

Rifts® Character Sheet

Name: Mistysloth Pixie **O.C.C.:** Mind Melter **Level:** 5
Alignment: None **Race:** Human **X.P.:** 0

I.Q. 11 +0% to skill checks
M.E. 18 +2 vs. Psionics +2 vs. Insanity
M.A. 12 0% Trust/Intimidate
P.S. 22 +7 Damage (Normal)
P.P. 16 +1 Strike/Parry/Dodge +0 Initiative
P.E. 18 +6% vs. Coma/Death +2 vs. Magic/Poison
P.B. 16 30% Charm/Impress
Spd. 42 29 mph 105 ft. per attack
S.D.C. 51 **H.P.** 33
P.P.E. 3 **I.S.P.** 158

Saving Throw	Base	Bonus
Curses	15	0
Disease	14	0
Lethal Poison	14	2
Non-Lethal Poison	16	2
Harmful Drugs	15	0
Insanity	12	2
Magic Spell	12	2
Magic Ritual	16	2
Psionics	10	4
Coma/Death	0	6
Possession	0	4
Horror Factor	Varies	4
Illusions	Varies	3

Combat Style: Basic

of Attacks: 6

Damage	7	Kick Attack	1D8
Disarm	3	Automatic Kick	2D4
Dodge	6		
Initiative	3		
Parry	6		
Perception	3		
Pull Punch	4		
Roll	5		
Strike	3		

Weapon Proficiencies

W.P. Blunt

Strike: 2 Parry: 2 Thrown: 1

W.P. Energy Pistol

Strike: 3

Skills

Base Skills

Athletics (General)	n/a
Land Navigation	62%
Language: American (Native)	98%
Language: Euro	98%
Language: Gypsy	43%
Mathematics: Basic	85%
Pilot: Boats: Sail Types	90%
Pilot: Hovercycles, Skycycles,	92%
Streetwise	47%

Other Skills

Back Flip	78%
Climb Rope and Rappel	68%
Parallel Bars and Rings	72%
Sense of Balance	62%

Related Skills

Boxing	n/a
Detect Ambush	40%
First Aid	65%
Gymnastics	n/a
Lore: Magic	55%
Radio: Basic	65%
Wardrobe & Grooming	66%

Secondary Skills

Begging	36%
Body Building & Weight Lifting	n/a
Bonsai	66%
Gemology	45%
Lore: Psychics & Psionics	45%
Running	n/a
Wilderness Survival	40%

O.C.C. Abilities

Master of Psionics	n/a
I.S.P. Base	n/a
Psionic Type: Master	n/a
O.C.C. Bonuses	n/a

Racial Abilities

None of note

Psionics

Psionic Name (I.S.P.)	Category	Reference
Alter Aura (2)	Physical	RUE, page 166
Animal Empathy (5)	Sensitive	Coalition Manhunters, page 124
Anti-Demon: Prevent Teleportation (12)	Super	Coalition Manhunters, page 143
Anti-Demon: Spirit Slayer Blade (30)	Super	Coalition Manhunters, page 145
Clairvoyance (4)	Sensitive	RUE, page 172
Deaden Pain (4)	Healing	RUE, page 165
Deaden Senses (4)	Physical	RUE, page 167
Earworm (10)	Super	Coalition Manhunters, page 146
Electrokinesis (varies)	Super	RUE, page 178
Empathic Chaos Attack (6)	Super	Coalition Manhunters, page 146
Forget (10)	Super	Coalition Manhunters, page 146
Healing Touch (6)	Healing	RUE, page 165
Increased Healing (10)	Healing	RUE, page 165
Levitation (varies)	Physical	RUE, page 168
Meditation (0)	Healing,Physical,Sensitive	RUE, page 165
Mind Block (4)	Physical,Sensitive	RUE, page 169
Nightvision (4)	Physical	RUE, page 169
Object Read (6+)	Sensitive	RUE, page 174
Open Third Eye (5)	Sensitive	Coalition Manhunters, page 131
P.P.E. Shield (10)	Super	RUE, page 180
Psi-Shield (30)	Super	RUE, page 180
Psychic Imprint (1 or 3)	Sensitive	Coalition Manhunters, page 138
Remote Viewing (10)	Sensitive	RUE, page 175
Resist Fatigue (4)	Healing,Physical	RUE, page 166
See Aura (6)	Sensitive	RUE, page 175
Sixth Sense (2)	Sensitive	RUE, page 176
Telekinetic Intuitive Combat (6)	Physical	Coalition Manhunters, page 123
Telekinetic Leap (8)	Physical	RUE, page 170