

Rifts® Character Sheet

Name:	Race:	Level:
Alignment:	O.C.C.:	Saving Throws
I.Q.: Skill chance bonus: %		Base Bonus
M.E.: vs. Psionics: vs. Insanity:		Curses: 15
M.A.: Trust/Intimidate: %	I.S.P.:	Disease: 14
P.S.: Type: Damage: Lift:		Poison, Lethal: 14
P.P.: Parry/Dodge/Strike: Initiative:		Poison, Non-Lethal: 16
P.E.: vs. Coma/Death: vs. Magic/Poison: P.P.E.:		Harmful Drugs: 15
P.B.: Charm/Impress: %		Insanity: 12
Spd.: mph/kmh Round: ft/meters Attack: ft/meters		Spell Magic:
		Ritual Magic:
		Psionics:
		Horror Factor: -
		Coma/Death: -
		Possession: -

Combat Style:			.D.C.:
# of Attacks:	Initiative:	Damage:	H.P.:
Strike:	Parry:	Dodge:	
Roll:	Pull Punch:	Disarm:	Punch:
Entangle:	Knockout:	Critical:	Karate Punch:
Body Flip:	Death Blow:	Auto-Dodge:	Power Punch:
			Karate Kick:
			Power Kick:
			Leap Kick:

Horror/Awe Factor:

Armor (.D.C.):					
Environmental:	Current	Max	Prowl:	%	Current Max
Main Body:					
Head/Helmet:					
Leg (Left):					
Leg (Right):					
Arm (Left):					
Arm (Right):					
Armor (.D.C.):					
Environmental:	Current	Max	Prowl:	%	Current Max
Main Body:					
Head/Helmet:					
Leg (Left):					
Leg (Right):					
Arm (Left):					
Arm (Right):					

Weapon:		
Range:	Payload:	# Gren/Proj:
Dmg Type:	Dmg:	
Dmg Type:	Dmg:	
Notes:		
Weapon:		
Range:	Payload:	# Gren/Proj:
Dmg Type:	Dmg:	
Dmg Type:	Dmg:	
Notes:		
Weapon:		
Range:	Payload:	# Gren/Proj:
Dmg Type:	Dmg:	
Dmg Type:	Dmg:	
Notes:		

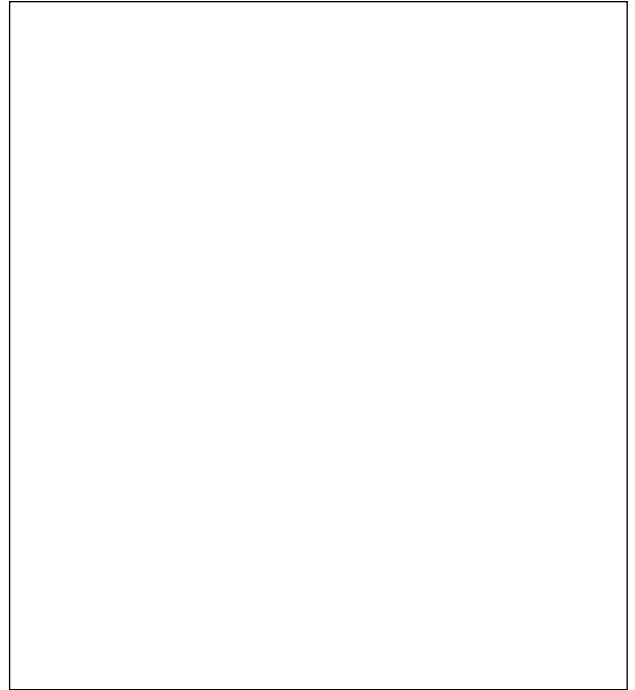
Spell/Psionic	P.P.E./ I.S.P.	Spells/Psionics Description	Range	Duration	Save	Dmg
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Rounding Out the Character

Physical Stats

Age: Gender:
Height: Weight:
Physical Description:

Portrait:



Backstory/History:

Sentiments

Coalition States:

D-Bees:

Magic/Psionics:

Other:

Other:

Other:

Other:

Money/Currency

Credits:

Coalition:

Black Market:

Black Market

Faction:

Job:

Special Ability:

Special Ability:

Special Ability:

Special Ability:

Contact:

Contact:

Contact:

Bionics / Cybernetics

Miscellaneous

Head / Skull

Main Body / Internal

D.C.

D.C.

Eye / Ear, Left

Eye / Ear, Right

Mouth / Neck

Arm, Left

Arm, Right

P.S.:

P.S.:

D.C.

