Character: Alexei Kolya Mikhail Ermolai
Player Name: Edwin Holmes-Lauder
Race: Godling (Slavonic) **H.F.:** 10
Sex: Male **Age:** ~600
Hit Points: 96/420 SDC **M.D.C.:** 390
Alignment: Anarchist-ish (Selfish)
O.C.C./R.C.C.: Godling
Level: 1 0/2,600

RIFTS®
CHARACTER SHEET
SKILLS & ABILITIES

I.Q.:	24	: 10 % To All Skills		vs. Illusion
M.E.:	38	: 12 vs. Psionics/Insanity	1	vs. Possess
M.A.:	32	: Trust/Intimidate:	97	%
P.S.:	54	☐ Standard ☐ Bionic ☐ Robotic ☐ Supernatural :		Damage
P.P.:	19	: 2 Strike/Parry/Dodge		Initiative
P.E.:	30	: 30 % vs. Coma/Death	8	vs. All Magic & Poisons
P.B.:	34	: Charm/Impress:	92	%
Spd.:	55	: 38 mph (	60	kph)

Natural/O.C.C./R.C.C. Skills	+%/lvl	%
Language (N): Dragonese/Elven	0	98
Language: Old Slavic	0	98
Language: Russian	0	98
Language: American	3	78
Language: Norse	3	78
Literacy (N): Dragonese/Elven	0	98
Literacy: Old Slavic	0	98
Literacy: Russian	0	98
Basic Math	5	80
Lore: Demons & Monsters	5	70
Land Navigation	4	60
W.P. Blunt		
W.P. Sword		
W.P. Energy Pistol		
Language: Chinese	3	63
Philosophy: Taoism	2	92
Techno-Wizardry Construction	2	92
Brewing (Success/Quality)	5	50/55
Plyometrics		
Wrestling		

O.C.C./R.C.C. Related Skills	+%/lvl	%
Boxing		
History: Pre-Rifts (general/specifics)	4	56/48
Jury-Rig	5	50
Philosophy	5	55
Strategy Games		
Body Building &Weight Lifting		
Running		
Forced March		
Aerobics		
Riddles & Logic Puzzles		
Mythology	5	55
Advanced Math	5	60

Secondary Skills	+%/lvl	%

I.S.P.: 268 **P.P.E.:** 125
Psionic Level: Master
Spell Strength & Type: +0
Save vs. Psionics (*base*)**:** +14 (10)
Save vs. Spell Magic: +10 (12)
Save vs. Ritual Magic: +10 (16)

Bionics/Cybernetics/Bio-Wizardry/Psynetics

Additional Abilities of Note

Spell/Psionic & Effect	PPE/ISP	Range	Sav Throw	Duration	Damage
Ψ - Mind Block	4	Self		10 min/L	
Ψ - Speed Reading	2	Self		3 min/L	
Ψ - Total Recall	2	Self		Perm.	
Ψ - Electrokinesis (RUE p.178)	Varies	Varies		Varies	
> Elec. Resistance (no damage from 60kV, ½ from more)	4	Self		3 min/L	
> Elec. Discharge (6-ft static, jolt up to 1/r)	2/jolt	2 ft/L		Instant	1D6 SD
> Elec. MD Attack	6/12/18	10 ft./L		Instant	1-3D6 MD
> Manipulate Elec. Devices (12 functions/r)	4	45 ft. +5/L	usu. none	2 min/L	
> Sense Elec. (55% +5%/L; fail=1D6×10% sources found)	2	45 ft. +5/L		2 min	
Ψ - Telemechanics (RUE p.183)	10	5 ft.		10 m +2m/L	
> Oper./knowl./repair/etc. non-AI machines 80%					
> Oper./knowl./repair/etc. AI machines 88%					
Ψ - Machine Ghost (RUE p.173)	12	Touch		3 min/L	
Ψ - Object Read (RUE p.174)	6	Touch		usu. 2D6 min	
> Impressions/Images/Present: 56%/48%/38% +2%/L					
ΨM - Psychic Diagnosis (RUE p.166) *D1	4	3 ft		2d4 r / In	
ΨM - Healing Touch (RUE p.165) *D2	6	Touch		2 min / In	2D4H/2D6S
ΨM - Alter Aura (RUE p.166)	2	Self		1 hr/L	
ΨM - Telekinetic Lift (RUE p.170) *D3 carry +20%	6	Touch		2 r/L	
ΨM - Intuitive Combat (RUE p.173) *D4	3	Self		2 r/L	
ΨM - Telepathy (RUE p.177) *D5	4	60 / 140+40	Standard	2 min/L	
ΨM - Mind Bolt (RUE p.180)	6/12/20/40	100 ft/L	Dodge!	Instant	1/3/6D6/2D4
ΨM - Telekinesis (RUE p.182) manipulate 1 obj./L	10/100 lb	100 ft/L	Dodge!	2 min/L	Varies
MK2 - Extinguish Fire (RUE p.200) 20 ft. rad. fire	4	80 ft +10/L		1 min/L	
MK2 - Manipulate Objects (RUE p.201)	2/5 lb	50 ft +10/L		2 min/L	
MK3 - Ignite Fire (RUE p.202)	6	40 ft		Instant	
MK3 - Fuel Flame (RUE p.202) ×2 fire size	5	120 ft		Instant	
MK4 - Deflect (FoM p.133)	10	Self		1 act& 1r/L	
MK4 - Ricochet Strike (FoM p.134) thrown wpn.; 3 hits	12	As weapon		1 r	As weapon
MK5 - Implosion Neutralizer (FoM p.137)	12	50 ft		1 min/L	½
MK5 - Superhuman Strength (RUE p.209)	10	Touch		2 r/L	
MK8 - Create Steel (FoM p.147) 100 lb/L (10 lb MD)	68	10 ft		Instant	
MK8 - Power Weapon (RUE p.216)	35	Touch		2 r/L	S>M or +¼
MK10 - Speed Weapon (RUE p.220)	100	Touch		1 r/L	
MK15 - Enchant Weapon (minor; Ritual) (FoM p.159)	400/1,000	Touch		1 mo/L or P	SD>×2 MD

