

< CHARACTER DATA >

CHARACTER	NAME: _____ ALIAS(S): _____		EXPERIENCE	LEVEL
	R.C.C.: _____ O.C.C.: _____ ALIGNMENT: _____			EXPERIENCE
	SEX: _____ AGE: _____ HEIGHT: _____ WEIGHT: _____ HOMELAND: _____			NEXT LEVEL AT
	TRAITS: _____			
	INSANITIES/OBSESSIONS: _____			
INVOKE » TRUST: _____% INTIMIDATE: _____% CHARM: _____% IMPRESS: _____% AWE: _____% HORROR: _____%				

STATS	I.Q.: _____ / _____% [PERCEPTION / SKILL BONUS]	SPEED	RUN...: _____ FT/M/ _____ FT/A FOR _____ MELEES	HEALTH	NATURAL ARMOR RATING: _____ / _____	
	M.E.: _____ / _____% [MENTAL SAVES / INSANITY]		FLY...: _____ FT/M/ _____ FT/A FOR _____ MELEES		HP...: _____ / _____ RECOVERS _____ PER _____	
	M.A.: _____% [TRUST & INTIMIDATE]		SWIM: _____ FT/M/ _____ FT/A FOR _____ MELEES		SDC: _____ / _____ RECOVERS _____ PER _____	
	P.S.: _____ [DAMAGE] <input type="checkbox"/> SUPER <input type="checkbox"/> ROBO <input type="checkbox"/> AUG		_____ FT/M/ _____ FT/A FOR _____ MELEES		MDC: _____ / _____ RECOVERS _____ PER _____	
	P.P.: _____ / _____% [PARRY & DODGE / STRIKE]		LEAP: _____ <input type="checkbox"/> / _____ <input type="checkbox"/> [STAND] _____ <input type="checkbox"/> / _____ <input type="checkbox"/> [RUN]		PPE: _____ / _____ RECOVERS _____ PER _____	
	P.E.: _____ / _____% [PHYSICAL SAVES / COMAGDEATH]		LIFT: _____ LBS FOR _____ MELEES CARRY: _____ LBS		ISP: _____ / _____ RECOVERS _____ PER _____	
P.B.: _____% [CHARM & IMPRESS]	THROW: _____ LBS FOR _____ FT [MAXIMUM]	CHI: _____ / _____ RECOVERS _____ PER _____				
SPD.: _____ [RAW SPEED]						

SAVES	Vs SPELLS.....[P:12-16]: _____	Vs CURSES.....[P: 15]: _____	Vs PSIONICS..[M:]: _____	Vs HORROR.....[-: **]: _____	BONUS	To PERCEPTION[**]: _____
	Vs RITUAL.....[P: 16+]: _____	Vs POISON.....[P: 16]: _____	Vs ILLUSION..[M: 12+]: _____	Vs AWE.....[-: **]: _____		To CAST SPELL[12]: _____
	Vs FAERIE.....[P: 16+]: _____	Vs LETHALPOISON[P: 14]: _____	Vs DREAMS.....[M: 12+]: _____	Vs SOULDRAIN[-: 14]: _____		_____:
	Vs CIRCLES....[P:13/16]: _____	Vs DISEASE....[P: 14]: _____	Vs MINDCONTROL[M: 16+]: _____	Vs DRUGS.....[P: 15]: _____		_____:
	Vs WARDS.....[P:13-14]: _____	Vs EXPOSURE..[P: 14]: _____	Vs POSSESSION..[M: 12+]: _____	Vs PAIN&STUN..[P: 16]: _____		_____:
	Vs FUMES.....[P: 14]: _____	Vs SHOCK.....[P: 18]: _____	Vs INSANITY..[M: 12+]: _____	Vs COMA&DEATH[P: **]: _____%		_____:
						_____:
						_____:

