## RIFTS® Phase World $^{\text{TM}}$ : Naruni Repo-Bot 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.: 50 Damage Bonus: +   P.P.: 26 Strike/Parry/Dodge Bonus: +
				P.E.:
O.C.C. Skills:		+%/lvl	%	M.D.C. by location: Head 200 (-2 to hit). Main Body 600.
Language: Native			98%	Arms 200 each. Legs 240 each. Force Field 300.
Language	(50%+15%)	+5%		
Language	_ (50%+15%)	+5%		Race:
Radio: Basic	(45%+10%)	+5%		Sex: Height: Weight: Age:
Computer Operations	(40%+10%)	+5%		Sex Reight Weight Age
Pilot	(_%+_%)			Physical Description:
Pilot	(_%+_%)			
Weapon Systems	(40%+15%)	+5%		Place of Origin:
	(25%+5%)	+5%		Disposition:
W.P				Disposition:
W.P				Allies:
Hand to Hand:				
				Enemies:
O.C.C. Related Skills:		+%/lvl	%	
				<b>Built-in Weapon Systems:</b> Particle beam weapn (1D4 x 10 M.D.
				per shot, 2000 feet/610 m range, unlimited payload). Plasma
				flamethrower (5D6 M.D. to a 20 feet/6.1 m area, 200 feet/61 m
				range, unlimited payload). Finger-laser (4D6 M.D., 2000 feet/
				610 m range, unlimited payload). Any heavy energy weapon can
				be plugged to the repo-bot's power supply for an unlimited pay-
				load.
				Cybernetic Systems: Multi-optic eye, infra/ultra eye, ultra-ear,
				amplified hearing, polarized fileter, and sensor hand. Internal
				oxygen supply will keep the Repo-Bot alive for 96 hours.
				Natural/Special Abilities, Powers & Vulnerabilities:
				Run up to 100 mph/160 km without tiring.
Secondary Skills:		+%/lvl	%	
				Bonuses:
				Donases.

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