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Hit Points: 96/420 SDC **M.D.C.:** 390
Alignment: Anarchist-ish (Selfish)
O.C.C./R.C.C.: Godling
Level: 1 0/2,600

RIFTS®
CHARACTER SHEET
COMBAT & EQUIPMENT

I.Q.: 24 : 10 % To All Skills ____ vs. Illusion
M.E.: 38 : 12 vs. Psionics/Insanity 1 vs. Possess
M.A.: 32 : Trust/Intimidate: 97 %
P.S.: 54 ☐ Standard ☐ Bionic ☐ Robotic ☒ Supernatural : ____ Damage
P.P.: 19 : 2 Strike/Parry/Dodge ____ Initiative
P.E.: 30 : 30 % vs. Coma/Death 8 vs. All Magic & Poisons
P.B.: 34 : Charm/Impress: 92 %
Spd.: 55 : 38 mph (60 kph)

Hand to Hand Combat

Type: Tai-Chi Ch'Uan

Attacks per Melee:	6
Initiative:	+5
Damage:	LOTS!
Strike:	+6
Parry:	+8
Dodge:	+9
Pull/Roll:	+6/+3
Disarm :	+1
Knockout/Stun:	20
Critical Strike:	
Death Blow:	
Kick:	
Jump Kick:	
Restrained Punch:	1D6 MD
Punch:	1D6×10 MD
Power Punch (2 attacks):	2D6×10 MD
Body Throw/Flip:	

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

Armor: Slavic Plate and Chain
M.D.C.: 100 **AR:** 15
Weight: 52 lbs - 15 **% prowl**
Cost: ____ credits ☐ POWER ARMOR ☐ BODY ARMOR
Notes: Handed down from Svarog

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

Armor: ____
M.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
Big frikkin' hammer	6D6 MD		+1	+1	indestructible
Magic Palash (heavy sword)	2D6+3 MD		+1		sharp+, indestructible

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*	+30%
Harmful Drugs:	(15)	+8
Horror Factor:	*varies*	+8
Insanity:	(12)	+12
Poison (*lethal*):	(14)	+8
Poison (*non-lethal*):	(16)	+8
Psionics:	(10)	+14
Ritual Magic:	(16)	+10
Spell Magic:	(12)	+10

Equipment:
*D1: Handheld scanner
*D2: Powered gauntlet
*D3: Powered weight belt
*D4: Optics band
*D5: Neurotrnasmission circlet

Money & Trade Goods

Coalition Credits: ____
NGMI Credits: ____
Black Credits: ____
Univ. Trade Credits: ____
Gold/Silver: 7,000 GC
Other Valuables: 20,000 in gems and artifacts

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Player Name: Edwin Holmes-Lauder
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Hit Points: 96/420 SDC **M.D.C.:** 390
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O.C.C./R.C.C.: Godling
Level: 1 0/2,600

RIFTS®
CHARACTER SHEET
SUPPLEMENTAL SHEET

I.Q.:	24	: 10 % To All Skills		vs. Illusion
M.E.:	38	: 12 vs. Psionics/ Insanity	1	vs. Possess
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P.S.:	54	☐ Standard ☐ Robotic ☐ Bionic ☐ Supernatural :		Damage
P.P.:	19	: 2 Strike/Parry/ Dodge		Initiative
P.E.:	30	: 30 % vs. Coma/ Death	8	vs. All Magic & Poisons
P.B.:	34	: Charm/Impress:	92	%
Spd.:	55	: 38 mph (	60	kph)