< SKILLS >

	SKILL						SEC	SKILL						COND
	BOOK	P.LVL	+/LVL	MOD	BASE	TOTAL		BOOK	P.LVL	+/LVL	MOD	BASE	TOTAL	
PRIMARY SKILLS			x	+	+	=	%			x	+	+	=	%
			x	+	+	=	%			x	+	+	=	%
			x	+	+	=	%			x	+	+	=	%
			x	+	+	=	%			x	+	+	=	%
			x	+	+	=	%			x	+	+	=	%
			x	+	+	=	%			x	+	+	=	%
			x	+	+	=	%			x	+	+	=	%
			x	+	+	=	%			x	+	+	=	%
			x	+	+	=	%			x	+	+	=	%
			x	+	+	=	%			x	+	+	=	%
			x	+	+	=	%			x	+	+	=	%
			x	+	+	=	%			x	+	+	=	%
			x	+	+	=	%			x	+	+	=	%
			x	+	+	=	%			x	+	+	=	%
			x	+	+	=	%			x	+	+	=	%

< ABILITIES >

CLASS ABILITIES	ABILITY	BOOK	MOD	RANGE	DURATION	DAMAGE
				[BASE]	FT	d
	EFFECT:			[+/LVL]	FT	d
				[TOTAL]	FT	d
			LIMIT:		COST:	<input type="checkbox"/> SDC <input type="checkbox"/> MDC <input type="checkbox"/> PPE <input type="checkbox"/> ISP
CLASS ABILITIES	ABILITY	BOOK	MOD	RANGE	DURATION	DAMAGE
				[BASE]	FT	d
	EFFECT:			[+/LVL]	FT	d
				[TOTAL]	FT	d
			LIMIT:		COST:	<input type="checkbox"/> SDC <input type="checkbox"/> MDC <input type="checkbox"/> PPE <input type="checkbox"/> ISP
CLASS ABILITIES	ABILITY					EFFECT

CHARACTER PROFILE

CHARACTER HISTORY

CHARACTER DETAILS

Character history section with horizontal lines for text entry.

Character details section including fields for Religion/Beliefs, Hobbies, Favorite Food, Drink, Drugs, Sport, Music, Color, Book, and Movie.

RELATIONSHIPS

PERSON/FACTION | RELATION/SENTIMENTS TOWARDS

Relationships section with a table structure for listing persons/factions and their relationships.

ALLIES

NAME | NOTE

Allies section with a table structure for listing allies and their notes.

ENEMIES

NAME | NOTE

Enemies section with a table structure for listing enemies and their notes.

CHARACTER IMAGE

NOTES

Main character image and notes area with horizontal lines for drawing and text.

< VEHICLE >

M O D E L	NAME: _____ TYPE: _____	B O D Y	MAIN BODY.....: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC	C O C K P I T	COCKPIT.....: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC
	CREW: _____ DIMENSIONS: _____ x _____ x _____ FT WEIGHT: _____ LBS		: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC		: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC
	POWER SYSTEM: _____ FUEL: _____ /		: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC		: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC
	MAX. RANGE: _____ MI MAX. ALTITUDE: _____ FT <input type="checkbox"/> V.T.O.L.		: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC		: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC
	GROUND-SPEED: _____ MI/H/ _____ FT/M/ _____ FT/A		: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC		: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC
	AIR-SPEED.....: _____ MI/H/ _____ FT/M/ _____ FT/A		: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC		: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC
	WATER-SPEED...: _____ MI/H/ _____ FT/M/ _____ FT/A		: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC		: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC
	SPACE-SPEED...: _____ MI/H/ _____ FT/M/ _____ FT/A		: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC		: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC
EQUIPMENT EFFECT	W E A P O N	WEAPON RANGE PAYLOAD R.O.F. DAMAGE			
_____ _____		_____ FT / x _____ <input type="checkbox"/> SDC <input type="checkbox"/> MDC			
_____ _____		_____ FT / x _____ <input type="checkbox"/> SDC <input type="checkbox"/> MDC			
_____ _____		_____ FT / x _____ <input type="checkbox"/> SDC <input type="checkbox"/> MDC			

