

# RIFTS® CHARACTER SHEET

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:	_____

<input type="checkbox"/> .D.C.- _____ :	_____
<input type="checkbox"/> .D.C.- _____ :	_____
- _____ :	_____
HIT POINTS:	_____
I.S.P.:	_____
CHI:	_____
P.P.E.:	_____

SPECIAL ABILITIES/SKILLS

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

SKILLS	+%/LVL	%

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 \_\_\_\_\_ %

SECONDARY SKILLS	+%/LVL	%

WEAPONS	RANGE	PAYLOAD	DAMAGE
AMMO:			
AMMO:			
AMMO:			
AMMO:			

WEAPON PROFICIENCIES	STR/THR AIM/BURST	PARRY/ RANGE
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DAMAGE/ RATE
ARMOR:
A.R.: <input type="checkbox"/> .D.C.: _____ / _____
WEIGHT: _____ COST: _____
PROWL PENALTY: - _____ %
ARMOR:
A.R.: <input type="checkbox"/> .D.C.: _____ / _____
WEIGHT: _____ COST: _____
PROWL PENALTY: - _____ %

EQUIPMENT

SPECIAL ABILITIES/SKILLS

NOTES

MONEY
SALARY: _____
BLACK MARKET ITEMS:

