

RIFTS® Phase World™: Cosmo-Knight O.C.C.

Name: _____

Alignment: _____

Horror Factor: None as humanoid/10 as Cosmo-knight/12 for evil beings.

M.D.C.: _____

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): _____ (/) Flying: _____ (/)

P.P.E.: _____ I.S.P.: _____

Cosmic Armor: 500 M.D.C. and regenerates and can be healed at the same rate as the knight's body.

Race: _____

Sex: _____ **Height:** _____ **Weight:** _____ **Age:** _____

Physical Description: _____

Place of Origin: _____

Disposition: _____

Allies: _____

Enemies: _____

Cosmic Blasts:

In atmosphere: 1D6x10 M.D. at level one, extra 1D6x10 M.D. at levels three, six, nine and twelve. Range 4000 feet/1200 m.
 In space: 20 P.P.E. to double the number of dice. 100 P.P.E. to multiply the damage by five. 1,000 to multiply the damage by ten.
 Range 5 miles (8 km), 10 (16 km) if the energy power is increased. +3 to strike, in addition to normal hand to hand bonuses.

Natural/Special Abilities, Powers & Vulnerabilities:

Supernatural strength. Plasma and fire attacks (except magic fire) do no damage. Non-magical energy attacks do 1/100th damage. Plasma and nuclear explosions do 1/100th damage. Magical attacks do normal damage, as do physical attacks like M.D. punches, railguns, bullets and explosions. Superluminal Flight (1 light year per level per use. Costs 30 P.P.E./M.D.C.)
 In an atmosphere, flight at Mach One per level. Navigation: Space skill 89%. Magic and psionic attacks do full damage to Cosmo-Knights. Can also create a Cosmic Weapon. _____

Bonuses:

+2 on initiative. +2 to strike, parry and dodge. +3 vs magic. +4 vs poison and disease. +6 vs horror factor.

O.C.C. Skills:	+%/lvl	%
Language: Native _____		98%
Language _____ (50%+20%)	+5%	_____
Language _____ (50%+20%)	+5%	_____
Language _____ (50%+20%)	+5%	_____
Radio: Basic (45%+5%)	+5%	_____
Navigation: Space (40%+15%)	+5%	_____
Demon and Monster Lore (25%+10%)	+5%	_____
Movement: Zero Gravity (P.P.x5+10%)	+4%	_____
W.P. _____		
Hand to Hand: _____		

O.C.C. Related Skills:	+%/lvl	%

Secondary Skills:	+%/lvl	%

