

Master O.C.C., P.C.C., R.C.C. & Race List

This list contains the Occupational Character Classes, Psychic Character Classes, Racial Character Classes, and Races available for player character selection. One of the attempts of this Master List has been to clarify some of the inconsistencies in Palladium's definitions of O.C.C., P.C.C., R.C.C., and race. Many existing O.C.C./R.C.C.'s have been modified (see O.C.C./R.C.C. modifications section) and are signified by an asterisk (*). The availability of certain O.C.C./R.C.C.'s are limited to the discretion of the GM and to the nature of the current campaign.

The Master List covers all or part of the following books: [Africa](#), [Atlantis](#), [Coalition War Campaign](#), [Conversion Book \(One\)](#), [Conversion Book 2: Pantheons](#), [England](#), [Federation of Magic](#), [Free Quebec](#), [Japan](#), [Juicer Uprising](#), [Lone Star](#), [Mercenaries](#), [Mindwerks](#), [New West](#), [Phase World](#), [Psyscape](#), [Rifter #18](#), [Rifter #21](#), [Rifter # 5](#), [Rifter #19](#), [RIFTS](#), [South America](#), [South America 2](#), [Skrayper](#), [Triax & the NGR](#), [Underseas](#), [Warlord of Russia](#), [Wormwood](#), [Vampire Kingdoms](#).

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Notes about classifications:

As is often the case with Palladium games, the books fail to clarify many aspects of the rules including (but not limited to) character selection. I have personally tried to deal with many questions on this subject such as... can dragons choose an O.C.C., or is a Psi-Stalker a separate and distinct race from human, etc. In order to answer these and many other similar questions, I have revised some of the categories that the various character classes fall into as well as moving some of the classes themselves around to better define their availability to specific races. Rifts tends to use the term "R.C.C." interchangeably for psychic characters, races other than human, and racially exclusive O.C.C.s. I have broken this down into three separate classifications based on the original source material for each character class as well as some modifications from my own interpretations of what I believe works best.

O.C.C. (Occupational Character Class) - Basically, an "O.C.C." represents an area of specific training. As a result, most O.C.C.s are open not only to humans, but to almost any race. In other words, there are few racial restrictions on choosing an O.C.C. (see below). Humans, however, have no restrictions as to what O.C.C. they may choose.

P.C.C. (Psychic Character Class) - In Rifts, psychic characters usually fall under the R.C.C. classification. However, this is often a source of questions or misinterpretation, so I have decided to add the P.C.C. classification that exists in most of Palladium's other games. The primary reason for this is that the potential for psychic ability exists in many varied races. Like O.C.C.s above, a "P.C.C." merely represents an area of highly specialized training that many beings can achieve.

R.C.C. (Racial Character Class) - An "R.C.C." represents one of two things; a "race" that is limited to a certain selection of skills and abilities (such as a dragon or Amazon) or an O.C.C. that is available exclusively to members of a specific race (like the True Atlantean Undead Slayer or the Wolfen Quatoria). Technically, this definition would also include almost all Coalition O.C.C.s because they are only available to humans, but in my opinion, humans are the only exception to this rule. The main point here, however, is that any character that is an R.C.C. cannot also choose an O.C.C.

Race - A "race" is any class of being that has the option of choosing from among the various O.C.C.s to determine their areas of specialization. Many races, however, are limited as to what O.C.C.s are available to them. For example, many cannot receive Juicer or M.O.M. conversions because of their alien physiology. Others may or may not have the aptitude to use magic or, alternatively, technology, which will limit choices as well. Always be sure to consult specific racial descriptions before choosing any O.C.C.s and, as always, the GM has final say over what is or is not available in their campaign environment.