

# SAVAGE WORLDS



# RIFTS®

CHARACTER FOLIO

# PERSONAL INFO

NAME:  
RACE:  
RANK:

XP:

ICONIC FRAMEWORK



## ATTRIBUTES & DERIVED STATS



## SKILLS

SKILL

DIE

## GEAR

ITEM

WT

## EDGES & ADVANCES

5  
10  
15  
20S  
25  
30  
35  
40V  
45  
50  
55  
60H  
65  
70  
75  
80L  
90  
100

ARMOR  
TYPE: \_\_\_\_\_  
ARMOR: \_\_\_\_\_  
TOUGHNESS: \_\_\_\_\_  
MIN STRENGTH: \_\_\_\_\_  
WEIGHT: \_\_\_\_\_  
SHIELD: \_\_\_\_\_

NOTES

WEAPON

RANGE

DAMAGE

AP

ROF

WT

NOTES

## WEAPONS

WOUNDS

-1  
-2  
-3  
INC

-2

-1

FATIGUE

# POWERS

## ARCANE BACKGROUND

POWER PP RANGE DURATION EFFECT

PPE

ISP

# CYBERNETICS

**ITEM**

## STRAIN EFFECT

## ICONIC FRAMEWORK BONUSES/DRAWBACKS

# POWER ARMOR

A large, thin-lined hexagonal frame, likely a logo for the brand ARMOR.

Two empty octagonal outlines, one above the word PACE and one below the word SIZE.

## ARMAMENT

## HEROIC PATH

## RESULT TABLE/EVENT

## BACKGROUND

## HEROIC PATH

## RESULT TABLE/EVENT

# GRIMOIRE / PSIONIC / MEGA POWERS

POWER

PP   RANGE   DURATION   EFFECT

NOTES:

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# ROBOT ARMOR

WOUNDS

-1



CARGO

-2



TOUGHNESS

-3



PACE



CREW

INC

NOTES

ARMAMENT

# VEHICLE

WOUNDS

-1



CARGO

-2



TOP SPEED

-3



TOUGHNESS



CREW

INC

ARMAMENT

NOTES

# FRIENDS AND ALLIES

## NAME/ARCHETYPE

### HINDRANCES

### EDGES

## ATTRIBUTES & DERIVED STATS



AGILITY



SMARTS



SPIRIT



CHARISMA



PARRY



PACE



STRENGTH



VIGOR



## SKILLS

SKILL

DIE

ITEM

## GEAR

WT

## NAME/ARCHETYPE

### HINDRANCES

### EDGES

## ATTRIBUTES & DERIVED STATS



AGILITY



SMARTS



SPIRIT



CHARISMA



PARRY



PACE



STRENGTH



VIGOR



TOUGHNESS

STRAIN

## SKILLS

SKILL

DIE

ITEM

## GEAR

WT

INC

-2

-1

FATIGUE

INC

-2

-1

FATIGUE

# CONTACTS AND NEMESES

NAME: \_\_\_\_\_

ARCHETYPE: \_\_\_\_\_

CONTACT POINT: \_\_\_\_\_

APPEARANCE & DISTINGUISHING FEATURES: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

ENCOUNTER SUMMARY: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

IMAGE/SYMBOL

NAME: \_\_\_\_\_

ARCHETYPE: \_\_\_\_\_

CONTACT POINT: \_\_\_\_\_

APPEARANCE & DISTINGUISHING FEATURES: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

