

Communications

Cryptography (25%+5%)

Req: *Literacy*

Electronic Countermeasures (30%+5%)

Req: *Radio: Basic*

Laser (30%+5%)

Req: *Radio: Basic, Electrical Engineer, Computer Operation*

Optic Systems (30%+5%)

Bonus: +5% with *T.V./Video*

Performance (30%+5%)

Radio: Basic (50%+5%)

Radio: Scrambler (35%+5%)

Sensory Equipment (30%+5%)

Surveillance & Tailing (30%+5%)

Req: *Basic Electronics OR Electrical Engineering*

T.V./Video (35%+5%)

Domestic

Brewing (25%/30%+5%)

Cook (35%+5%)

Dance (30%+5%)

Fishing (40%+5%)

Gardening (35%+5%)

Gardening: Zen (34%+4%)

Play Musical Instrument (35%+5%)

Recycle (30%+5%)

Sewing (40%+5%)

Sing (35%+5%)

Electrical

Basic Electronics (30%+5%)

Computer Repair (30%+5%)

Electrical Engineer (35%+5%)

Req: *Mathematics: Advanced, Literacy*

Electricity Generation (50%+5%)

Req: *Mathematics: Basic, Basic Mechanics or Basic Electronics*

Robot Electronics (35%+5%)

Req: *Electrical Engineering, Computer Programming***Espionage**

Detect Ambush (30%+5%)

Detect Concealment (25%+5%)

Bonus: +5% to *Camouflage, Trap & Mine Detection*

Disguise (25%+5%)

Escape Artist (30%+5%)

Forgery (25%+5%)

Bonus: +10% if skill *Art*

Imitate Voices (30%/16%+4%)

Bonus: +10% to *Undercover Ops*

Impersonation (16%+4%)

Req: *Disguise, Intelligence*

Intelligence (32%+4%)

Interrogation Techniques (30%+5%)

Pick Locks (30%+5%)

Pick Pockets (25%+5%)

Sniper

+2 *Strike* on aimed shot

Tracking (humanoids) (25%+5%)

Wilderness Survival (30%+5%)

Horsemanship

Horsemanship: General (40%/20%+4%)

Horsemanship: Cowboy (66%/50%+3%)

Horsemanship: Exotic Animals (30%/20%+5%)

Mechanical

Aircraft Mechanics (50%+4%)

Armorer/Field Armorer (40%+5%)

Bonus: *Basic Mechanics (30%+5%)*

Automotive Mechanics (60%+3%)

Basic Mechanics (40%+5%)

Bioware Mechanics (30%+5%)

Req: *Mechanical Engineering, Mathematics: Basic*

Locksmith (35%+5%)

Req: *Basic Electronics*Bonus: +5% if *Electrical Engineer*Bonus: +4% to *Safecracking*

Mechanical Engineer (30%+5%)

Req: *Mathematics, Basic Electronics, Literacy*Bonus: +5% to *Locksmith, Surveillance Systems*Bonus: +6% to *Safecracking*

Robot Mechanics (30%+5%)

Req: *Mechanical Engineer*

Vehicle Armorer (30%+5%)

Bonus: *Basic Mechanics (+20%)*Bonus: +10% to *Automotive Mechanics*

Weapons Engineer (30%+5%)

Req: *Mechanical Engineer*

Weapon Systems (40%+5%)

Medical

Animal Husbandry (56%+4%)

Brewing (25%/30%+5%)

Bonus: +5% to *Holistic Medicine*

Crime Scene Investigation (35%+5%)

Req: *Biology, Chemistry, Chemistry: Analytical,**Mathematics: Advanced, Literacy*

Field Surgery (26%+4%)

First Aid (45%+5%)

Holistic Medicine (20%+5%)

Medical Doctor (60%/50%+5%)

Req: *Biology, Pathology, Chemistry, Mathematics, Literacy*Bonus: +24% to *Field Surgery*

Medical Doctor: Cybernetics (40%/60%+5%)

Paramedic (40%+5%)

