Mask                     |                   |               |
| Dispel Magic Bar                      | Standard   | 100'          | Instant          | 20          |                                       | 3 Small Sacks              | Pocket Laser Distancer       |                   |               |
| Protection Circle: Simple             |  | Radius        | 24 Hours         | 45          |                                       | Large Sack                 | Pocket Digital Disc recorder |                   |               |
| See Aura                              |  | 100'          | 1 Melee          | 6           |                                       | Pocket Mirror              | Silver Bullets               |                   |               |
| Expel Demons                          | Special  | 10'/Level     | Immediate        | 35          | 1D6 Hours                             | Small Silver Cross         | Energy Rifle                 |                   |               |
| Sheltering Force                      |  | 20'           | 1 Hour/Level     | 20          |                                       | 8 Heads of Garlic          | Iron Javelin                 |                   |               |

|   |   |                |                  |                  |                          |   |                     |   |                  |                     |
|---|---|----------------|------------------|------------------|--------------------------|---|---------------------|---|------------------|---------------------|
| Paralysis: Lesser   | Standard  | 60'            | 1 Melee/level    | 5                | 6 Wooden Stakes & Mallet |   |                     |   |                  |                     |
| Teleport, Lesser  |   | 5 Miles/Level  | 2 Melees to cast | 15               | 94% Success              | Salt  |                     |   |                  |                     |
| Carpet of Adhesion  | Special   | 30'+10'/level  | 10 Melee/level   | 10               |                          | Canteen   |                     |   |                  |                     |
| Magic Net   | Dodge 16+   | 60'            | 2 Melee/level    | 7                |                          | <b>Toth Spells</b>  | <b>Saving Throw</b> | <b>Range</b>  | <b>Duration</b>  | <b>Cost</b>         |
| Control & Enslavement   | Standard  | 30'            | 48 Hours/Level   | 80               |                          | <i>D-Phase</i>  |                     | Self  | 1 Melee/level    | 20                  |
| Close Rift  | Standard  | 100'           | Instant          | 200              | 2 Permanent P.P.E.       | <i>Time Maelstrom</i>   |                     | 100'  | Instant          | 55                  |
| Eyes of Toth  |   | Touch          | 10 Min/level     | 8                |                          | <i>Remote Viewing</i>   |                     | Self and 10M/lev  | 1 Minute/level   | 45                  |
| <b>Mystic Portal</b>  |   |                |                  | 60               |                          | <i>Sense Dimensional Anomaly</i>  |                     | Self  | 2 Minutes/level  | 30                  |
| Summon & Control Entity   | Immediate   | 24 Hours/Level |                  | 250              | Ritual                   | <i>See Dimensional Anomaly</i>  |                     | Self  | 2 Minutes/level  | 30                  |
| Fire Ball   | Dodge 18+   | 90'            | Instant          | 10               | 1D4 M.D.C./Level         | <i>S-Dep</i>  | Standard            | 90'   | 1 melee/level    | 50                  |
| Protection Circle: Superior   | Radius  | 24 Hours       |                  | 300              |                          | <i>T-Dep</i>  | Standard            | 90'   | 1 minute/level   | 20                  |
| Summon Shadow Beast   | Immediate   | Special        |                  | 140              |                          | <i>Attune Object</i>  |                     | Touch   | 1 year/level     | 30                  |
| Heal Self   |   | Self           | Instant          | 20               |                          |   |                     |   |                  |                     |
|   |   |                |                  |                  |                          |   |                     |   |                  |                     |
|   |   |                |                  |                  |                          | <b>Magical Gear</b>   |                     |   |                  |                     |
|   |   |                |                  |                  |                          | <b>Millenium Wand of Knowledge</b>  |                     | Tongues constantly and may cast 5 spells per day from Eyes of Toth, words of truth, memory bank, and commune with spirits |                  |                     |
|   |   |                |                  |                  |                          |   |                     |   |                  |                     |
|   |   |                |                  |                  |                          |   |                     |   |                  |                     |
|   |   |                |                  |                  |                          |   |                     |   |                  |                     |
|   |   |                |                  |                  |                          |   |                     |   |                  |                     |
|   |   |                |                  |                  |                          |   |                     |   |                  |                     |
| <b>Weapons</b>  | <b>Str/Thrw</b>   | <b>Rate</b>    | <b>Payload</b>   | <b>Range</b>     | <b>Damage</b>            | <b>Armor</b>  | <b>MDC</b>          | <b>Weight</b>   | <b>Prowl Pen</b> | <b>TW Additions</b> |
| Survival Knife  | +3/+3   | -              | -                | -                | 1D6 S.D.C.               | LCA: Phase World  |                     | 65  | 18lbs            | -10%                |
| Hand Ax   | +3/+3   | -              | -                | -                | 2D6 S.D.C.               |   |                     |   |                  |                     |
| Submachine Gun  | -/-   | Standard       | 20               | 600'             | 4D6/1d4x10 S.D.C.        |   |                     |   |                  |                     |
| WR-17 Rifle   | +3  | Standard       | 20               | 1600' ion /1200' | 4D6/2D6 M.D.C.           | <b>Summoned Servant</b>   |                     |   |                  |                     |
| Magic Sword   | +7, +7  | -              | -                | -                | 3D6 M.D.C.               | <b>Anazzi</b>   |                     |   |                  |                     |
| NE Plasma Cartridge Pistol  | Standard  | 10 Shots       | 500'             | 1d4x10 M.D.C.    |                          | A Death Weaver Spider that was feeding off of the P.P.E. of whoever it could convince it was Anansi lost a battle of wits to Augustus. A Ley Line Walker of some notable power, Anazzi is nonetheless bound to be listening to and following Augustus, though with as great a literal bend as possible while claiming ignorance of Augustus' intentions. Though fluent in Dragonesse, Anazzi will use Tongues as necessary to communicate and has extensive knowledge of the multiverse. Anazzi has a smooth voice and demeanor of a cultured elite though that facade will drop when hungry for blood or P.P.E. but this is a small price to pay for a worthy dimensional servant. |                     |   |                  |                     |
|   |   |                |                  |                  |                          | <b>Bobby &amp; Jo</b>   |                     |   |                  |                     |
| <b>Steed</b>  | A Tectonic, or possessing Entity, and a Haunting Entity that quibble and bicker but can't seem to leave each other's side. Good for recon and haunting  |                |                  |                  |                          |   |                     |   |                  |                     |
| <b>Drayvin</b>  | A minor M.D.C. Creature, Drayvin flies at 70 m.p.h.   |                |                  |                  |                          |   |                     |   |                  |                     |
| Drayvin is a domesticated and tamed dragon dactyl - Like a Pegasus but with dark mane, dragon like wings, and the ability to breathe fire. Augustus hasn't said where or how she came upon Drayvin as they are exceedingly rare on the Riffs Earth, but as a dimensional traveller it is entirely possible that the mount came with her. It is receptive to her instructions, but tends to nip at others especially faerie or goblin creatures. A minor M.D.C. Creature, Drayvin flies at 70 m.p.h. | <b>Gr'll</b>  |                |                  |                  |                          |   |                     |   |                  |                     |
|   | An Alu Demon Hound, the 12' Tall Wolf Headed servant is mistaken for a D-Bee or experimental Dog Boy when seen outside of the armor he uses to hide his true nature. The hulking presence, towering over even Ozzie is a stout warrior and proven himself over and over though how much longer he serves Augustus is anyone's guess. Maybe Augustus is turning him to be better, but perhaps his own agenda is occurring. |                |                  |                  |                          |   |                     |   |                  |                     |