RIFTS® CHARACTER SHEET

Saving Throws

Save vs. Spell Magic: _____
Save vs. Ritual Magic: _____
Save vs. Psionics: _____
Save vs. Toxins/Poisons: _____/
Save vs. Harmful Drugs: _____
Save vs. Insanity: _____
Save vs. Possession: +_____
Save vs. Horror Factor: +_____
Save vs. Coma/Death: +_____%
Save vs. Pain: _____

Damage Record

☐.D.C.-_____:_____
☐.D.C.-_____:_____
_____-_____:_____
Hit Points:_____
I.S.P.:_____
Chi:_____
P.P.E.:_____

Combat Skill

# of Attacks:_____ Initiative:+_____
Damage: +_____ Strike: +_____
Parry: +_____ Dodge: +_____
Roll: +_____ Restr. Punch:_____
Punch:_____ Power Punch:_____
Kick:_____ Leap Kick:_____
Knock Out:_____
Critical:_____20
Death:_____
Flip:_____(+)___%
Leap:_____ft.↑ ft.→

Lift:_____lbs. Carry:_____lbs.
Throw(Max):_____lbs. _____ft.
Run:_____mph (Max)_____Melees
_____Ft/melee _____Ft/attack
Swim:_____mph (Max)_____Melees
_____Ft/melee _____Ft/attack

Name:_____ Race:_____
True Name:_____
Occupation:_____
Alignment:_____ O.C.C.:_____
Hit Points:_____ ☐.D.C.(Physical):_____
Experience Level:_____ Points:_____
I.Q.: _____ Age:_____ Life Span:_____ P.P.E.:_____
M.E.: _____ Sex:_____ Chi:_____
M.A.: _____ Height:____ Weight:____ I.S.P.:_____
P.S.: _____ Family Origin:_____
P.P.: _____ Environment:_____
P.E.: _____ Sentiments Toward_____:_____
P.B.: _____ Sentiments Toward_____:_____
Spd: _____ Native Language(s):_____
Insanity (If any):_____
Invoke Trust/Intimidate:____% Charm/Impress____%

Special Abilities/Skills

Skills +%/Lvl %

Secondary Skills +%/Lvl %

Weapons

	Range	Payload	Damage
Ammo:			
Ammo:			
Ammo:			
Ammo:			

Weapon Proficiencies

	Str/Thr Aim/Burst	Parry/ Range	Damage/ Rate
	/		

Armor:_____
A.R.:____ ☐.D.C.:_____/_____
Weight:_____ Cost:_____
Prowl Penalty: -____%

Armor:_____
A.R.:____ ☐.D.C.:_____/_____
Weight:_____ Cost:_____
Prowl Penalty: -____%

Equipment

Special Abilities/Skills

Notes

Money
Salary:
:
Black Market Items:

Outfits
☐
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☐
☐
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Robot Combat/Vehicle Log

Type:______________ # of Attacks:___
Strike: +_________ Parry:+________
Dodge: +__________ Roll:+_________
Innitiative:+________ Tear:_________
Restr. Punch:_______ Punch:________
Power Punch:_______ Stomp:_______
Kick:________ Leap Kick:__________
Body Flip/Throw:__________________
Body Block/Tackle:________________
__________:_______________________

Speed

Flying(Space/Atm.):________/________
FTL(___________):___________________
___________:_______________________
Running:__________________________
Range:____________________________

Statistical Data

Height:__________ Width:__________
Length:_________ Weight:__________
Cargo:____________________________
Power System:_____________________
Value-New:__________ Used:________

Weapon Systems

Type	Damage	Ammo
___________	:__D_____	:(__)______
___________	:__D_____	:(__)______
___________	:__D_____	:(__)______
___________	:__D_____	:(__)______
___________	:__D_____	:(__)______
___________	:__D_____	:(__)______

__.D.C. A.R.:__

Main Body:( )_____________________
Head:( )__________________________
Left Leg:( )______________________
Right Leg:( )_____________________
Left Arm:( )______________________
Right Arm:( )_____________________
Sensor Turret:( )_________________
Pilot's Comp.:( )_________________
__________:( )____________________
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Armor:____________________

A.R.:__ __.D.C.:______/_______
Weight:______ Cost:__________
Prowl Penalty: -____%

Armor:____________________

A.R.:__ __.D.C.:______/_______
Weight:______ Cost:__________
Prowl Penalty: -____%

Outfits

☐ ____________________
☐ ____________________
☐ ____________________
☐ ____________________
☐ ____________________

Character History

____

Contacts

Name:	Occupation:	Notes:

Weapons

	Range	Payload	Damage	Str/Thr Aim/Burst	Parry	Rate
______	______	______	______	/	______	______
Ammo:						
______	______	______	______	/	______	______
Ammo:						
______	______	______	______	/	______	______
Ammo:						
______	______	______	______	/	______	______
Ammo:						
______	______	______	______	/	______	______
Ammo:						
______	______	______	______	/	______	______
______	______	______	______	/	______	______
______	______	______	______	/	______	______
______	______	______	______	/	______	______
______	______	______	______	/	______	______

Psionics I.S.P. / I.S.P.