< POWER ARMOR OR MECHA >

M O D E L	NAME: _____ TYPE: _____	B O D Y	MAIN BODY.....: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC	C O C K P I T	COCKPIT.....: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC
	CREW: _____ DIMENSIONS: _____ x _____ x _____ FT WEIGHT: _____ LBS		HEAD.....: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC		SENSORS.....: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC
	POWER SYSTEM: _____ FUEL: _____ /		RIGHT ARM.....: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC		LEFT ARM.....: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC
	MAX. RANGE: _____ MI MAX. ALTITUDE: _____ FT <input type="checkbox"/> V.T.O.L.		RIGHT LEG.....: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC		LEFT LEG.....: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC
	GROUND-SPEED: _____ MI/H/ _____ FT/M/ _____ FT/A		: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC		: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC
	AIR-SPEED.....: _____ MI/H/ _____ FT/M/ _____ FT/A		: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC		: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC
	WATER-SPEED...: _____ MI/H/ _____ FT/M/ _____ FT/A		: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC		: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC
	SPACE-SPEED...: _____ MI/H/ _____ FT/M/ _____ FT/A		: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC		: / <input type="checkbox"/> SDC <input type="checkbox"/> MDC
EQUIPMENT EFFECT	W E A P O N S	WEAPON RANGE PAYLOAD R.O.F. DAMAGE			
_____ _____		_____ FT / x _____ <input type="checkbox"/> SDC <input type="checkbox"/> MDC			
_____ _____		NOTE: _____ _____ _____ _____ _____ <input type="checkbox"/> SDC <input type="checkbox"/> MDC			
_____ _____		BOOK: _____ _____ _____ _____ _____ <input type="checkbox"/> SDC <input type="checkbox"/> MDC			
_____ _____		_____ FT / x _____ <input type="checkbox"/> SDC <input type="checkbox"/> MDC			
_____ _____		NOTE: _____ _____ _____ _____ _____ <input type="checkbox"/> SDC <input type="checkbox"/> MDC			
_____ _____		BOOK: _____ _____ _____ _____ _____ <input type="checkbox"/> SDC <input type="checkbox"/> MDC			
_____ _____		_____ FT / x _____ <input type="checkbox"/> SDC <input type="checkbox"/> MDC			
_____ _____		_____ FT / x _____ <input type="checkbox"/> SDC <input type="checkbox"/> MDC			
_____ _____		_____ FT / x _____ <input type="checkbox"/> SDC <input type="checkbox"/> MDC			
_____ _____		_____ FT / x _____ <input type="checkbox"/> SDC <input type="checkbox"/> MDC			
EQUIPMENT EFFECT	R O B O T	ROBOTIC P.S. : _____ : _____ [DAMAGE BONUS]			
_____ _____		LEAP: _____ <input type="checkbox"/> / <input type="checkbox"/> [STAND] _____ <input type="checkbox"/> / <input type="checkbox"/> [RUNNING]			
_____ _____		LIFT: _____ LBS CARRY: _____ LBS THROW: _____ LBS FOR _____ FT [MAXIMUM]			
_____ _____		NOTES: _____			
_____ _____		NOTES: _____			

< STOWED EQUIPMENT >

1-VEHICLE HOLD: _____ x _____ x _____ FT	2-POWER ARMOR HOLD: _____ x _____ x _____ FT	3-HOME/OTHER SPACE: _____ x _____ x _____ FT
G E A R I N S T O R A G E		
ITEM WEIGHT QTY HELD	ITEM WEIGHT QTY HELD	ITEM WEIGHT QTY HELD
_____ _____ _____ _____	_____ _____ _____ _____	_____ _____ _____ _____
NOTE: _____ BOOK: _____	NOTE: _____ BOOK: _____	NOTE: _____ BOOK: _____
ITEM WEIGHT QTY HELD	ITEM WEIGHT QTY HELD	ITEM WEIGHT QTY HELD
_____ _____ _____ _____	_____ _____ _____ _____	_____ _____ _____ _____
NOTE: _____ BOOK: _____	NOTE: _____ BOOK: _____	NOTE: _____ BOOK: _____
ITEM WEIGHT QTY HELD	ITEM WEIGHT QTY HELD	ITEM WEIGHT QTY HELD
_____ _____ _____ _____	_____ _____ _____ _____	_____ _____ _____ _____
NOTE: _____ BOOK: _____	NOTE: _____ BOOK: _____	NOTE: _____ BOOK: _____
ITEM WEIGHT QTY HELD	ITEM WEIGHT QTY HELD	ITEM WEIGHT QTY HELD
_____ _____ _____ _____	_____ _____ _____ _____	_____ _____ _____ _____
NOTE: _____ BOOK: _____	NOTE: _____ BOOK: _____	NOTE: _____ BOOK: _____
ITEM WEIGHT QTY HELD	ITEM WEIGHT QTY HELD	ITEM WEIGHT QTY HELD
_____ _____ _____ _____	_____ _____ _____ _____	_____ _____ _____ _____
NOTE: _____ BOOK: _____	NOTE: _____ BOOK: _____	NOTE: _____ BOOK: _____
ITEM WEIGHT QTY HELD	ITEM WEIGHT QTY HELD	ITEM WEIGHT QTY HELD
_____ _____ _____ _____	_____ _____ _____ _____	_____ _____ _____ _____
NOTE: _____ BOOK: _____	NOTE: _____ BOOK: _____	NOTE: _____ BOOK: _____

