

Rifts General Rules Reference

Attribute Checks

There are three types of Attribute Checks: *Easy*, *Moderate*, and *Difficult*. The character must roll equal to or under his attribute to succeed. The more difficult the check, the larger the die value used.

- A *Simple Skill Check* uses a standard 1d20.
- A *Moderate Skill Check* uses 1d30, or 1d20 + 1d10.
- A *Difficult Skill Check* uses 2d20.

Skills Checks

A Skill Check involves rolling *under* the base percentage of the given skill.

Perception Rolls

A Perception Check involves rolling 1d20 and applying any modifiers.

- 4 or higher is needed for easy situations or circumstances.
- 8 or higher is needed for moderate situations and circumstances.
- 14 or higher is needed for challenging situations or circumstances.
- 17 or higher is needed for truly difficult situations and circumstances.
- Contested Perception Rolls: In the case of someone using *Prowl* or another skill/ability involving stealth and concealment, detecting such an individual requires a contested Perception roll. The perceiving character rolls his Perception, as normal, and the sneaking character also rolls 1d20, but adds a bonus of +1 for every 10% of the skill being used (prowl, camouflage, concealment, etc.). Highest roll wins. Re-roll ties.

H.P., S.D.C. & M.D.C.

- H.P. = Hit Points; S.D.C. = Structural Damage Capacity; M.D.C. = Mega-Damage Capacity.
- 1 H.P. is equal to 1 S.D.C.
- 1 point of Mega-Damage (M.D.) is equal to 100 points of S.D.C. or 100 Hit Points.
- 100 points of Structural Damage (S.D.) is equal to 1 point of M.D.C.
- S.D. attacks generally have no effect on M.D.C. unless the attacker is able to do at least 100 S.D. or more in a single attack. Every *full* 100 points of S.D. per attack does 1 M.D. For instance, an attack that does 250 S.D. is equivalent to 2 points of Mega-Damage.
- For S.D.C. creatures, damage is always subtracted from S.D.C. first. Once S.D.C. is reduced to zero, then damage is subtracted from Hit Points.
- Note that certain types of attacks, or attacks to certain vital areas on the body (eyes, heart, etc.), are capable of circumventing S.D.C. and going directly to Hit Points.
- Mega-damage creatures have no Hit Points.

Damage Infliction

- The damage bonus derived from exceptional P.S. Attribute (16 or higher) applies **ONLY** to S.D. hand-to-hand and melee attacks (including thrown attacks, but not ranged attacks). This bonus **NOT** apply to M.D. attacks.
- Damage bonuses derived from Hand-to-Hand Combat Skills, other physical skills, and weapon proficiencies apply to both S.D. and M.D. hand-to-hand and melee attacks.
- For those capable of inflicting Mega-Damage in hand-to-hand, damage with a M.D. melee weapon is determined by adding the weapon's damage to the damage of the hand-to-hand strike used. For instance, a person with a full strength strike of 2D6 M.D., using a sword that does 3D6 M.D., would do a total damage of 5D6 M.D.

- Certain melee weapons (such as energy melee weapons, psi-swords, magic weapons, etc.) inflict damage independent of the wielder's P.S. Consequently, these weapons do a fixed amount of damage, regardless of how strong the wielder is (P.S. damage bonus, or hand-to-hand damage don't apply).

Horror Factor & Awe Factor

Horror Factor represents a monster's hideousness or overwhelming aura of evil (or both). It may also reflect mundane but terrifying situations (a gruesome murder scene, violent battle, etc.).

Awe Factor represents inhuman beauty and/or charisma, or an overwhelming aura of power, as typically possessed by gods, demigods, angelic beings, and similar. This trait can also be applied to breathtaking sights or situations.

Mechanically, Horror Factor and Awe Factor function the exact same way. To save vs. Horror Factor or Awe Factor, the character must roll equal to or higher than the Horror/Awe Factor of the creature or situation in question. Success means that the character is un-phased by what he's seen.

