Rifts® Mercenary Companies

Name:_____

Step One: Size & Orientation

Small Time Company or Squad	❑	60pts +10-vehicles +10-weapons
Minor Company	❑	95pts +10-equipment +10-vehicles
Free Company	❑	145pts +10-vehicle +10 outfits +10-weapons
Large Company	❑	200pts +10-vehicles +10-budget
Mercenary Army	❑	300pts +20-budget or weapons +20-outfits
Large Mercenary Army	❑	500pts +20-vehicles +20-budget

Step Two: Sponsorship

Independant Operative	❑	+10pts
Secret	❑	+10pts-equipment +10pts-outfits +10pts
Criminal: Small Time Bandits	❑	+10pts-criminal activities +10pts
Criminal: Organized Crime	❑	+20pts-intelligence resources +20pts-criminal activities +10pts
Government	❑	+20pts-outfits +20pts-equipment +20pts
_____ Front	❑	+20pts-outfits +20pts-equipment +20pts-weapons +10pts-budget +10pts

Total Points:

Step Three: Features

A. Outfits

1. None	❑	0pts
2. Utility	❑	5pts
3. Open Wardrobe	❑	10pts
4. Specialty Clothing	❑	20pts
5. Gimmick Clothing	❑	30pts
6. Unlimited Clothing	❑	50pts

B. Equipment

1. None	❑	0pts
2. Cheap Gear	❑	2pts
3. Electronic Supplies	❑	5pts
4. Medical Equipment	❑	10pts
5. Medical Clinic	❑	20pts
6. Magic Technologies	❑	40pts
7. High-Tech Augmentation	❑	40pts
8. Unlimited Equipment	❑	50pts

C. Vehicles

1. None	❑	0pts
2. Basic Transportation	❑	3pts
3. Fleet Vehicles	❑	10pts
4. Combat Cars	❑	20pts
5. Specialty Vehicles	❑	30pts
6. Unlimited Vehicles	❑	50pts

D. Weapons, Power Armor & Bots

1. None	❑	0pts
2. Basic Equipment	❑	5pts
3. Basic Weaponry	❑	10pts
4. Advanced Weaponry	❑	20pts
5. Extensive Weaponry	❑	40pts
6. Maximum Firepower	❑	60pts

E. Communications

1. None	❑	0pts
2. Basic Service	❑	2pts
3. Secured Service	❑	10pts
4. Full Range System	❑	15pts
5. Deluxe Com. Network	❑	25pts
6. Superior Communications	❑	40pts

F. Internal Security

1. None	❑	0pts
2. Lax	❑	2pts
3. Tight	❑	10pts
4. Iron-Clad	❑	20pts
5. Paranoid	❑	40pts
6. Impregnable	❑	60pts

G. Permanent Bases

1. None	❑	0pts
2. Partial Headquarters	❑	2pts
3. Headquarters	❑	10pts
4. Fortified Headquarters	❑	20pts
5. Company Town	❑	40pts
6. Company City	❑	60pts

H. Intelligence Resources

1. None	❑	0pts
2. Scout Detatchment	❑	5pts
3. Special Military Operatives	❑	10pts
4. Psionic and Magic Operatives	❑	20pts
5. D-Bee Specialists	❑	20pts
6. Infiltration Network	❑	50pts

I. Special Budget

1. None	❑	0pts
2. Nickles and Dimes	❑	5pts
3. Small Potatoes	❑	15pts
4. Large Loans	❑	25pts
5. Big Bucks	❑	45pts
6. Mega Bucks	❑	60pts

J. General Alignment

1. Miscreant/Diabolic	❑	0pts
2. Miscreant/Aberrant	❑	0pts
3. Anarchist	❑	2pts
4. Anarchist/Unpricipled	❑	4pts
5. Unprincipled/Scrupulous	❑	7pts
6. Scrupulous/Principled	❑	10pts

K. Criminal Activity

1. Con Man (1)	❑ x__	5pts
2. Prostitutes (3)	❑ x__	5pts
3. Cyberdoc (1)	❑ x__	10pts
4. Robbers (2D4 +2)	❑ x__	10pts
5. Smugglers (1D6 +2)	❑ x__	15pts
6. Expert Assassin (1)	❑ x__	15pts
7. Psychic Enforcer (1)	❑ x__	15pts
8. Special Forces (2)	❑ x__	20pts
9. Safecracker/Locksmith (1)	❑ x__	25pts
10. Forger (1)	❑ x__	30pts

L. Reputation/Credentials

1. Hunted	❑	0pts
2. Scoundrels	❑	1pts
3. Unknown	❑	5pts
4. Known	❑	10pts
5. Excellent Reputation	❑	25pts
6. Famous	❑	50pts

M. Salary

1. None	❑	0pts
2. Freelance	❑	2pts
3. Pittance Salary	❑	5pts
4. Good Salary	❑	10pts
5. Excellent Salary	❑	20pts
6. Outrageous Salary	❑	40pts

Point Modifications: +

Total Points Used:

Operational Territory:_____

History:_____

_____ Level.:__ H.P.:___ ☐.D.C.:____
_____ A.R.:__ ☐.D.C.:_____ A.P.M.:__
H to H: _____ Strike:+___ Parry:+___
Dodge:+___ Roll:+___ Damage:+___ Innitiative:☐
Weapons:___ ___ ___ ___ ___ ___ ___ ___ ___ ___
Fled:☐ K O:☐ Dead:☐ Surrendered:☐

☐.D.C.-Natural:_____
☐.D.C.-Armor:_____
_____-_____:_____
H.P.:_____
Notes/Skills:_____

_____ Level.:__ H.P.:___ ☐.D.C.:____
_____ A.R.:__ ☐.D.C.:_____ A.P.M.:__
H to H: _____ Strike:+___ Parry:+___
Dodge:+___ Roll:+___ Damage:+___ Innitiative:☐
Weapons:___ ___ ___ ___ ___ ___ ___ ___ ___ ___
Fled:☐ K O:☐ Dead:☐ Surrendered:☐

☐.D.C.-Natural:_____
☐.D.C.-Armor:_____
_____-_____:_____
H.P.:_____
Notes/Skills:_____

_____ Level.:__ H.P.:___ ☐.D.C.:____
_____ A.R.:__ ☐.D.C.:_____ A.P.M.:__
H to H: _____ Strike:+___ Parry:+___
Dodge:+___ Roll:+___ Damage:+___ Innitiative:☐
Weapons:___ ___ ___ ___ ___ ___ ___ ___ ___ ___
Fled:☐ K O:☐ Dead:☐ Surrendered:☐

☐.D.C.-Natural:_____
☐.D.C.-Armor:_____
_____-_____:_____
H.P.:_____
Notes/Skills:_____

_____ Level.:__ H.P.:___ ☐.D.C.:____
_____ A.R.:__ ☐.D.C.:_____ A.P.M.:__
H to H: _____ Strike:+___ Parry:+___
Dodge:+___ Roll:+___ Damage:+___ Innitiative:☐
Weapons:___ ___ ___ ___ ___ ___ ___ ___ ___ ___
Fled:☐ K O:☐ Dead:☐ Surrendered:☐

☐.D.C.-Natural:_____
☐.D.C.-Armor:_____
_____-_____:_____
H.P.:_____
Notes/Skills:_____

Weapons:	range	payload	damage
# 1			
# 2			
# 3			
# 4			
# 5			
# 6			
# 7			
# 8			
# 9			
#10			
#11			

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