

Character Creation

Step 1: Stats

Roll up standard d20 Modern stats and roll P.P.E. (Potential Psychic Energy). Unless stated in one's O.C.C. roll 2d6.
Any O.C.C./R.C.C. statistic bonuses are applied to d20 stats (See table 1 for statistic conversion).

Table 1: Statistic Conversion

I.Q. -> Intelligence

M.E. -> Wisdom

M.A. -> Charisma

P.S. -> Strength

P.P -> Dexterity

P.E. -> Constitution

P.B -> Charisma

Speed -> 1/2 the bonus is applied to characters base speed

S.D.C./HP -> Half the S.D.C. bonus is applied to HP total

Roll w/ Punch... -> Reflex save

Step 2: Class and Profession

Select a class from d20 modern that fits your concept and select an O.C.C. or R.C.C. from the Rifts universe.

Note any level adjustment due to your O.C.C. or R.C.C. selection (See table 2 for level adjustment).

Table 2: Level adjustment

Crazy +2

Cyber-Knight +1

Juicer +3

Ley line walker +1

Dragon +2

Burster +1

Psi-Stalker +1

Dog boy +1

Mind Melter +1

Your character receives a bonus to skills based on the listed O.C.C. skills. Divide the percentage bonus by 5 (round down to a minimum of 1) and apply as a bonus to the appropriate d20 skill (See table 3 for skill conversion).

Characters receive a bonus of 1/2 the listed O.C.C. related skills as bonus skill points at first level that can be spent on skills listed in that section.

Step 3: Get equipment

Your character receives the Standard Equipment, Money, and Cybernetics listed for their selected O.C.C. or R.C.C.

Use the money/equipment system from Rifts for purchasing equipment.

Table 3: Skills Conversion

Communications

Cryptography -> Decipher script

Laser -> Computer Use (Com)

Optic Systems -> Computer Use (Com)

Radio: Basic -> Computer Use (Com)

Radio: Scramblers -> Decipher Script

Surveillance Systems -> Computer Use (Com)

TV/Video -> Computer Use (Com)

Domestic

Select Appropriate Perform, Profession, or Craft skill

Electrical

Basic Electronics -> Craft: Electronics

Computer Repair -> Repair: Computer

Electrical Engineer -> Craft: Electronics

Robot Electronics -> Knowledge: Robotics

Espionage

Detect Ambush -> Spot

Detect Concealment -> Spot

Disguise -> Disguise

Escape Artist -> Escape Artist

Forgery -> Forgery

Intelligence -> Knowledge: Tactics

Pick Locks -> Disable Device

Pick Pockets -> Sleight of Hand

Sniper -> Far Shot feat

Tracking -> Track feat

Wilderness Survival -> Survival

Mechanical

Select appropriate Repair skill

Medical

Criminal Sciences & Forensics -> Knowledge: Forensics

First Aid -> Treat Injury

Holistic Medicine -> Craft: Chemical

Paramedic -> Treat Injury

Medical Doctor -> Surgery feat

MD in Cybernetics -> Cybernetic Surgery feat

Pathology -> Knowledge: Pathology

Military

Demolitions -> Demolitions

Demolitions Disposal -> Demolitions

Physical

Acrobatics -> Acrobatic feat

Athletics -> Athletic feat

Body Building -> Toughness

Boxing -> Brawl feat

Climbing -> Climb

Gymnastics -> Tumble

Prowl -> Move Silent

Running -> Run feat

Swimming -> Swim

Scuba -> Swim

Wrestling -> Combat Throw feat

Pilot Skills

Select appropriate pilot skill

Robot Combat skills are treated as feats. The basic level of training means the pilot has basic knowledge of operating the machine and its weapon systems.

Elite training in robot combat gives the following bonuses

Robot

+1 to Attack

+1 Defense

+2 Reflex save

Power Armour

+2 to attack

+2 Defense, +5 to defense when flying

+3 to Reflex save

Pilot Related Skills

Navigation -> Navigate

Read Sensory Equipment -> Computer Use

Weapon Systems -> Knowledge: Weapon Systems

Rogue Skills

Computer Hacking -> Computer Use
Concealment -> Sleight of Hand
Palming -> Sleight of Hand
Pick Locks -> Disable Device
Pick Pockets -> Sleight of Hand
Prowl -> Move Silently
Streetwise -> Gather Information

Science

Select appropriate Knowledge skill

Technical

Select appropriate Craft or Knowledge skill

Weapon Proficiencies

Simply means that your character is proficient with those weapons

Wilderness

Boat Building -> Craft: Boat
Carpentry -> Craft: Carpentry
Hunting -> Survival
Identify Plants & Fruits -> Knowledge: Plants
Land Navigation -> Navigate
Preserve Food -> Survival
Skin and prepare animal hides -> Survival
Track Animals -> Track feat

Combat Systems

Use the combat system from d20 Modern with the following changes.

Called shots

Called shots are possible and apply a minus to the characters attack roll (See table 4). If the character misses, the attack completely misses.

Table 4: Called shot penalty

Arms/Legs	-4	Hand/Foot	-6	Eye	-8
Body	0	Head	-6		

Missile Rules

Attacking with missiles doesn't use that characters attack modifier. Missiles use their own attack of +6 and smart missiles have a +10.

Mini missiles are not self-guided, attack bonuses are based on the amount of missiles fired: +4 for 1 or 2, +2 for 3 to 60, +1 for more than 60. A characters dexterity modifier can also be added to the attack roll.

Anyone caught in the blast radius can make a Reflex save for half damage (See table 5 for save DC). See page 104 (Modern) for explosive damage rules.

Table 5: Missile Reflex save DC

<u>Missile Type</u>	<u>DC</u>
Mini	16
Light	18
Medium	20
Heavy	22

Shooting a missile can detonate and destroy it before it reaches the target

- The character must have a delayed/readied action or be his turn to act
- Can only shoot 1 missile in the volley, at a time
- If the missile is detonated there is a 50% chance that its explosion will detonate the other missiles
- If a missile is used to attack a missile in the volley there is a 80% chance that the volley will detonate
- See page 46 (Rifts) for missile statistics
- See Table 6 for missiles defense

Table 6: Missile Defense

<u>Missile Type</u>	<u>Defense</u>
Mini	18
Light	16
Medium	14
Heavy	12
* +4 for smart missiles	

Amour System

A character wearing Rifts armour gains protection from damage, but suffers a penalty to defense based on the armour's mobility rating (See table 7 for Mobility penalty). Divide any skill penalty by 5 and apply as a minus to the appropriate skills.

Table 7: Mobility Penalty

<u>Mobility</u>	<u>Defense Modifier</u>
Full	-0
Excellent	-1
Very Good	-1
Good	-2
Fair	-4
Poor	-6

A character's armour absorbs any damage until its protection is depleted. When the amour is depleted any further damage is applied to the character.

Range Increment

Simply divide the effective range listed for the weapons by 10.

Damage System

Any damage listed as S.D.C. does only a ¼ of its damage if it is applied to an M.D.C. structure, otherwise the damage is as listed.

Magic and Psionic System

Use the system listed in the Rifts book.