Pathology (40%+5%)

Req: *Biology, Chemistry, Literacy*

Xenology (15%+5%)

Military

Armorer/Field Armorer (40%+5%)

Bonus: *Basic Mechanics (30%+5%)*

Camouflage (20%+5%)

Command Robots

Demolitions (60%+3%)

Demolitions Disposal (60%+3%)

Demolitions: Underwater (56%+4%)

Find Contraband, Weapons & Cybernetics (26%+4%)

Military Etiquette (35%+5%)

Military Fortification: (30%+5%)

NBC Warfare (35%+5%)

Parachuting (40%+5%)

Recognize Weapon Quality (25%+5%)

Trap Construction (20%+4%)

Trap & Mine Detection (20%+5%)

Rifts® Chaos Earth Skills Table

Blue = Secondary Skill

Physical

Hand to Hand: None

Bonus: +1 *Dodge*

Hand to Hand: Basic

Hand to Hand: Expert

Req: 2 skill slots

Hand to Hand: Martial Arts

Req: 3 skill slots

Hand to Hand: Assassin

Req: 3 skill slots

Hand to Hand: Commando

Req: O.C.C. specific

Acrobatics

Bonus: +2 *Roll w/Impact*, +1 P.S., +1 P.P., +1 P.E., +1D6 S.D.C.

Automatic Kick (1D8 S.D.C.)

Sense of Balance (60%+5%)

Walk Tightrope/High Wire (60%+3%)

Climb Rope (80%+2%)

Back Flip (60%+5%)

Bonus: +15% to *Climbing* OR *Climbing* (40%)

Bonus: +5% to *Prowl* OR *Prowl* (30%)

Aerobic Athletics

Sense of Balance (30%+5%)

Bonus: +2D4 S.D.C., +1 *Disarm*, +1 *Pull Punch*, +2 kicking Damage

Athletics (General)

Bonus: +1 *Parry*, +1 *Dodge*, +1 *Roll w/Impact*, +1 P.S., +1D6 Spd, +10 S.D.C.

Body Building & Weight Lifting

Bonus: +2 P.S., +10 S.D.C.

Boxing

Bonus: +1 *Attack per Melee*, +2 *Parry*, +2 *Dodge*, +2 *Pull Punch*, +1 *Roll w/Impact*, +2 P.S., +3D6 S.D.C.

Climbing (40%/30%+5%)

Gymnastics

Bonus: +2 *Roll w/Impact*, +2 P.S., +1 P.P., +2 P.E., +2D6 S.D.C.

Automatic Kick (2D4 S.D.C.)

Sense of Balance (50%+5%)

Parallel bars and rings (60%+3%)

Back Flip (70%+5%)

Climb Rope/Rappel (70%+2%)

Bonus: +7% to *Climb* OR *Climb* (25%)

Bonus: +5% to *Prowl* OR *Prowl* (30%)

Prowl (25%+5%)

Running

Bonus: +1 P.E., +4D4 Spd, +1D6 S.D.C.

Swimming (50%+5%)

S.C.U.B.A. (50%+5%)

Wrestling

Bonus: +1 *Roll w/Impact*, +2 P.S., +1 P.E., +4D6 S.D.C.

Pilot

Airplane (50%+4%)

Automobile (60%+2%)

Bicycling (60%+3%)

Boats: Motor & Hydrofoil Types (55%+5%)

Boats: Sail Types (60%+5%)

Boats: Ships: Sailing (45%+5%)

Boats: Ships: Motor (44%+4%)

Boats: Warships & Patrol Boats (40%+4%)

Combat Driving

Helicopter (52%+3%)

Hovercraft (Ground) (50%+5%)

Hovercycle (70%+3%)

Jet Aircraft (60%+3%)

Jet Packs (42%+4%)

Kayaking & Canoes (50%+5%)

Motorcycles (60%+4%)

Power Armor Basic (56%+3%)

Power Armor Combat Elite

Robot Basic (56%+3%)

Robot Combat Elite

Submersibles (60%+3%)

