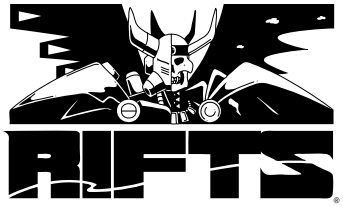
Character: _____
Player Name: _____
Race: _____ **H.F.:** _____
Sex: _____ **Age:** _____
Hit Points: _____ **S.D.C.:** _____
Alignment: _____
O.C.C./R.C.C.: _____
Level: _____ _____/_____



CHARACTER SHEET

SKILLS & ABILITIES

I.Q.: _____ : _____ % To All Skills _____ vs. Illusion
M.E.: _____ : _____ vs. Psionics/Insanity _____ vs. Possess
M.A.: _____ : Trust/Intimidate: _____ %
P.S.: _____ ☐ Standard ☐ Bionic ☐ Robotic ☐ Supernatural : _____ Damage
P.P.: _____ : _____ Strike/Parry/Dodge _____ Initiative
P.E.: _____ : _____ % vs. Coma/Death _____ vs. All Magic & Poisons
P.B.: _____ : Charm/Impress: _____ %
Spd.: _____ : _____ mph (_____ kph)

Natural/O.C.C./R.C.C. Skills	+%/lvl	%

O.C.C./R.C.C. Related Skills	+%/lvl	%

Secondary Skills	+%/lvl	%

I.S.P.: _____ **P.P.E.:** _____
Psionic Level: _____
Spell Strength & Type: _____ _____
Save vs. Psionics (*base*)**:** _____ (____)
Save vs. Spell Magic: _____ (12)
Save vs. Ritual Magic: _____ (16)

Spell/Psionic & Effect	PPE/ISP	Range	Sav Throw	Duration	Damage

Bionics/Cybernetics/Bio-Wizardry/Psynetics

Additional Abilities of Note

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CHARACTER SHEET
COMBAT & EQUIPMENT

Character: ______
Player Name: ______
Race: ______ H.F.: ______
Sex: ______ Age: ______
Hit Points: ______ ☐ .D.C.: ______
Alignment: ______
O.C.C./R.C.C.: ______
Level: ______ ______ / ______

I.Q.: ______ : ______ % To All Skills ______ vs. Illusion
M.E.: ______ : ______ vs. Psionics/Insanity ______ vs. Possess
M.A.: ______ : Trust/Intimidate: ______ %
P.S.: ______ ☐ Standard ☐ Robotic ☐ Bionic ☐ Supernatural : ______ Damage
P.P.: ______ : ______ Strike/Parry/Dodge ______ Initiative
P.E.: ______ : ______ % vs. Coma/Death ______ vs. All Magic & Poisons
P.B.: ______ : Charm/Impress: ______ %
Spd.: ______ : ______ mph (______ kph)

Hand to Hand Combat
Type: ______
Attacks per Melee: ______
Initiative: ______
Damage: ______
Strike: ______
Parry: ______
Dodge: ______
Pull/Roll: ______
______ : ______
______ : ______
______ : ______
______ : ______
Knockout/Stun: ______
Critical Strike: ______
Death Blow: ______
Kick: ______
Jump Kick: ______
Restrained Punch: ______
Punch: ______
Power Punch (2 attacks): ______
Body Throw/Flip: ______
______ : ______
______ : ______
______ : ______
______ : ______

Robot Combat (add w/ HTH)
Type: ______
Attacks per Melee: ______
Initiative: ______
Strike: ______
Parry: ______
Dodge: ______
Pull/Roll: ______
______ : ______
______ : ______
______ : ______
______ : ______

Armor: ______
☐ **.D.C.:** ______ **AR:** ______
Weight: ______ lbs - ___ **% prowl**
Cost: ______ credits ☐ POWER ARMOR ☐ BODY ARMOR
Notes: ______

Armor: ______
☐ **.D.C.:** ______ **AR:** ______
Weight: ______ lbs - ___ **% prowl**
Cost: ______ credits ☐ POWER ARMOR ☐ BODY ARMOR
Notes: ______

Armor: ______
☐ **.D.C.:** ______ **AR:** ______
Weight: ______ lbs - ___ **% prowl**
Cost: ______ credits ☐ POWER ARMOR ☐ BODY ARMOR
Notes: ______

