

Step One: Type

Side Show	<input type="checkbox"/>	110pts +10-vehicles +30-acts
Freak Show	<input type="checkbox"/>	150pts +20-acts +10-equipment
Travelling Medicine Show	<input type="checkbox"/>	140pts +10-security +20 criminal activity
Travelling Troubadours	<input type="checkbox"/>	160pts +10-equipment +20-outfits
Carnival	<input type="checkbox"/>	240pts +50-acts +10-reputation
Circus	<input type="checkbox"/>	300pts +90-acts +20-reputation

Step Two: Sponsorship

Independant	<input type="checkbox"/>	+20pts-acts +20pts
Secret	<input type="checkbox"/>	+10pts-acts +10-defense +30pts
Criminal: Small Time	<input type="checkbox"/>	+30pts-criminal activity +10pts
Criminal: Organized Crime	<input type="checkbox"/>	+10pts-security +10-defense +50-criminal activity
Government	<input type="checkbox"/>	+10pts-security +50pts
_____ Front	<input type="checkbox"/>	+10pts-security +20-defense +10-equipment +40pts

Total Points: _____

Step Three: Features

A. Outfits			Four African lions	<input type="checkbox"/>	x	5pts
1. None	<input type="checkbox"/>	0pts	Two tigers	<input type="checkbox"/>	x	5pts
2. Utility	<input type="checkbox"/>	5pts	Two leopards	<input type="checkbox"/>	x	5pts
3. Open Wardrobe	<input type="checkbox"/>	10pts	Small dinosaur	<input type="checkbox"/>	x	5pts
4. Specialty Clothing	<input type="checkbox"/>	20pts	Large herbivour dinosaur	<input type="checkbox"/>	x	10pts
5. Gimmick Clothing	<input type="checkbox"/>	30pts	Common monster	<input type="checkbox"/>	x	5pts
6. Unlimited Clothing	<input type="checkbox"/>	50pts	Exotic monster- tame	<input type="checkbox"/>	x	20pts
B. Equipment			Exotic monster- wild	<input type="checkbox"/>	x	30pts
1. None	<input type="checkbox"/>	0pts	15. Real Magic Act	<input type="checkbox"/>	x	12pts
2. Cheap Gear	<input type="checkbox"/>	2pts	16. Healer	<input type="checkbox"/>	x	12pts
3. Electronic Supplies	<input type="checkbox"/>	5pts	17. Showgirls (8)	<input type="checkbox"/>	x	10pts
4. Medical Equipment	<input type="checkbox"/>	10pts	18. Live Freaks (2R-6F)	<input type="checkbox"/>	x	12pts
5. Medical Clinic	<input type="checkbox"/>	20pts	19. Side Show Attractions(12)	<input type="checkbox"/>	x	10pts
6. Unlimited Equipment	<input type="checkbox"/>	50pts	20. Pre-Rifts Movies	<input type="checkbox"/>	x	15pts*
C. Vehicles			Black & White	<input type="checkbox"/>	x	3pts
1. None	<input type="checkbox"/>	0pts	Lousy Film	<input type="checkbox"/>	x	5pts
2. Basic Transportation	<input type="checkbox"/>	3pts	Good drama, gangster, advert.	<input type="checkbox"/>	x	10pts
3. Company Fleet	<input type="checkbox"/>	10pts	Great drama, gangster, advert.	<input type="checkbox"/>	x	15pts
4. Deluxe Fleet	<input type="checkbox"/>	20pts	Fair Sci-Fi	<input type="checkbox"/>	x	15pts
5. Specialty Vehicles	<input type="checkbox"/>	30pts	Great Sci-Fi	<input type="checkbox"/>	x	30pts
6. Unlimited Vehicles	<input type="checkbox"/>	50pts	21. Rides			
D. Communications			Pony ride (6)	<input type="checkbox"/>	x	1pt
1. None	<input type="checkbox"/>	0pts	Horse ride (6)	<input type="checkbox"/>	x	2pts
2. Basic Service	<input type="checkbox"/>	2pts	Elephant ride (4)	<input type="checkbox"/>	x	4pts
3. Secured Service	<input type="checkbox"/>	5pts	Other Animals (4)	<input type="checkbox"/>	x	5pts
4. Full Range System	<input type="checkbox"/>	15pts	Exotic Animals (2)	<input type="checkbox"/>	x	10pts
5. Deluxe Com. Network	<input type="checkbox"/>	25pts	Carnival rides	<input type="checkbox"/>	x	3pts
