RIFTS® Phase WorldTM: Promethean R.C.C.

				Name:
				Alignment:
				M.D.C.: None Horror Factor: 10
				S.D.C./Hit Points:
				Level: Experience:
				O.C.C.:
				Savings:
				I.Q.: Skill Bonus: +%
				M.E.: Save vs Psionics/Insanity: + M.A.: Trust/Intimidate: %
				P.S.: Damage Bonus: +
				P.P.: Strike/Parry/Dodge Bonus: +
				P.E.: Coma/Death: + % Poison/Magic: +
				P.B.:
				Charm/Impress:
				Spd (mph/kmph):
O.C.C. Skills:	_	-%/lvl	%	P.P.E.: 1.S.P.:
Language & Literacy: Promethean	т	-70/IVI	98%_	Armor M.D.C./S.D.C.:
Language & Literacy: Trade Two			98%	D D d'
Language	(50%+25%)	+5%		Race: Promethian
Language	(50%+25%)	+5%		Sex: Height: Weight: Age:
Radio: Basic	(45%+10%)	+5%		Physical Description:
Basic Math Advanced Math	(45%+20%) (45%+20%)	+5%		
Hand to Hand:		13/0		Place of Origin:
		0//1.1	0./	Disposition:
O.C.C. Related Skills:		-%/lvl		Allies:
				Enamina
				Enemies:
				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
Secondary Skills:	4	-%/lvl	%	
secondary Skins.		70/111		
				Other Penuses
				Other Bonuses: +1 on initiative. +6 vs magic. +3 vs psionics. +6 vs horror factor.
				To il illidiative. To vo illiagie. To vo polonico. To vo norior factor.

Copyrights © 1994, 1999 Kevin Siembida This sheet can be reproduced for personnel use.