Modern Weapons	Damage	Ammo	Strike *Aim/Burst*	Parry / Range	Special

Ancient Weapons	Damage	PPE/ISP	Strike *Stan/Thr*	Parry	Special

Robot Vehicle: ______
Restrained Punch: ______
Punch: ______
Power Punch (2 attacks): ______
Kick: ______
Leap Kick: ______
______ : ______
______ : ______
______ : ______
______ : ______
P.S. Equivalent ______
Spd (*atm./space flight*) ______
Spd (*run*) ______
M.D.C. - Main Body: ______
M.D.C. - Head: ______
M.D.C. - Legs (*x* ____): ______
M.D.C. - Arms (*x* ____): ______
M.D.C. - ______ : ______
M.D.C. - ______ : ______
Weapon ______ : ______
Weapon ______ : ______
Weapon ______ : ______
Weapon ______ : ______
Weapon ______ : ______

Robot Vehicle: ______
Restrained Punch: ______
Punch: ______
Power Punch (2 attacks): ______
Kick: ______
Leap Kick: ______
______ : ______
______ : ______
______ : ______
______ : ______
P.S. Equivalent ______
Spd (*atm./space flight*) ______
Spd (*run*) ______
M.D.C. - Main Body: ______
M.D.C. - Head: ______
M.D.C. - Legs (*x* ____): ______
M.D.C. - Arms (*x* ____): ______
M.D.C. - ______ : ______
M.D.C. - ______ : ______
Weapon ______ : ______
Weapon ______ : ______
Weapon ______ : ______
Weapon ______ : ______
Weapon ______ : ______

Saving Throws	Base	Modifier
Coma/Death:	*varies*	
Harmful Drugs:	(15)	
Horror Factor:	*varies*	
Insanity:	(12)	
Poison (*lethal*):	(14)	
Poison (*non-lethal*):	(16)	
Psionics:	(___)	
Ritual Magic:	(16)	
Spell Magic:	(12)	
______ :	(___)	
______ :	(___)	
______ :	(___)	
______ :	(___)	

Equipment:

Money & Trade Goods
Coalition Credits: ______
NGMI Credits: ______
Black Credits: ______
Univ. Trade Credits: ______
Gold/Silver: ______
Other Valuables: ______

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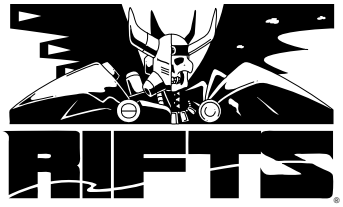
Character: _____
Player Name: _____
Race: _____ **H.F.:** _____
Sex: _____ **Age:** _____
Hit Points: _____ **S.D.C.:** _____
Alignment: _____
O.C.C./R.C.C.: _____
Level: _____ _____/_____



CHARACTER SHEET

SUPPLEMENTAL SHEET

I.Q.: _____ : _____ % To All Skills _____ vs. Illusion
M.E.: _____ : _____ vs. Psionics/Insanity _____ vs. Possess
M.A.: _____ : Trust/Intimidate: _____ %
P.S.: _____ ☐ Standard ☐ Bionic ☐ Robotic ☐ Supernatural : _____ Damage
P.P.: _____ : _____ Strike/Parry/Dodge _____ Initiative
P.E.: _____ : _____ % vs. Coma/Death _____ vs. All Magic & Poisons
P.B.: _____ : Charm/Impress: _____ %
Spd.: _____ : _____ mph (_____ kph)

Additional Skills	+%/lvl	%

Spell/Psionic & Effect	PPE/ISP	Range	Sav Throw	Duration	Damage

Additional Abilities of Note

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Character: _____
Player Name: _____
Race: _____ **H.F.:** _____
Sex: _____ **Age:** _____
Hit Points: _____ **S.D.C.:** _____
Alignment: _____
O.C.C./R.C.C.: _____
Level: _____ _____/_____

RIFTS®
CHARACTER SHEET
BACKGROUND & NOTES

I.Q.: _____ : _____ % To All Skills _____ vs. Illusion
M.E.: _____ : _____ vs. Psionics/Insanity _____ vs. Possess
M.A.: _____ : Trust/Intimidate: _____ %
P.S.: _____ ☐ Standard ☐ Bionic ☐ Robotic ☐ Supernatural : _____ Damage
P.P.: _____ : _____ Strike/Parry/Dodge _____ Initiative
P.E.: _____ : _____ % vs. Coma/Death _____ vs. All Magic & Poisons
P.B.: _____ : Charm/Impress: _____ %
Spd.: _____ : _____ mph (_____ kph)

Physical Description: _____

Height: _____ **Weight:** _____
Disposition: _____

Birth Order: _____
Family Origin: _____

Outlook/View: _____

Insanity: _____

Character History / Background

Notes

Spell/Psionic & Effect	PPE/ISP	Range	Sav Throw	Duration	Damage

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