ENCOUNTER SUMMARY: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

IMAGE/SYMBOL

## MAPS/NOTES



# QUICK REFERENCE CHART

SITUATION	EFFECT
AIM	+2 Shooting / Throwing if the character doesn't move or take other actions
AREA OF EFFECT	Targets touching template suffer damage; Ignore non-sealed armor, treat cover as Armor; Missed attack rolls deviate $1d6"$ for thrown weapons or $1d10"$ for launched weapons (x2 for Medium Range, x3 for Long Range)
AUTOMATIC FIRE	Roll Shooting dice equal to RoF (plus Wild Die if Wild Card); Attack is made at -2 for recoil
BREAKING THINGS	See Obstacle Toughness Table; Parry 2; No bonus damage or Aces
CALLED SHOTS	Limb -2; Head -4 (+4 Damage); Small Target -4; Tiny Target -6
COVER	Light -1; Medium -2; Heavy -4; Near Total -6
DARKNESS	Dim -1; Dark -2 (targets not visible beyond 10"); Pitch Dark targets must be detected to be attacked with a -4
DEFEND	+2 Parry; Character may take no other actions but may move
DISARM	-2 Attack; Defender makes Str roll vs. damage or drops weapon
DOUBLE TAP	+1 Shooting / +1 Damage; May not be combined with Autofire or Three Round Burst
DROP	+4 to attack and damage
EXTREME RANGE	Take the Aim maneuver and sacrifice the +2 bonus to instead fire at Extreme Range (up to 4x a weapon's Long Range) at a -8 penalty (-6 with a scope).
FINISHING MOVE	Instant kill to helpless foe with a lethal weapon
FULL DEFENSE	Fighting roll +2; replaces Parry if higher; cannot move
GANGING UP	+1 Fighting per additional adjacent attacker; maximum +4
GRAPPLING	Opposed Fighting roll to grapple. Raise = opponent Shaken, Defender makes opposed Strength or Agility roll to break free (any other action made at -4); Attacker can make an opposed Strength or Agility roll to cause damage (Damage = Strength)
IMPROVISED WEAPONS	-1 to attack and Parry; RoF 1 only: Small Weapons: Range 3/6/12, Damage Str+d4, Min Str d4; Medium Weapons: Range 2/4/8, Damage Str+d6, Min Str d6; Large Weapons: Range 1/2/4, Damage Str+d8, Min Str d8
INNOCENT BYSTANDERS	Missed Shooting / Throwing roll with a 1 (1 or 2 for shotgun or automatic fire) on the skill die hits a random adjacent target
MOUNTED COMBAT	Mount and rider act on same card; Rider attacks with lower of Fighting or Riding; Shooting incurs -2 Unstable Platform penalty; Charging is +4 Damage but requires 6" of straight movement
NONLETHAL DAMAGE	Declare prior to making an attack roll; Targets are knocked out for $1d8$ hours instead of potentially killed when Incapacitated
OBSTACLES	If the attack misses due to the Cover penalty, the obstacle adds to Armor
OFF HAND ATTACK	-2 to attack rolls with off hand
PRONE	As Medium Cover, prone defenders are -2 Fighting and -2 Parry; Ranged attacks within 3" ignore cover
PUSH	Attacker chooses option below and makes opposed Strength roll (add +2 if attacker moved more than 3" toward target): Bash: Push target 1" on a success, 2" on a raise. If the target hits an obstacle he also takes $1d6$ per 1" pushed. Shield Bash: As above but causes Strength damage; +1 for small shield, +2 for medium shield, and +3 for large shield. Knock Prone: The defender is knocked prone
RANGE MODIFIERS	Short: 0, Medium: -2, Long: -4
RANGED ATTACKS IN CLOSE COMBAT	Attacker may use no weapon larger than a pistol; Target Number is defender's Parry
RAPID ATTACK	-2 Parry; Make up to 3 Fighting Attacks (+Wild Die) at -4, or fire up to 6 shots from a semi-automatic weapon or revolver at -4 penalty to each die
SUPPRESSIVE FIRE	With a successful Shooting roll, targets in a Medium Burst Template make a Spirit roll or are Shaken, those who roll a 1 are hit
TESTS OF WILL	Contest of Taunt vs. Smarts or Intimidation vs. Spirit; If successful +2 on next action against target; With a raise the target is Shaken as well
THREE ROUND BURST	+2 Shooting / +2 Damage; May not be combined with Autofire or Double Tap
TOUCH ATTACK	+2 to Fighting roll
TRICKS	Describe action; Make opposed Agility or Smarts roll; Opponent is -2 Parry until his next action; With a raise, foe is -2 Parry and Shaken
TWO WEAPONS	-2 attack; Additional -2 for off-hand if not Ambidextrous
UNARMED DEFENDER	Armed attackers gain +2 Fighting versus this defender
UNSTABLE PLATFORM	-2 Shooting from a moving vehicle, animal, or other unstable surface
WILD ATTACK	+2 Fighting, +2 Damage, -2 Parry until the attacker's next action
WITHDRAWING FROM COMBAT	Non-Shaken adjacent foes get one free attack at retreating character