↳ CYBERNETIC ENHANCEMENTS ↳

UPPER ARMS

ARM MODEL	P.P.	P.S.	MDC
<input type="checkbox"/> RU1:			/
<input type="checkbox"/> RU2:			/
<input type="checkbox"/> RU3:			/
<input type="checkbox"/> LU1:			/
<input type="checkbox"/> LU2:			/
<input type="checkbox"/> LU3:			/

WEAPON	R.O.F.	DAMAGE
		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
RANGE: FT LOC:		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
PAYLOAD: / x		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC

TOOL/ENHANCEMENT	LOCATION	POWER
		/
DETAIL:		

TOOL/ENHANCEMENT	LOCATION	POWER
		/
DETAIL:		

HEAD

HEAD MODEL	MDC
	/

SENSORY EQUIPMENT	EFFECT

WEAPON	R.O.F.	DAMAGE
		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
RANGE: FT LOC:		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
PAYLOAD: / x		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC

TOOL/ENHANCEMENT	LOCATION	POWER
		/
DETAIL:		

TOOL/ENHANCEMENT	LOCATION	POWER
		/
DETAIL:		

MAIN BODY

BODY MODEL	MDC
	/

CYBORG ARMOR	MDC
	/

BOOSTER/JETPACK SYSTEM	MDC
	/

FLY: F.P.M./ F.P.A. FOR MELEES

WEAPON	R.O.F.	DAMAGE
		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
RANGE: FT LOC:		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
PAYLOAD: / x		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC

TOOL/ENHANCEMENT	LOCATION	POWER
		/
DETAIL:		

TOOL/ENHANCEMENT	LOCATION	POWER
		/
DETAIL:		

FOREARMS

ARM MODEL	STRIKE	PARRY	MDC
<input type="checkbox"/> RA1:	x	/	/
<input type="checkbox"/> RA2:	* *	/	/
<input type="checkbox"/> RA3:	* *	/	/
<input type="checkbox"/> LA1:	x	/	/
<input type="checkbox"/> LA2:	* *	/	/
<input type="checkbox"/> LA3:	* *	/	/

* EACH ADDITIONAL ARM PROVIDES ONE EXTRA OVERALL BONUS

WEAPON	R.O.F.	DAMAGE
		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
RANGE: FT LOC:		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
PAYLOAD: / x		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC

WEAPON	R.O.F.	DAMAGE
		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
RANGE: FT LOC:		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
PAYLOAD: / x		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC

WEAPON	R.O.F.	DAMAGE
		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
RANGE: FT LOC:		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
PAYLOAD: / x		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC

WEAPON	R.O.F.	DAMAGE
		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
RANGE: FT LOC:		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
PAYLOAD: / x		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC

TOOL/ENHANCEMENT	LOCATION	POWER
		/
DETAIL:		

TOOL/ENHANCEMENT	LOCATION	POWER
		/
DETAIL:		

POWER SOURCE []: /

BIONIC UPGRADES FUND:

