

RIFTS GENERAL INFORMATION SHEET

Basic Starting Values

Base S.D.C. (see pg. 9)	
Magic Practitioners	4D6
Scholars	4D6
Adventurers	4D6
Psychic RCC's	3D6
Men of Arms	1D4x10
Base Hit Points	
1D6 + PE: Add 1D6 per Exp. Level.	
Base ISP (see pg. 12)	
4D6 + ME: Add 1D6 + 1 per Exp Level.	
Random Psionics Table (see pg. 12)	
01- 09: Major Psionic	
10 - 25: Minor Psionic	
26 - 00: No Psionics	
Base PPE (see pg. 13)	
2D6 + Applicable OCC/RCC Bonuses	
PPE Bonus per Experience Level	
Magic Practitioners	4D6
Scholars	2D6
Adventurers	1D6
Psychic RCC's	1D6+4
Men of Arms	1D4

Experience Point Chart * = per item (See pg. 16)

<u>Pts.</u>	<u>Event</u>
25*	Performing a Skill (Successful or not).
25*	Clever, but futile idea.
100*	Clever, but useful idea/action.
100*	Quick thinking idea/action.
200*	Critical plan/action that saves char. life &/or a few comrades
400-1000	Critical plan/action that saves the entire group or many people.
100-300	Endangering the char.'s life to save others.
500-700	Self-Sacrifice in a life & death situation
100	Use of Unnecessary violence.
100-200	Deductive reasoning/insight.
50	Good Judgment.
50	Playing In-Character Bonus.
50-100*	Daring (clever or not).
25-50*	Killing/Subduing a minor menace.
75-100*	Killing/Subduing a minor menace.
150-300*	Killing/Subduing a minor menace.

Attribute Bonus Chart (see pg. 8)	17	18	19	20	21	22	23	24	25	26	27	28	29	30
I.Q. - add to all skills (one-time bonus)	3%	4%	5%	6%	7%	8%	9%	10%	11%	12%	13%	14%	15%	16%
M.E. - save vs. psionics/instanity	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
M.A. - Trust/Intimidate	45%	50%	55%	60%	65%	70%	75%	80%	84%	88%	92%	94%	96%	98%
P.S. - HTH Combat Damage	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19
P.E. - save vs. coma/death	+5%	+6%	+8%	+10%	+12%	+14%	+16%	+18%	+20%	+22%	+24%	+26%	+28%	+30%
- save vs. poison/magic	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.B. - charm/impress	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	83%	86%	90%	92%