

SAVAGE WORLDS



RIFTS[®]

CHARACTER FOLIO

GRIMOIRE / PSIONIC / MEGA POWERS

POWER

PP RANGE DURATION EFFECT

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ROBOT ARMOR

WOUNDS

-1

-2

-3

INC

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CARGO

STRENGTH



TOUGHNESS



PACE



RUNNING



CREW

NOTES

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ARMAMENT

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VEHICLE

WOUNDS

-1

-2

-3

INC

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CARGO

ACC



TOP SPEED



TOUGHNESS



CREW

NOTES

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ARMAMENT

[Empty hexagonal field for armament]

FRIENDS AND ALLIES

NAME/ARCHETYPE

HINDRANCES

EDGES

ATTRIBUTES & DERIVED STATS

 AGILITY	 SMARTS	 SPIRIT	 CHARISMA	 PARRY	 PACE
 STRENGTH	 VIGOR	 DIE	 TOUGHNESS	 STRAIN	

SKILLS

SKILL	DIE	ITEM
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GEAR

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INC
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-1
FATIGUE

NAME/ARCHETYPE

HINDRANCES

EDGES

ATTRIBUTES & DERIVED STATS

 AGILITY	 SMARTS	 SPIRIT	 CHARISMA	 PARRY	 PACE
 STRENGTH	 VIGOR	 DIE	 TOUGHNESS	 STRAIN	

SKILLS

SKILL	DIE	ITEM
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GEAR

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INC
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FATIGUE

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 1d6 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