

RIFTS® Phase World™: Imperial Security Agent O.C.C.

Name: _____

Alignment: _____

M.D.C.: _____ Horror Factor: _____

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.: _____

Armor M.D.C./S.D.C.: _____

Race: _____

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

Physical Description: _____

Place of Origin: _____

Disposition: _____

Allies: _____

Enemies: _____

O.C.C. Skills:		+%/lvl	%
Language: Native	_____		98%
Language & Literacy	(50/30%+20%)	+5%	_____
Language & Literacy	(50/30%+20%)	+5%	_____
Radio: Basic	(45%+10%)	+5%	_____
Computer Operation	(40%+10%)	+5%	_____
Surveillance Systems	(30%+10%)	+5%	_____
Intelligence	(32%+15%)	+4%	_____
Disguise	(25%+10%)	+5%	_____
Forgery	(20%+10%)	+5%	_____
Cryptography	(25%+10%)	+5%	_____
Prowl	(25%+10%)	+5%	_____
W.P. Energy Pistol	_____		_____
W.P.	_____		_____
W.P.	_____		_____
Hand to Hand:	_____		_____

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

Secondary Skills:		+%/lvl	%
_____	_____		
_____	_____		
_____	_____		
_____	_____		
_____	_____		
_____	_____		
_____	_____		
_____	_____		
_____	_____		
_____	_____		
_____	_____		
_____	_____		
_____	_____		
_____	_____		
_____	_____		
_____	_____		

Natural/Special Abilities, Powers & Vulnerabilities:

Bonuses:

+1 to initiative _____