6. Theater/Superior Com.*	<input type="checkbox"/>	50pts	22. Games of Chance	<input type="checkbox"/>	x	1pt
E. Internal Security			23. Gladiatorial Arena	<input type="checkbox"/>	x	15pts
1. None	<input type="checkbox"/>	0pts	H. General Alignment			
2. Lax	<input type="checkbox"/>	2pts	1. Miscreant/Diabolic	<input type="checkbox"/>		0pts
3. Tight	<input type="checkbox"/>	10pts	2. Miscreant/Aberrant	<input type="checkbox"/>		0pts
4. Iron-Clad	<input type="checkbox"/>	20pts	3. Anarchist	<input type="checkbox"/>		2pts
5. Paranoid	<input type="checkbox"/>	40pts	4. Anarchist/Unprincipled	<input type="checkbox"/>		4pts
6. Impregnable	<input type="checkbox"/>	60pts	5. Unprincipled/Scrupulous	<input type="checkbox"/>		6pts
F. Defenses/Military Power			6. Scrupulous/Principled	<input type="checkbox"/>		8pts
1. None	<input type="checkbox"/>	0pts	I. Criminal Activity			
2. Basic Defenses	<input type="checkbox"/>	5pts	1. Medicine Man	<input type="checkbox"/>	x	5pts
3. Weapons & Armor	<input type="checkbox"/>	10pts	2. Prostitutes (3)	<input type="checkbox"/>	x	5pts
4. Militia	<input type="checkbox"/>	20pts	3. Expert Forger	<input type="checkbox"/>	x	10pts
5. Private Army	<input type="checkbox"/>	40pts	4. Expert Worms (3)	<input type="checkbox"/>	x	10pts
6. Strike Force	<input type="checkbox"/>	60pts	5. Cyberdoc	<input type="checkbox"/>	x	10pts
G. Types of Acts			6. Pickpocket Team (2)	<input type="checkbox"/>	x	8pts
1. Average Clowns (6)	<input type="checkbox"/>	x	7. Robbers (2D4 +2)	<input type="checkbox"/>	x	10pts
2. Expert Clowns (6)	<input type="checkbox"/>	x	8. Smugglers (1D6 +2)	<input type="checkbox"/>	x	10pts
3. Jugglers (4)	<input type="checkbox"/>	x	9. Expert Assassin	<input type="checkbox"/>	x	15pts
4. Expert Jugglers (4)	<input type="checkbox"/>	x	10. Psychic Enforcer	<input type="checkbox"/>	x	15pts
5. Expert tumblers (4)	<input type="checkbox"/>	x	11. Special Forces (2)	<input type="checkbox"/>	x	20pts
6. Average Minstrels (4)	<input type="checkbox"/>	x	J. Reputation			
7. Expert Minstrels (4)	<input type="checkbox"/>	x	1. Hunted	<input type="checkbox"/>		0pts
8. Expert Side-show Barker	<input type="checkbox"/>	x	2. Scoundrels	<input type="checkbox"/>		1pt
9. Fortuneteller (non-psyhic)	<input type="checkbox"/>	x	3. Unknown	<input type="checkbox"/>		5pts
10. Psychic/Mystic Fortuneteller	<input type="checkbox"/>	x	4. Known	<input type="checkbox"/>		10pts
11. Expert Stage Magician	<input type="checkbox"/>	x	5. Excellent Reputation	<input type="checkbox"/>		25pts
12. Pickpocket & Shill	<input type="checkbox"/>	x	6. Famous	<input type="checkbox"/>		50pts
13. Expert Acrobats (8)	<input type="checkbox"/>	x	K. Salary			
14. Expert Animal Tamer	<input type="checkbox"/>	x	1. None	<input type="checkbox"/>		0pts
12 trained dogs	<input type="checkbox"/>	x	2. Freelance	<input type="checkbox"/>		2pts
24 snakes	<input type="checkbox"/>	x	3. Pittance Salary	<input type="checkbox"/>		5pts
4 bears	<input type="checkbox"/>	x	4. Good Salary	<input type="checkbox"/>		10pts
6 horses	<input type="checkbox"/>	x	5. Excellent Salary	<input type="checkbox"/>		20pts
6 elephants	<input type="checkbox"/>	x	6. Outrageous Salary	<input type="checkbox"/>		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: + _____ Initiative: _____

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: + _____ Initiative: _____

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: + _____ Initiative: _____

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	_____	_____	_____