

RIFTS® Phase World™: Character Sheet

O.C.C. Skills:	+%/lvl	%
Language: Native _____		98%

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

Secondary Skills:	+%/lvl	%

Name: _____
Alignment: _____
M.D.C.: _____ **Horror Factor:** _____
S.D.C./Hit Points: _____
Level: _____ **Experience:** _____
O.C.C.: _____
Savings: _____
 I.Q.: _____ Skill Bonus: +_____ %
 M.E.: _____ Save vs Psionics/Insanity: +_____
 M.A.: _____ Trust/Intimidate: _____ %
 P.S.: _____ Damage Bonus: +_____
 P.P.: _____ Strike/Parry/Dodge Bonus: +_____
 P.E.: _____ Coma/Death: +_____ % Poison/Magic: +_____
 P.B.: _____ Charm/Impress: _____
 Spd (mph/kmph): _____ (/) Flying: _____ (/)
 P.P.E.: _____ I.S.P.: _____
 Armor M.D.C./S.D.C.: _____

Race: _____
Sex: _____ **Height:** _____ **Weight:** _____ **Age:** _____
Physical Description: _____

Place of Origin: _____
Disposition: _____
Allies: _____

Enemies: _____

Natural/Special Abilities, Powers & Vulnerabilities:

Bonuses:

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Hand To Hand	Ancient Weapons/W.P.s	Strike	Damage	Parry	Throw
Type: _____	_____	_____	_____	_____	_____
Number of Attacks: _____	_____	_____	_____	_____	_____
Damage: + _____	_____	_____	_____	_____	_____
Strike: + _____	_____	_____	_____	_____	_____
Parry: + _____	_____	_____	_____	_____	_____
Dodge: + _____	_____	_____	_____	_____	_____
Roll: + _____	_____	_____	_____	_____	_____
Initiative: + _____	_____	_____	_____	_____	_____
<i>Damages</i>	W.P. Archery & Targetting	Strike	Damage	Rage	Rate of Fire
Punch: _____	_____	_____	_____	_____	_____
Kick: _____	_____	_____	_____	_____	_____
Jump Kick: _____	_____	_____	_____	_____	_____
Flip: _____	_____	_____	_____	_____	_____
<i>Special Attacks</i>	Modern Weapons/W.P.s	Strike	Damage	Range	Payload
Knock Out: _____	_____	_____	_____	_____	_____
Critical Strike: _____	_____	_____	_____	_____	_____
Death Blow: _____	_____	_____	_____	_____	_____
<i>Other Stats</i>	_____	_____	_____	_____	_____
M.D.C.: _____	_____	_____	_____	_____	_____
S.D.C./H.P.: _____	_____	_____	_____	_____	_____
Body Armor: (_____)	_____	_____	_____	_____	_____
M.D.C.: _____	_____	_____	_____	_____	_____

Robot/Power Armor	Robot/Power Armor	Vehicle Log	Vehicle Log
Type: _____	Type: _____	Type: _____	Type: _____
Number of Attacks: _____	Number of Attacks: _____	Crew: _____	Crew: _____
Damage Bonus: + _____	Damage Bonus: + _____	Cruise Speed: _____	Cruise Speed: _____
Strike Bonus: + _____	Strike Bonus: + _____	Max Speed: _____	Max Speed: _____
Parry Bonus: + _____	Parry Bonus: + _____	Max Range: _____	Max Range: _____
Dodge Bonus: + _____	Dodge Bonus: + _____	Size: _____	Size: _____
Roll Bonus: + _____	Roll Bonus: + _____	Weight: _____	Weight: _____
Damage	Damage	Number of Attacks: _____	Number of Attacks: _____
Restrained: _____	Restrained: _____	M.D.C. by Location	M.D.C. by Location
Punch: _____	Punch: _____	Main Body: _____	Main Body: _____
Power Punch: _____	Power Punch: _____	Pilot: _____	Pilot: _____
Kick: _____	Kick: _____	_____	_____
Leap Kick: _____	Leap Kick: _____	_____	_____
_____	_____	_____	_____
Speed	Speed	Weapons Systems	Weapons Systems
Land: _____	Land: _____	_____	_____
Running: _____	Running: _____	_____	_____
Flying: _____	Flying: _____	_____	_____
Space: _____	Space: _____	_____	_____
_____	_____	_____	_____
M.D.C. by Location	M.D.C. by Location	Notes: _____	Notes: _____
Main Body: _____	Main Body: _____	_____	_____
Head: _____	Head: _____	_____	_____
Arms: _____	Arms: _____	_____	_____
Legs: _____	Legs: _____	_____	_____
ghg _____	ghg _____	_____	_____
ghg _____	ghg _____	_____	_____
Notes: _____	Notes: _____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

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Psionic/Phase Powers and/or Magic Spells

Total I.S.P.: _____

Total P.P.E.: _____

Spell/Power	Effects	Range	Duration	I.S.P./P.P.E.	Save

Cybernetic/Bionic Features/Equipment

Other Equipment