Tanks and APCs (50%+3%)

Tracked Vehicles (54%+4%)

Truck (56%+4%)

Water Scooters (50%+5%)

Water Skiing & Surfing (40%+4%)

Pilot Related

Navigation (40%+5%)

Read Sensory Equipment (30%+5%)

Weapon Systems (40%+5%)

Rogue

Cardsharp (24%+4%)

Computer Hacking (20%+5%)

Req: *Computer Operation*, *Computer Programming*, *Mathematics: Basic*

Concealment (20%+4%)

Find Contraband, Weapons, Cybernetics (26%+4%)

Gambling (Standard) (30%+5%)

Gambling (Dirty Tricks) (20%+4%)

Palming (20%+5%)

Bonus: +4% to *Cardsharp*

Bonus: +5% to *Pick Pockets*

Pick Locks (30%+5%)

Pick Pockets (25%+5%)

Prowl (25%+5%)

Safecracking (20%+4%)

Bonus: +5% to *Pick Locks*

Bonus: +5% to *Demolitions*

Bonus: +5% to *Demolitions Disposal*

Bonus: +5% to *Demolitions: Underwater*

Seduction (20%+3%)

Bonus: +1% per M.A. over 20, per two P.B. over 17

Bonus: +5% to *Pick Pockets*

Bonus: +5% to *Cardsharp*, *Sing*, *Dance*

Streetwise (20%+4%)

Streetwise: Drugs (25%+5%)

Ventriloquism (16%+4%)

Science

Anthropology (40%+5%)

Bonus: +5% to *Lore* skills

Bonus: +5% to *History*

Archaeology (40%/20%+5%)

Bonus: +2% to *Lore* skills

Bonus: +10% to *History*

Artificial Intelligence (30%+3%)

Req: *Computer Operation*

Bonus: +5% to *Computer Programming*, *Computer Hacking*

Astronomy (35%+5%)

Astrophysics (35%+5%)

Biology (40%+5%)

Botany (40%+5%)

Chemistry (50%+5%)

Chemistry: Analytical (35%+5%)

Req: *Chemistry*, *Mathematics: Advanced*, *Literacy*

Chemistry: Pharmaceutical (30%+5%)

Bonus: +10% to *Lore: Juicer*

Marine Biology (35%/25%+5%)

Req: *Biology*, *Mathematics: Advanced*, *Chemistry*

Mathematics: Basic (72%+3%)

Mathematics: Advanced (64%+2%)

Oxygen Systems (58%+4%)

Rifts® Chaos Earth Skills Table

Blue = Secondary Skill

Technical

Advanced Fishing (30%+5%)

Art (35%+5%)

Appraise Goods (30%+5%)

Bonus: +15% if taken twice

Art (35%+5%)

Breed Dogs (40%/20%+5%)

Computer Operation (60%+3%)

Req: Literacy: Any

Computer Programming (50%+3%)

Req: Literacy: Any

Req: Computer Operation

Cyberjacking (50%+30%)

Excavation & Rescue (40%+5%)

Gemology (25%+5%)

General Repair & Maintenance (45%+5%)

History (60%/40%+4%)

Jury-Rig (25%+5%)

Bonus: +10% if skill *Electrical Engineer, Mechanical Engineer,*

OR *Field Armorer*

Req: *Basic Mechanics*

Req: *Basic Electronics*

Language: Native (88%+1%)

Language: Foreign (60%+3%)

Law (General) (35%+5%)

Literacy: Native Language (86%+1%)

Literacy: Foreign Language (50%+3%)

Lore: Cattle & Animals (30%+5%)

Lore: The Cities (25%+5%)

Lore: D-Bee/Aliens (25%+5%)

Lore: Demons & Monsters (25%+5%)

Lore: Faerie (25%+5%)

Lore: Magic (General) (25%+5%)

Recognize Magic Wards, Runes, and Circles (15%+5%)

Recognize Enchantment (10%+5%)

Lore: Mythology (30%+5%)