Healing

	I.S.P.
☐ Bio-Regenerate (Self)	6
☐ Deaden Pain	4
☐ Detect Psionics	6
☐ Exorcism	10
☐ Healing Touch	6
☐ Increased Healing	10
☐ Induce Sleep	4
☐ Psychic Diagnosis	4
☐ Psychic Purification	8
☐ Psychic Surgery	14
☐ Resist Fatigue	4

Sensitive

	I.S.P.
☐ Astral Projection	8
☐ Clairvoyance	4
☐ Empathy	4
☐ Mind Block	4
☐ Object Read	6
☐ Presence Sense	4
☐ See Aura	6
☐ See the Invisible	4
☐ Sense Evil	2
☐ Sense Magic	3
☐ Sixth Sense	2
☐ Speed Reading	2
☐ Telepathy	4
☐ Total Recall	2

I.S.P.:__________
I.S.P. at/on or within one mile of a ley line: ______
I.S.P. at or near a ley line nexus: ______
I.S.P. Spent:__________

Physical

	I.S.P.
☐ Alter Aura	2
☐ Death Trance	1
☐ Ectoplasm	(varies)
☐ Impervious to Cold	2
☐ Impervious to Fire	4
☐ Impervious to Poison	4
☐ Levitation	(varies)
☐ Mind Block	4
☐ Nightvision	4
☐ Resist Fatigue	4
☐ Resist Hunger	2
☐ Resist Thirst	6
☐ Summon Inner Strength	4
☐ Telekinesis	(varies)

Super

	I.S.P.
☐ Bio-Manipulation	10
☐ Bio-Regen. (Super)	20
☐ Electrokinesis	(varies)
☐ Empathic Transmission	6
☐ Group Mind Block	22
☐ Hydrokinesis	(varies)
☐ Hypnotic Transmission	6
☐ Ment. Possess Others	30
☐ Mnd Blck Auto Def.	spec.
☐ Mind Bolt	(varies)
☐ Mind Bond	10
☐ Mind Wipe	(special)
☐ P.P.E. Shield	10
☐ Psi-Shield	30
☐ Psi-Sword	30
☐ Pyrokinesis	(varies)
☐ Telekinesis (Super)	10+
☐ Telekinetic Force Field	30
☐ Telemechanics	10

☐ Burster Abilities

	I.S.P.
Impervious to Fire Mega Damage: 1/10th Electrical: 1/2	
Extinguish Fire ________ft Permanent until restarted	4
Flame Burst ________min. Damage: 6D6 / 1D4 / 2D4	4
Fire Bolt ________ft +4 to strike	
•S.D.C. Damage: 2D6, 4D6, or 6D6	2
•Mega Damage Plasma Bolt: 2D6	4
Fire Eruption ________ft Strike specific Area: _____%	
•S.D.C. Damage:1D4, 4D6, 1D4x10, 2D4x10	10
•Mega Damage: 2D6/4D6/6D6	20
Sense Fire: ________ft area 1 melee concentration	2
Super Fuel Flame: ________ft area ________ft away	8

☐ Psi-Stalker Abilities

Sense Psychic & Magic Energy (I.S.P. & P.P.E.)
•Stalk/Track Specific Psychic Scent ________/________%
(-10% near other P.P.E. source)(1/2 near Ley line)
-Range:________/________ft. Roll every 1000ft.
•Recognize Familiar Psychic Scent ________/________%
Sense Supernatural Beings Identify Type of Creature ______%
•Stalk/Track by Psychic Scent ________/________%
(-10% near other P.P.E. source)(1/2 near Ley line)
-Range:________/________ft. Roll every 1000ft.
•Recognize Familiar Psychic Scent ________/________%
Psionic Empathy With Animals +15%/interact Domestic Animals
Nourishment Need P.P.E.- 50 minimum Preferably 80-100 weekly
Food Requirements: 1lb of Meat & 8 Ounces of water per week

Psi-Stalker Weekly Nourishment Record

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☐ Mutant Dog Powers

Sense Psychic & Magic Energy Same as Psi-Stalker
Sense Supernatural Beings Same as Psi-Stalker
Superior Sense of Smell Identify scent ________ft ________%
•Recognize & Identify Common Scent ________ft ________%
Track By Smell Alone Half normal penalties when blinded
•Stalk/Track Specific Scent ________/________%
(-10% near other P.P.E. source)(1/2 near Ley line)
-Range:________/________ft. Roll every 1000ft.
-A failed roll means the trail is lost
-Two out of three sucessful rolls refinds the trail

Psionics/Magic

Psionic/Spell	Range	Duration	Saving Throw	Damage	Effect	I.S.P./P.P.E.

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