Failure, in the case of Horror Factor, means that the character is frozen in fear and temporarily stunned. In the case of Awe Factor, it means that he is temporarily stunned with astonishment and awe. Either way, the character loses Initiative (automatically goes last) and cannot perform any action (including defensive actions) till his next Turn. However, on his next Turn the character may act, as normal.

Resuscitation & Healing

- A character at zero Hit Points falls into a coma. At this point, the character requires medical attention. Without it, he'll only survive in the coma up to his P.E. in hours.
- Medical attention permits the comatose character to make a Survival roll. The percentage for the roll is based on the type of medical treatment being received. Two successful rolls out of three puts the character back at 1 Hit Point, bringing him out of the coma. Remember to add any *Save vs. Coma/Death* bonus.
 - Treatment from unprofessional individuals with medical skills: 01-18%
 - Treatment from an intern or nurse (R.N.): 01-32%
 - Treatment from a doctor without proper facilities: 01-46%
 - Treatment from a doctor at a clinic (fair facilities): 01-56%
 - Treatment from a hospital: 01-66%
 - Treatment from a major, large hospital: 01-70%
- A character's Hit Points can go below zero, but only down to equal his P.E. attribute. If Hit Points fall below this number, the character is beyond medical help and immediately dies.
- No Medical Treatment or Non-Professional Medical Treatment: Hit Points heal at a rate of 2 per day. S.D.C. and M.D.C. heal at 4 per day. Hit Points and S.D.C./M.D.C. all heal concurrently.
- Professional Medical Treatment: Hit Points heal at 2 per day for the first two days, and then 4 each following day. S.D.C. and M.D.C. heal at 6 per day. Hit Points and S.D.C./M.D.C. all heal concurrently.

Blood Loss

- Blood loss rules take effect when a character has lost half or more of his Hit Points. In the case of Mega-Damage beings, when the M.D.C. has been reduced to 20%.
- The character begins losing one Hit Point or one M.D.C. per minute, either due to bleeding out or internal bleeding.
- Immediate medical attention is needed, otherwise the character falls into a coma once Hit Points or M.D.C. are reduced to zero.
- Alternately, blood loss can kick in when an attack circumvents the character's S.D.C. and goes straight to Hit Points; this represents a penetrative attack such as a gun shot or deep stab wound. In such cases, the character loses one S.D.C. per minute (then Hit Points) for each injury of this nature. For instance, three gun shot wounds means losing three Hit Points/S.D.C. per minute.

Movement Rate

This trait indicates the number of feet that a character can move per action, and it's typically equal to the character's Spd. Attribute x 1.25 in feet (round to the nearest whole number). As a character gains more Actions Per Melee from level advancement, he becomes able to cover more ground during combat. Movement Rate is a slightly abstract mechanic that isn't intended to perfectly reflect the character's full running speed in mph since it takes into account the time needed to accelerate and decelerate.

A character must use up an action to move at his full Movement Rate, which means that he generally cannot do anything else for that action. He may attempt to perform another activity while moving, but this is likely to incur penalties to the activity (GM's discretion). Characters can usually move up to half of their Movement Rate and still do something else without penalty.

Saving Throws

Here is a list of notable Saving Throws. To succeed on any kind of saving throw, the character must roll equal to, or higher than, the target number.

Save vs. Magic:	12-16, depending on the level of the spellcaster
Save vs. Ritual Magic:	16-20, depending on the level of the spellcaster.
Save vs. Curses:	15
Save vs. Psionics	10 for Master Psychics, 12 for Major & Minor Psychics, 15 for non-psychics & animals
Save vs. Coma/Death:	Must get under percentage in two out of three rolls
Save vs. Illusion:	12-16, depending on the level of the spellcaster
Save vs. Lethal Poison:	14
Save vs. Non-Lethal Poison:	16
Save vs. Disease:	14
Save vs. Insanity:	12, possibly higher
Save vs. Pain:	16
Save vs. Extreme Heat/Smoke Inhalation	14
Save vs. Extreme Cold	14
Save vs. Electrocution	18