



## RIFTS<sup>®</sup> CHARACTER SHEET

The following is intended to help players organize characters as much as possible. It is intended that you type in the information to each blank spot (starting with the character name), and then print it out for a clean, neat reference. Just hit your **[TAB]** key to move from one field to the next.

### SOME NOTES ABOUT FILLING IN THE FORM

There are a number of “extra” blank spots. These are for you to add information that you might consider necessary, that I may have omitted.

I have been asked about a space for adding in combat bonuses that apply with armor and robots. Well, when I add stats in the “Combat Skills” section (on page 2) I’ll put both stats (e.g.: Initiative: 4 / 5. 4 is outside of the armor, 5 is inside the armor)

On page 4, you’ll see a column called “Inventory/Miscellaneous/Notes”. This is intended to jot down most of the items your character has, as well as anything pertinent to him/her/it.

On page 6 (Psionics) you’ll see the heading “Master Psionic” “Major Psionic” and “Lesser Psionic”. This is to remind you which your character has, since it’s possible that your character rolled for psionic ability at creation.. and it’s easy to forget which he might be.

With Adobe Acrobat, you can print out which ever page(s) you’ve filled in, although unless you have the full version of the program, you’ll be unable to save it. If you are able to save it, I recommend using “Save As” and giving your new character sheet a different file name.

A very big THANK YOU to Kevin Siembieda for his wonderful system. Thanks to the folks at the Palladium “Forums of the Megaverse” for advise and opinions!  
(<http://www.palladium-megaverse.com/forum/index.php>)

### Okay, now for the legal stuff!

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# RIFTS® CHARACTER SHEET

<u>Ancient Weapons / W.P.'s</u>	<u>Strike</u>	<u>Parry</u>	<u>Damage</u>	<u>Throw</u>
<u>W.P. Archery &amp; Targeting</u>	<u>Strike</u>	<u>Damage</u>	<u>Range</u>	<u>Rate of Fire</u>
<u>Modern Weapons / W.P.s</u>	<u>Strike</u>	<u>Damage</u>	<u>Range</u>	<u>Payload</u>

Note: Don't forget to add in your one time skill bonus (+ \_\_\_\_\_) from page 1 (If any)!

<u>O.C.C. Skills:</u>	<u>Base</u>	<u>/Lvl</u>	<u>Level</u>
1: _____			
2: _____			
3: _____			
4: _____			
5: _____			
6: _____			
7: _____			
8: _____			
9: _____			
10: _____			
11: _____			
12: _____			
13: _____			
14: _____			
15: _____			
16: _____			
17: _____			
18: _____			
19: _____			
20: _____			
21: _____			
22: _____			
23: _____			
24: _____			
25: _____			
26: _____			
27: _____			
28: _____			

<u>O.C.C. RELATED SKILLS (Cont'd):</u>	<u>Base</u>	<u>/Lvl</u>	<u>Level</u>
15: _____			
16: _____			
17: _____			
18: _____			
19: _____			
20: _____			
21: _____			
22: _____			
23: _____			
24: _____			
25: _____			
26: _____			
27: _____			
28: _____			

<u>O.C.C. Related Skills:</u>	<u>Base</u>	<u>/Lvl</u>	<u>Level</u>
1: _____			
2: _____			
3: _____			
4: _____			
5: _____			
6: _____			
7: _____			
8: _____			
9: _____			
10: _____			
11: _____			
12: _____			
13: _____			
14: _____			

<u>SECONDARY SKILLS:</u>	<u>Base</u>	<u>/Lvl</u>	<u>Level</u>
1: _____			
2: _____			
3: _____			
4: _____			
5: _____			
6: _____			
7: _____			
8: _____			
9: _____			
10: _____			
11: _____			
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23: _____			
24: _____			
25: _____			
26: _____			
27: _____			
28: _____			