Bonus: +5% to *Lore: Magic*

Bonus: +10% to *Lore: Demons & Monsters*

Lore: Native Americans (25%+5%)

Bonus: +10% if Native American

Lore: Psychics & Psionics (25%+5%)

Lore: Religion (30%+5%)

Bonus: +5% to *Lore: Mythology*

Bonus: +5% to *Lore: Demons & Monsters*

Masonry (40%+5%)

Mining (35%+5%)

Photography (35%+5%)

Prospecting (20%+5%)

Recycling (30%+5%)

Research (40%+5%)

Rope Works (30%+5%)

Salvage (35%+5%)

Undersea Salvage (30%+5%)

Bonus: +5% if *Mechanical Engineer*

Whittling & Sculpting (30%+5%)

Bonus: +10% if taken twice

Writing (25%+5%)

Req: Literacy

Wilderness

Boat Building (25%+5%)

Carpentry (25%+5%)

Bonus: +10% to *Boat Building*

Dowsing (20%+5%)

Hunting

Bonus: +2% to *Prowl*

Bonus: +5% to *Track Animals*

Bonus: +5% to *Skin & Prepare Animal Hides*

Bonus: +5% to *Wilderness Survival*

Bonus: +5% to *Cook* (game animals)

Identify Plants & Fruit (25%+5%)

Land Navigation (36%+4%)

Preserve Food (25%+5%)

Roadwise (26%+4%)

Skin & Prepare Animal Hides (30%+5%)

Bonus: +5% to *Sewing*

Spelunking (35%+5%)

Bonus: +5% if *Climbing*

Track Animals (20%+5%)

Track & Hunt Sea Animals (35%/25%+5%)

Wilderness Survival (30%+5%)

