RIFTS CHARACTER SHEET

NAME:_____
RANK:_____
ALIGNMENT:_____
HIT POINTS:_____ S.D.C. (Physical):_____
LEVEL:_____ EXPERIENCE:_____
O.C.C:_____
R.C.C:_____
SAVINGS:_____
BLACK MARKET ITEMS:_____

IQ:_____ SKILL BONUS:+_____%
ME:____ SAVE VS PSI/INS:+_____
MA:____ TRUST/INTIMIDATE:_____%
PS:_____ DAMAGE BONUS:+_____
PP:_____ STRIKE/PARRY/DODGE BONUS:+_____
PE:_____ COMA/DEATH/POISON BONUS:+_____
PB:_____ CHARM/IMPRESS:_____%
SPD:____ METERS/MINUTE:_____
PPE:_____ ISP:_____

AGE:_____ SEX:_____
HEIGHT:_____WEIGHT:_____
FAMILY ORIGIN:_____
DISPOSITION:_____
TYPE OF ENVIRONMENT:_____
SENTIMENTS TOWARDS THE COALITION:_____
_____
_____
SENTIMENTS TOWARDS NON-HUMANS:_____
_____
_____

SAVING THROWS.

LETHAL POSION (14)	_____
NON LETHAL POISON (16)	_____
HARMFUL DRUGS (15)	_____
INSANITY (12)	_____
PSIONICS	_____
MAGIC SPELL (12)	_____
MAGIC RITUAL (16)	_____
HORROR FACTOR	_____

O.C.C SKILLS	**+% / LVL**	**%**

RELATED SKILLS	**+% / LVL**	**%**

RIFTS CHARACTER SHEET

ARMOR
TYPE:_____ M.D.C:_____
WEIGHT:_____ PROWL PENALTY:_____
SPD PENALTY:_____
TECHNO WIZARD ADDITIONS:_____
_____
_____

HAND TO HAND COMBAT TYPE:_____
ATTACKS:_____ DAMAGE:_____
STRIKE:_____ PARRY:_____ DODGE:_____
ROLL WITH PUNCH / FALL / IMPACT:_____
KNOCKOUT:_____ STUN:_____ CRITICAL:_____
DEATH BLOW:_____ INITIATIVE:_____
DAMAGES:
PUNCH:_____ KICK:_____ JUMP KICK:_____
FLIP:_____ PIN:_____ CRUSH:_____

NOTES:
_____
_____
_____

ROBOT COMBAT TYPE:_____
ATTACKS:_____ DAMAGE:_____
STRIKE:_____ PARRY:_____ DODGE:_____
ROLL WITH PUNCH / FALL / IMPACT:_____
KNOCKOUT:_____ STUN:_____ CRITICAL:_____
INITIATIVE:_____
DAMAGES:
PUNCH:_____ PUNCH:_____
PUNCH:_____ KICK:_____
LEAP KICK:_____ FLIP:_____
TACKLE:_____ STOMP:_____

SPEED:
LAND: _____
RUNNING: _____
FLYING: _____

M.D.C
HEAD _____
MAIN BODY _____
LEFT ARM _____
LEFT HAND _____
RIGHT ARM _____
RIGHT HAND _____
LEFT LEG _____
LEFT FOOT _____
RIGHT LEG _____
RIGHT FOOT _____
NOTES / WEAPON SYSTEMS:
_____
_____
_____
_____
_____

ROBOT COMBAT TYPE:_____
ATTACKS:_____ DAMAGE:_____
STRIKE:_____ PARRY:_____ DODGE:_____
ROLL WITH PUNCH / FALL / IMPACT:_____
KNOCKOUT:_____ STUN:_____ CRITICAL:_____
INITIATIVE:_____
DAMAGES:
PUNCH:_____ PUNCH:_____
PUNCH:_____ KICK:_____
LEAP KICK:_____ FLIP:_____
TACKLE:_____ STOMP:_____

NOTES:
_____
_____
_____

CYBERNETICS / MAGIC / PSIONICS:

ITEM / SPELL / POWER	COST

EQUIPMENT.
_____
_____
_____
_____
_____
_____
_____
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_____

NOTES
_____
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