D.C.

Hand / Finger, Left

Hand / Finger, Right

Leg, Left

Leg, Right

Spd:

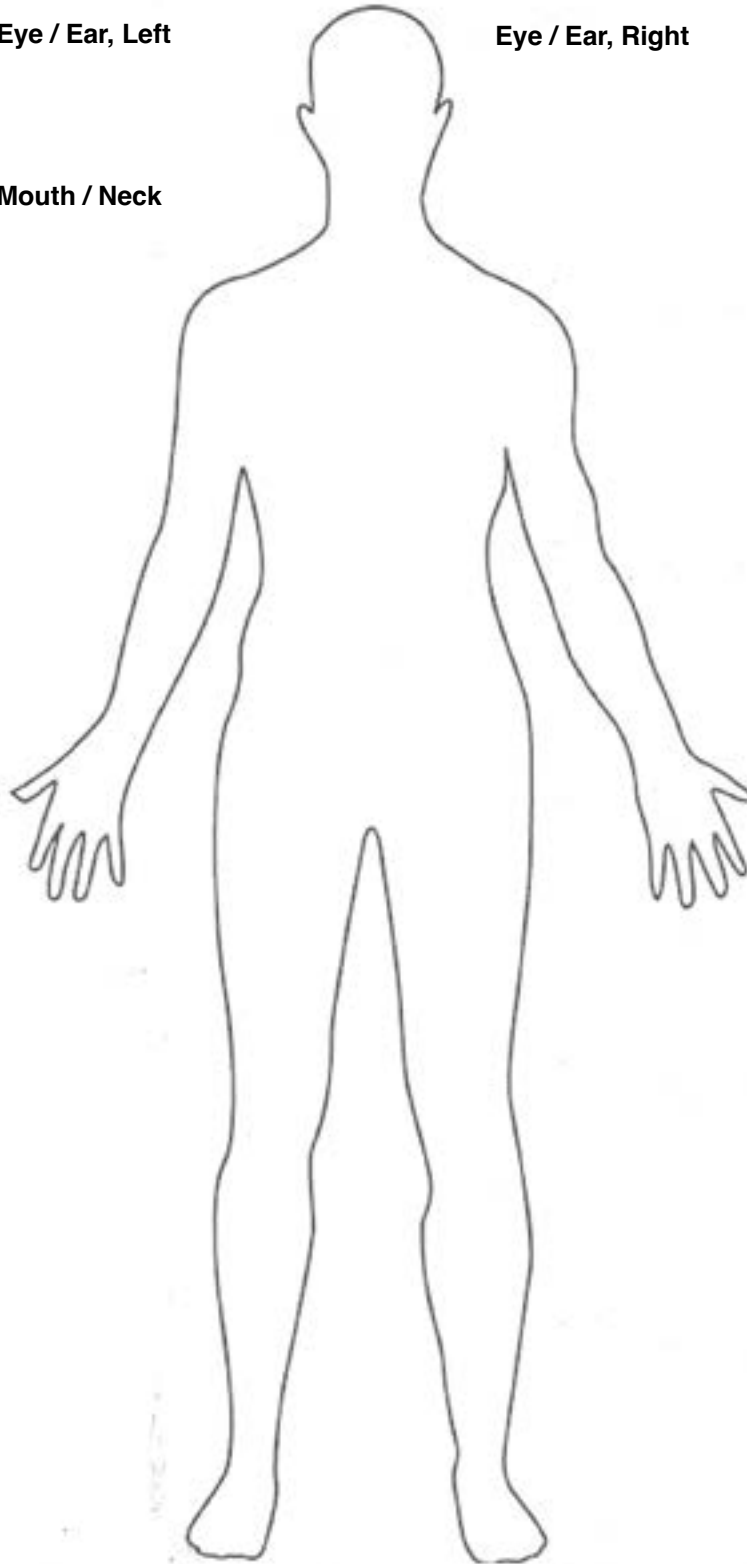
Spd:

D.C.

D.C.

Foot, Left

Foot, Right



Change Log

version 0.1 - 2020/12/26

- Original sheet

version 0.2 - 2020/12/30

- Fixed tab ordering on main page
- Moved money/currenty to third page
- Added field for Horror/Awe factor
- Added more base/related/secondary skill fields
- Added "Rounding Out the Character" page

version 0.3 - 2021/01/14

- Cybernetics/Bionics page

version 0.4 - 2022/08/13

- Skills: fix tab order