Weapon Proficiencies – Ancient**W.P. Archery and Targeting**

Bonus: +1 to *Strike* at levels 2,4,6,8,11, 14

Rate of Fire: +2 at level 1, +2 at level 3, +1 at levels 5,7,9,12

W.P. Battle Axe

Bonus: +1 to *Strike* at levels 1,4,8,12

Bonus: +1 to *Parry* at levels 2,5,8,3

Bonus: +1 to *Strike* when thrown at levels 3,8,12

Bonus: +1 to *Disarm* when thrown at levels 2,7

W.P. Blunt

Bonus: +1 to *Strike* at levels 1,4,8,13

Bonus: +1 to *Parry* at levels 1,4,8,13

W.P. Bola

Bonus: +1 to *Strike* at levels 2,5,10,15

Bonus: +1 shot at levels 2,5,10,15

Bonus: +1 to *Entangle* at levels 2,5,10,15

W.P. Bow & Arrow

Bonus: +1 to *Strike* at levels 2,4,7,10,13,15

Bonus: +1 shot at levels 2,4,5,8,10,12,14

W.P. Chain

Bonus: +1 to *Strike* at levels 1,4,12

Bonus: +1 to *Parry* at levels 4,8,13

W.P. Crossbow

Bonus: +1 to *Strike* at levels 2,4,6,8,10,12,14

Bonus +1 shot at 1,2,5,7,9,11,13,15

W.P. Forked

Bonus: +1 to *Strike* at levels 1,3,5,7,9,12,15

Bonus: +1 to *Parry* at levels 5,9,13

Bonus: +1 to *Entangle* at levels 1,2,5,8,10,12,14

W.P. Grappling Hook

Bonus: +5% to *Climbing*

Bonus: +1 to *Strike* at levels 3,6,9,12

Bonus: +1 to *Entangle* at levels 3,6,9,12

W.P. Knife

Bonus: +1 to *Strike* at levels 2,4,7,10,13

Bonus: +1 to *Parry* at levels 1,3,6,9,12

Bonus: +1 to *Strike* when thrown at levels 1,3,6,8,10,13

W.P. Mouth Weapons

Bonus: +1 to *Strike* at levels 1,4,8,12

Rate of Fire: +1 at levels 3,7,11

W.P. Net

Bonus: +1 to *Strike* at levels 2,5,8,11,15

Bonus: +1 to *Entangle* at levels 2,5,8,11,15

Bonus: +1 to *Parry* at levels 2,4,6,9,12

W.P. Paired Weapons

Bonus: *Strike* and *Parry* simultaneously

Bonus: Twin simultaneous *Strikes* against same target

Bonus: *Strike* two different targets simultaneously

Bonus: *Parry* two different attackers

W.P. Pole Arm

Bonus: +1 to *Strike* at levels 1,5,9,14

Bonus: +1 to *Parry* at levels 1,3,6,9,12

Bonus: +1 to *Strike when thrown* at levels 2,5,9,14

W.P. Shield

Bonus: +1 to *Parry* at levels 1,3,6,9,12,15

Bonus: +1 to *Strike* with shield at levels 4,8,12

W.P. Slingshot

Bonus: +1 to *Strike* at levels 1,2,4,6,8,10,12,15

Bonus: +1 shot at levels 2,4,6,8,10,12,15

W.P. Small Thrown Weapons

Bonus: to *Strike* at levels 4,7,10,13

Bonus: +1 shot at levels 2,3,5,6,8,9,11,12,14,15

W.P. Spear

Bonus: +1 to *Strike* at levels 1,4,7,10,13

Bonus: +1 to *Parry* at levels 1,4,7,10,13

Bonus: +1 to *Strike when thrown* at levels 2,4,8,12,15

W.P. Staff

Bonus: +1 to *Strike* at levels 1,3,7,10,13

Bonus: +1 to *Parry* at levels 2,5,8,11,14

Bonus: +1 to *Strike when thrown* at levels 4,8,14

W.P. Sword

Bonus: +1 to *Strike* at levels 1,3,7,11,14

Bonus: +1 to *Parry* at levels 1,3,7,11,14

W.P. Trident

Bonus: +1 to *Strike* at levels 1,3,7,11,15

Bonus: +1 to *Parry* at levels 1,3,7,11,15

W.P. Whip

Bonus: +1 to *Strike* at levels 1,3,5,7,9,11,13

Bonus: +1 to *Entangle* at levels 2,6,8,10,14

Bonus: +1 to *Damage* at levels 4,8,12

Weapon Proficiencies - Modern**W.P. Automatic Pistol**

Bonus: +3 *Strike* at level 1

Bonus: +1 *Strike* at levels 3,6,9,12,15

W.P. Automatic and Semi-Automatic Rifles

Bonus: +3 *Strike* at level 1

Bonus: +1 *Strike* at levels 3,6,9,12,15

W.P. Bolt-Action Rifle

Bonus: +3 *Strike* at level 1

Bonus: +1 *Strike* at levels 3,6,9,12,15

W.P. Energy Pistol

Bonus: +3 *Strike* at level 1

Bonus: +1 *Strike* at levels 3,6,9,12,15

W.P. Energy Rifle

Bonus: +3 *Strike* at level 1

Bonus: +1 *Strike* at levels 3,6,9,12,15

W.P. Flamethrower

Bonus: +1 *Strike* at levels 2,6,14

W.P. Handguns

Bonus: +3 *Strike* at level 1

Bonus: +1 *Strike* at levels 3,6,9,12,15

W.P. Grenade Launcher

Bonus: +1 *Strike* at levels 3,7,11

W.P. Harpoon & Spear Gun

Bonus: +1 *Strike* at levels 2,4,7,10,15

W.P. Heavy Energy Weapons

Bonus: +3 *Strike* at level 1

Bonus: +1 *Strike* at levels 3,6,9,12,15

W.P. Heavy Weapons

Bonus: +3 *Strike* at level 1

Bonus: +1 *Strike* at levels 3,6,9,12,15

W.P. Sharpshooting**W.P. Submachinegun**

Bonus: +3 *Strike* at level 1

Bonus: +1 *Strike* at levels 3,6,9,12,15

W.P. Torpedo

Bonus: +1 *Strike* at levels 2,6,12

W.P. Trick Shooting