COSMETIC DESCRIPTION

NOTES

LEGS

LEG MODEL	INIT.	DODGE	MDC
<input type="checkbox"/> RL1:			/
<input type="checkbox"/> RL2:			/
<input type="checkbox"/> RL3:			/
<input type="checkbox"/> LL1:			/
<input type="checkbox"/> LL2:			/
<input type="checkbox"/> LL3:			/

OVERALL BONUS APPLIED FROM SELECT MODELS

WEAPON	R.O.F.	DAMAGE
		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
RANGE: FT LOC:		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
PAYLOAD: / x		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC

WEAPON	R.O.F.	DAMAGE
		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
RANGE: FT LOC:		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
PAYLOAD: / x		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC

WEAPON	R.O.F.	DAMAGE
		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
RANGE: FT LOC:		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
PAYLOAD: / x		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC

WEAPON	R.O.F.	DAMAGE
		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
RANGE: FT LOC:		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
PAYLOAD: / x		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC

WEAPON	R.O.F.	DAMAGE
		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
RANGE: FT LOC:		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
PAYLOAD: / x		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC

TOOL/ENHANCEMENT	LOCATION	POWER
		/
DETAIL:		

TOOL/ENHANCEMENT	LOCATION	POWER
		/
DETAIL:		

HANDS

HAND MODEL	STRIKE	DAMAGE	MDC
<input type="checkbox"/> RH1:			/
<input type="checkbox"/> RH2:			/
<input type="checkbox"/> RH3:			/
<input type="checkbox"/> LH1:			/
<input type="checkbox"/> LH2:			/
<input type="checkbox"/> LH3:			/

INDIVIDUAL ARM STATS FOR STRIKE AND DAMAGE BONUS

WEAPON	R.O.F.	DAMAGE
		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
RANGE: FT LOC:		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
PAYLOAD: / x		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC

TOOL/ENHANCEMENT	LOCATION	POWER
		/
DETAIL:		

TOOL/ENHANCEMENT	LOCATION	POWER
		/
DETAIL:		

BIO-SYSTEMS

BIO-SYSTEMS	EFFECT

WEAPON	R.O.F.	DAMAGE
		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
RANGE: FT LOC:		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
PAYLOAD: / x		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC

TOOL/ENHANCEMENT	LOCATION	POWER
		/
DETAIL:		

TOOL/ENHANCEMENT	LOCATION	POWER
		/
DETAIL:		

FEET

FOOT MODEL	P.P.	P.S.	MDC
<input type="checkbox"/> RF1:			/
<input type="checkbox"/> RF2:			/
<input type="checkbox"/> RF3:			/
<input type="checkbox"/> LF1:			/
<input type="checkbox"/> LF2:			/
<input type="checkbox"/> LF3:			/

SPEED AND LEAPING DISTANCE LOCATED IN CHARACTER DATA

WEAPON	R.O.F.	DAMAGE
		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
RANGE: FT LOC:		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC
PAYLOAD: / x		d <input type="checkbox"/> SDC <input type="checkbox"/> MDC

TOOL/ENHANCEMENT	LOCATION	POWER
		/
DETAIL:		

TOOL/ENHANCEMENT	LOCATION	POWER
		/
DETAIL:		

ITEMS OF INTEREST AND POWER

WEAPON	R.O.F.	DAMAGE	<input type="checkbox"/> SDC <input type="checkbox"/> MDC
RANGE: <u> </u> FT A.O.E.: <u> </u> FT		d	<input type="checkbox"/> SDC <input type="checkbox"/> MDC
PAYLOAD: <u> </u> / <u> </u> x		d	<input type="checkbox"/> SDC <input type="checkbox"/> MDC
ACTIVATION: <input type="checkbox"/> OPPE <input type="checkbox"/> TSP	DURATION: <u> </u>	+	/LVL
NOTE: _____			
BOOK: <u> </u>	WEIGHT: <u> </u> LBS	QTY: <u> </u> x	HELD: <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3

