

RIFTS® Phase World™: Wolfen Quatoria 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.: _____
M.D.C. by location: Body 350. Hands 25 each. Arms 75 each.
Legs 120 each. Head 90.

Race: Wolfen
Sex: _____ Height: _____ Weight: _____ Age: _____
Physical Description: _____
Place of Origin: _____
Disposition: _____
Allies: _____
Enemies: _____

Hand to Hand Combat: Restrained Punch 1D6+25 S.D.C. Full Strength Punch 1D6 M.D. Power Punch 2D6 M.D. Head Butt 1D4 M.D. Kick 1D8 M.D. Jump Kick/Leap Attack 3D4 M.D. Judo Style Throw/Flip 1D4 M.D. Full Speed Ram/Body Block 1D4 M.D.

Natural/Special Abilities, Powers & Vulnerabilities: Living Shell: (More than 100 S.D.C./1 M.D.C. damage will reveal the cyborg body: Horror Factor 14). Nano-Machine Regeneration (2D6 M.D.C. or 3D6 S.D.C. per hour). Sensory Suite (includes heat, motion, radiation and radar detection, 500 feet/152 m range and radar 5 mile/8 km range, 75% chance of identify targets, location and speed/direction of travel). Bionic lung with gas filter and oxygen storage cell. Language translator. Built-in loudspeaker. Radio receiver and transmitter.

Bonuses: +5 to strike and parry. +4 dodge. +1 to initiative. +2 to pull punch/roll with impact. (includes the P.P. 22 bonus and optic/sensor considerations). +6 vs psionics. +2 vs horror factor. 1 extra attack per melee.

Table with 3 columns: Skill, +%/lvl, and %. Includes entries like Language: Native, Radio: Basic, Surveillance Systems, Basic Electronics, Detect Ambush, Detect Concealment, Intelligence, Pilot Small Starship, W.P. Energy Pistol, W.P. Energy Rifle, Hand to Hand.

Table with 3 columns: Skill, +%/lvl, and % for O.C.C. Related Skills.

Table with 3 columns: Skill, +%/lvl, and % for Secondary Skills.