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

❑
❑
❑
❑
❑

Copyright 1996 Palladium Books Inc. Rifts® is a registered trademark of Palladium.

This sheet can be reproduced for personal use only.

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.:( )_____
_____:( )_____
_____:( )_____
_____:( )_____
_____:( )_____
_____:( )_____
_____:( )_____
_____:( )_____
_____:( )_____
_____:( )_____
_____:( )_____
_____:( )_____
_____:( )_____
_____:( )_____
_____:( )_____

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:
Name:	Occupation:	Notes:
Name:	Occupation:	Notes:
Name:	Occupation:	Notes:
Name:	Occupation:	Notes:
Name:	Occupation:	Notes:
Name:	Occupation:	Notes:
Name:	Occupation:	Notes:
Name:	Occupation:	Notes:

Weapons

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

Psionics 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

❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑

❑ 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.

Copyright 1996 Palladium Books Inc. Rifts® is a registered trademark of Palladium.

This sheet can be reproduced for personal use only.