RIFTS® Phase World $^{\text{TM}}$: Noro Psychic O.C.C.

Name: _____

			Alignment:
			M.D.C.: Horror Factor:
			S.D.C./Hit Points:
			Level: Experience:
			0.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:
			P.P.E.: I.S.P.:
			Armor M.D.C./S.D.C.:
O.C.C. Skills:	+%/ lvl	%	
Language: Native	1 /0/111	98%	Race: Noro
Basic Math (45%+20%)	+5%	2070	Sex: Height:
Advanced Math (45%+20%)) _+5%		Physical Description:
Basic Radio (45%+15%)	+5%		
Computer Operation (40%+15%)	+5%		Place of Origin:
Biology (30%+10%) Pathology (40%+10%)	+5%		Disposition:
Pathology (40%+10%) Medical Doctor (60/50%+15%)	+5%		Allies:
Criminal Sciences and Forensics (35%+15%)	+5%		
			Enemies:
O.C.C. Related Skills:	+%/lvl		
			N / 1/0 1 1 1 1 1 2 2 1 1 1 1 1 2 2
			Natural/Special Abilities, Powers & Vulnerabilities: Summon Entities (10 I.S.P. haunting, 20 I.S.P. syphon 30 I.S.P.
			tectonic, 40 I.S.P. possessing).
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Secondary Skills:	+%/lvl	%	
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			Bonuses:
			+2 to save vs psionics.
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