

RIFTS® Phase World™: Machine People R.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.: _____

O.C.C. Skills:	+%/lvl	%
Language: Native _____		98%
Language _____ (50%+20%)	+5%	_____
Language _____ (50%+20%)	+5%	_____
Radio: Basic _____ (45%+15%)	+5%	_____
Basic Math _____ (45%+15%)	+5%	_____
Advanced Math _____ (45%+15%)	+5%	_____
Robot Mechanics _____ (20%+10%)	+5%	_____
Computer Operations _____ (40%+10%)	+5%	_____
Computer Programming _____ (30%+10%)	+5%	_____
W.P. _____		_____
Hand to Hand: _____		_____

O.C.C. Related Skills:	+%/lvl	%
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Secondary Skills:	+%/lvl	%
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Race: Machine People
Sex: _____ **Height:** _____ **Weight:** _____ **Age:** _____
Physical Description: _____

Place of Origin: _____
Disposition: _____
Allies: _____

Enemies: _____

Natural/Special Abilities, Powers & Vulnerabilities:
Impervious to vacuum, poisonous atmospheres, toxins and drugs, and radiation. If reduced to 0 M.D.C., the robot falls in a coma while its body tries to repair itself. If reduced to -100 M.D.C., the robot is utterly destroyed. Morphing (Armor up to 1D4 x 100 M.D.C. OR +10 to P.S. OR Shape change OR Meld with a weapon +1 to strike with hand held weapon or unlimited power for an energy weapon). Machine Melding: Superior Pilot (+15% to all piloting rolls, +1 to strike, parry and dodge with any robot or vehicle, and automatically have the equivalent to Robot, Power Armor and Piloting Combat: Elite). Machine Melding: Universal Headjack (see Rifts, p. 230), and +15% to all their computer operations, programming and hacking rolls. Damage is regenerated at 1D6 M.D.C. per minute. The robot must “eat” 2.5 pounds/ 1 kg of metal to replace 1D6 lost M.D.C., plus a similar amount every week. If no metal is “eaten” in a month, will lose 1D6 M.D.C. per month. _____

Bonuses:
+1 on initiative, +4 vs magic, +3 vs psionics, +3 vs horror factor. 1 extra attack per melee. _____

