## RIFTS® Phase World<sup>TM</sup>: Promethean Time Master O.C.C.

				Name:
				Alignment:
				M.D.C.: None Horror Factor: 10
				S.D.C./Hit Points:
				Level: Experience:
				O.C.C.: Time Master
				Savings:
				I.Q.: Skill Bonus: +%
				M.E.: Save vs Psionics/Insanity: + M.A.: Trust/Intimidate: % P.S.: Damage Bonus: +
				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.:
				Armor M.D.C./S.D.C.:
				Race: Promethian
				Sex: Height: Weight: Age:
O.C.C. Skills:		+%/lvl		Physical Description:
Language & Literacy: Promethean			98%	
Language & Literacy: Trade Two Language		+50/	98%	Place of Origin:
Language		+5%		Disposition:
Basic Math	(45%+20%)	_+5%		Allies:
Advanced Math Demon & Monster Lore Pilot	(45%+20%)	+5%		
Demon & Monster Lore	(25%+15%)	+5%		Enemies:
W.P. Energy Pistol	. (70+1070)			
Hand to Hand:				
O.C.C. Related Skills:		+%/lvl	%	Natural/Special Abilities, Powers & Vulnerabilities:
				Doesn't breathe air, Impervious to radiation and normal heat and cold.
				Can see in total darkness. Has eagle-like normal vision. Phased bodies (M.D. is S.D.C. damage & S.D.C. half damage).
				Phase teleportation (1 mile/1.6 km per level, 50% + 4% per level).
				Automatically Sense Dimensional Anomalies (1 mile/1.6 km).
				Ley Line Phasing. Supernatural strength. Phase-tech weapons inflict
				double damage.
Secondary Skills:		+%/lvl	%	
-				Other Bonuses:
				+1 on initiative. +6 vs magic. +3 vs psionics. +6 vs horror factor.

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