RIFTS® Phase WorldTM: Character Sheet

Hand To Hand	Ancient We	eapons/W.P.s	Strike	Damage	Parry	Throw	
Type:							
Number of Attacks:			_				
Damage: +							
Strike: +							
Parry: +			_			_	
			_				
Dodge: +			_				
Roll: +							
Initiative: +			Strike				
Damages	W.P. Arche	W.P. Archery & Targetting		Damage	Rage	Rate of Fire	
Punch:							
Kick:			_				
Jump Kick:							
Flip:							
Special Attacks		eapons/W.P.s	Strike	Damage	Range	Payload	
*		eapons/ w.i.s	Strike	Damage	Kange	1 ayibau	
Knock Out:						<u> </u>	
Critical Strike:			_				
Death Blow:			_				
Other Stats			_			_	
M.D.C.:							
S.D.C./H.P.:			_				
Body Armor:(<u> </u>						
M.D.C.:							
			_				
Robot/Power Armor	Robot/Power Ar		Vehicle Log	T	Vehic		
Type:Number of Attacks:	Type:	Iype:		Type:	. ———		
Damage Bonus: +	Number of Attacks: Damage Bonus: +	Cruice Sp	eed:	Crew	a Speed:		
Strike Bonus: +	Strike Bonus: +	Cruise sp	ed:	Cruis Max	Speed:		
Parry Bonus: +	Parry Bonus: +	Max Rang	ge:	Max	Range:		
Dodge Bonus: +	Dodge Bonus: +						
Roll Bonus: +	Roll Bonus: +						
Damage	Damage	Weight:_		Weig	ht:		
Restrained:	Restrained:		of Attacks:		ber of Attac		
Punch:	Punch:		.D.C. by Location		M.D.C. by Location		
Power Punch:	Power Punch:		_ Main Body:		Main Body:		
Kick:	Kick:	Pilot:	Pilot:		Pilot:		
Leap Kick:	Leap Kick:						
Speed	Speed	Woonons	Systoms	Woor	one Systor	ne	
Land:	T 1.	-	Weapons Systems		Weapons Systems		
Running:	Running:						
Flying:	Flying:						
Space:	Space:						
MDC by Loostin	MDC by Lassian	N-4		Make	N		
M.D.C. by Location Main Body:	M.D.C. by Location			INOTES	s:		
Head:	Main Body: Head:						
Arms:	Arms:						
Legs:	Legs:						
ghg	ghg						
ghg	ghg						
Notes:	Notes:						
G					ment to the		

RIFTS® Phase World™: Character Sheet

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 Fea	tures/Equipment	Other Equip	ment		
		_			
		_			
		_			
		_			
		_			
		_			
		_			