

S.I.D.F. Grunt O.C.C.

Background:

The Skulle Island Grunt is the most well known Skulle Island trooper and the backbone of the SIDF ground forces. The SIDF Grunt not only represents one of the highest trained soldier (rivaled only by the Coalition States) on RIFTS Earth, they also are composed by the widest range of racial, class, and ability arsenals on the planet. Unlike their counterparts in NGR of the Coalition, The SIDF ground forces encourage practitioners of magic, non-human races, and other 'undesirables' to join their ranks, creating the most dangerous and versatile platoons of RIFTS Earth.

There is also more mobility inside the SIDF, in which the average Grunt has a good chance of becoming an officer with just a few years worth of experience.

Attributes Requirements: (Standard Human or RCC scores)

IQ:

MA:

ME:

PS:

PP:

PE:

PB:

SPD:

PPE:

ISP:

*A high PP, PS, PE is preferred, but not required to become a SIDF Grunt

Alignment: Any good or selfish alignment. (Generally Unprincipled)

Starting MDC: Depends on RCC.

Starting Credits: Depends on rank, Private makes 500 cr. monthly as a base salary while a Sargeant rakes in 1,200 monthly.

There is a 'recovery stipend' given to all SIDF soldiers who recover valuable items during or after a battle (usually enemy items). This isn't based upon individual recovery, rather, the value of recovered goods is tallied up and the platoon is given 30% of the item(s) worth, which is then split up amongst each member evenly.

OCC Related Skills

Radio Basic : + 15%

Pilot Hovercraft: +5%

Pilot APC/Tank: +5%

Robot Combat: Basic (can be converted into Elite at a cost of 3 other skills)

Read Sensory Equipment: +10%

Read Navigation Equipment: +10%

Weapon Systems: +5%

Body Building

Climbing: +15%

Running

Wrestling

WP Energy Pistol
 WP Energy Rifle
 Computer Operation: +5%
 First Aid: +5%
 2 other WP's of choice

HTH: Expert, can get Martial arts for 1 additional skill

Skills

Primary Skills: 10 skills (Requirements: 1 medieval WP and 2 technical)
 Secondary: 6 skills

Communications: Any (+5%)
 Domestic: Any
 Rogue: Any (+5%)
 Espionage: Intelligence only
 Mechanical: Basic Mechanics and Automotive Mechanics only
 Sciences: Basic Math only
 Technical: Any (+5%)
 Wilderness: Any (+5%)
 Medical: None (already have First Aid)
 Military: Any (+20%)
 Pilot: Any (+10%)
 Electrical: Basic Electronics only
 Physical: Any (+15%)
 Pilot: Any
 Pilot Related: Any
 Weapon Proficiency: Any

Weapons:

Issued based upon mission parameters. (see SIDF Weapons for standard SIDF Issue)

Magic: Depends on RCC

Psionics: Depends on RCC

Cybernetics: None to start, unless for medical purposes.

Property:

None to start with, but is given standard 2 person quarters with a comfortable bed, ample storage space, 3 daily meals, and

Experience Point Chart

LEVEL	EXPERIANCE POINT RANGE	LEVEL BONUSES
1	0 - 1,800	
2	1,801 – 3,500	
3	3,501 – 8,500	3, Lv 1 Skills
4	8,501 – 16,000	
5	16,501, - 25,000	
6	25,001 – 36,500	3, Lv 1 Skills
7	36,501 – 49,000	

8	49,001 – 68,750	
9	68,751 - 95,000	3, Lv 1 Skills
10	95,001 - 120,000	
11	120,001 - 165,000	
12	165,001 - 220,000	3, Lv 1 Skills
13	220,001 - 275,000	
14	275,001 - 375,000	
15	375,001 - 500,000	3, Lv 1 Skills