Additional Skills

	+%/lvl	%

Additional Abilities of Note

Spell/Psionic & Effect		PPE/ISP	Range	Sav Throw	Duration	Damage
TW1 - Blinding Flash (RUE p.198)	10 ft radius	1 (3)	60 ft	Standard (-1)	Inst. / 1D4 r	
TW1 - Cloud of Smoke (RUE p.198)		2	90 ft		1 min/L	
TW1 - Globe of Daylight (RUE p.198)		2	30 ft		3 min/L	
TW1 - Lantern Light (RUE p.198)		1	10 ft		30 min/L	
TW1 - See Aura (RUE p.199)		6	100 ft		1 r	
TW1 - See the Invisible (RUE p.199)		4	200 ft		1 min/L	
TW1 - Sense Magic (RUE p.199)		4	120 ft		2 min/L	
TW1 - Thunderclap (RUE p.199)		4	30 ft/1 mi	vs HF 8	Instant	
TW2 - Aura of Power (FoM p.130)	+1D4+2 MA	4	Touch		1 min/L	
TW2 - Befuddle (RUE p.199)		6	100 ft	Standard	2 min/L	
TW2 - Cleanse (RUE p.200)		6	10 ft		Instant	
TW2 - Cloak of Darkness (FoM p.131)		6	5 ft radius		4 min/L	
TW2 - Turn Dead (RUE p.201)		6	60 ft	Standard	Inst./24 hrs	
TW3 - Armor of Ithan (RUE p.202)		10	Touch		1 min/L	10 MDC/L
TW3 - Breathe Without Air (RUE p.202)		5	Touch		3 min/L	
TW3 - Energy Bolt (RUE p.202)		5	150 ft	Dodge 18+	Instant	4D6 SD
TW3 - Fuel Flame (RUE p.202)	×2 fire size	5	120 ft		Instant	
TW3 - Ignite Fire (RUE p.202)		6	40 ft		Instant	
TW3 - Impervious to Fire (RUE p.202)		5	60 ft		5 min/L	
TW3 - Magic Shield (RUE p.203)	60 MD shield	6	Touch		2 min/L	
TW3 - Invisibility: Simple (RUE p.203)		6	Self		3 min/L	
TW3 - Mystic Fulcrum (RUE p.203)	+10% carry/+50% lift	5	Touch		10 min/L	
TW3 - Negate Poison/Toxin (RUE p.203)		5	Touch		Instant	
TW3 - Paralysis: Lesser (RUE p.203)		5	60ft	Standard	1 min/L	
TW3 - Telekinesis (RM p.171)	60 lb	8	60 ft	Dodge	1 min/L	Varies
TW4 - Carpet of Adhesion (RUE p.204)		10	30 ft +10/L	Special	10 r/L	
TW4 - Charismatic Aura (RUE p.204)		10	Self/60 ft	Standard	6 r/L	
TW4 - Deflect (FoM p.133)		10	Self		1 act& 1r/L	
TW4 - Electric Arc (RUE p.204)	1 strike/act, +2 hit	8	30 ft/L	Dodge	1 r	2d6 MD
TW4 - Energy Field (RUE p.205)		20	60 ft		1 min/L	60 MDC
TW4 - Fire Bolt (RUE p.205)		7	100 ft +5/L	Dodge	Instant	4D6 MD
TW4 - Magic Net (RUE p.205)		7	60 ft	Dodge 16+	2 r/L	
TW4 - Multiple Image (RUE p.206)		7	Self	Strd @ -4	1 min/L	
TW4 - Shadow Meld (RUE p.206)		10	Self		2 min/L	
TW4 - Swim as a Fish (Lesser) (RUE p.206)	Skill of 96%	6	10 ft		5 min/L	
TW5 - Fly (RUE p.208)		15	Obj. touched		6 min/L	
TW5 - Superhuman Strength (RUE p.209)		10	Touch		2 r/L	
TW6 - Call Lightning (RUE p.209)		15	300 ft		Instant	1D6 MD/L
TW6 - Fire Ball (RUE p.210)		10	90 ft	Dodge 18+	Instant	1D4 MD/L
TW6 - Impervious to Energy (RUE p.210)		20	Self or ritual		2 min/L	
TW8 - Forcebonds (RUE p.214)		25	Touch	Special	30 min/L	

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Level: 1 0/2,600

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BACKGROUND & NOTES

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P.B.: 34 : Charm/Impress: 92 %
Spd.: 55 : 38 mph (60 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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