## RIFTS® Phase World<sup>TM</sup>: Promethean Phase Adept O.C.C. Name:

				Alignment:
				M.D.C.: None Horror Factor: 10
				S.D.C./Hit Points:
				Level: Experience:
				O.C.C.: Phase Adept
				Savings:
O.C.C. Skills: Language & Literacy: Promethean Language & Literacy: Trade Two Language Language Basic Math Advanced Math Galactic Lore Pilot Small Spacecraft Pilot Prowl Detect Ambush W.P. Sword W.P. Energy Pistol W.P. Energy Rifle	(50%+25%) (50%+25%) (45%+20%) (45%+20%) (25%+15%) (60%+20%) (%+15%) (%+15%) (25%+15%) (30%+20%)	+5% +5% +5% 		I.Q.: Skill Bonus: +
Hand to Hand:O.C.C. Related Skills:		<u> </u>		Natural/Special Abilities, Powers & Vulnerabilities: Doesn't breathe air, Impervious to radiation and normal heat and cold. Can see in total darkness. Has eagle-like normal vision. Phased bodies (M.D. is S.D.C. damage & S.D.C. half damage). Phase teleportation (1 mile/1.6 km per level, 50% + 4% per level). Automatically Sense Dimensional Anomalies (1 mile/1.6 km). Ley Line Phasing. Supernatural strength. Phase-tech weapons inflict double damage. Magical Resistance (negates spells that target adept).
Secondary Skills:		+%/lvl	% 	Other Bonuses:  1 additional attack per melee. +3 on initiative. +6 vs magic. +3 vs psionics. +6 vs horror factor.

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