NAME	# OF USES	TYPE
EFFECT: _____		
ACTIVATION: <input type="checkbox"/> OPPE <input type="checkbox"/> TSP	DURATION: <u> </u>	+
NOTE: _____		
BOOK: <u> </u>	WEIGHT: <u> </u> LBS	QTY: <u> </u> x

NAME	# OF USES	TYPE
EFFECT: _____		
ACTIVATION: <input type="checkbox"/> OPPE <input type="checkbox"/> TSP	DURATION: <u> </u>	+
NOTE: _____		
BOOK: <u> </u>	WEIGHT: <u> </u> LBS	QTY: <u> </u> x

ITEM TO CREATE: _____	COST: <input type="checkbox"/> OPPE <input type="checkbox"/> TSP +	EXP DAYS: <u> </u>	OF	NOTE: _____	BOOK: _____
SPELLS & COMPONENTS TO CREATE: <input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

WEAPONS

GADGETS & TOOLS

SIGALS & TATTOOS & FETISHES

The Palladium games system is one that is complex with tons of information.

All this information makes for a fun and complete experience, but can be a pain to organize.

Thus, I have made it my goal to attempt to create the most complete and organized character sheets possible to make gaming with the Palladium system quicker and easier.

It's my hope that almost everything on this character sheet is easy to understand and obvious as to what it's purpose is. But there are bound to be a few things that need clarification. So this page is here to help you should you run into a snag while filling out your sheet.

Q) Dear god, there are a lot of saves! (Page 1: Character Data - Saves section)

A) Well, I listed almost every official save type I could find. The "P" or "M" next to the target number tells you if it is a Physical or Mental save type. Let me give you a rundown on some of the less common save types you might not know of:

Save Vs Faerie Magic, Wards, Circles, Fumes, and Curses – These are types of magic, mostly from the 'Palladium Fantasy RPG'. Circles and Curses also appear in 'Rifts'. There is nothing you really special you need to know about these, just check the source material if you use them.

Save Vs Exposure – Also known as "Save vs Extreme Temperatures", apparently from 'Palladium Fantasy RPG'. A failed save for a player could mean hypothermia or heat stroke. Apply extreme fatigue rules. Prolonged exposure could lead to death!

Save Vs Shock – Also known as "Save Vs Electrocutation", also from 'Palladium Fantasy RPG'. When a player gets a solid bolt of potentially lethal electricity, it could cause them to immediately pass out or even stop their heart! Successful use of the first aid skill can restart the heart (CPR).

Save Vs Illusions - There are generally 3 sources in which this type of power emanates from; Magic, Psychic Powers, or Technology, the last being often overlooked (holograms and computer simulations). This save involves the player actually detecting the flaws in the illusion to tell that it is not real (often subconsciously). Magic and technology effect the environment, but psychic illusions actually affect the players minds instead, so the GM may want make players roll Save Vs Psionics instead.

Save Vs Dreams - There are times when a player may find themselves trapped in their own minds, attacked by their nightmares, or be forced to tread the dreamscapes as they would any other world. This save would represent the player's ability to overcome their own dreams.

Save Vs Mind Control – Mind Control is when the person is still conscious, but unable to control most of their own actions. A person under Mind Control will probably not do anything that goes completely against their character. Think of it as a voice in your head telling you what to do.

Save Vs Possession – Possession is when a player's body is fully invaded, and their mind is completely suppressed, making them completely at the mercy of whoever is in control of their body.

Save Vs Pain & Stun – For those times when your player experiences a particularly nasty hit. On a failed roll, they may find themselves loosing actions as they uncontrollably cradle their wound or even pass out. Females begin with +2 to this save. Optional: G.M.s may let some players use their ME bonus for this save instead, if they have mentally trained to suppress pain (Perhaps and added bonus for the Meditation skill).

Save Vs Soul Drain – Also known as "Save Vs Soul Drinking". From 'Palladium Fantasy RPG'. You can resist having your soul sucked away by a rune weapon. However, even on a successful save, the player should suffer fatigue at the least.

Save Vs Awe – You find yourself distracted by the awesome beauty of this creature. Same penalties as Save Vs Horror Factor. Optional: Some G.M.s may let players use their ME bonus for Horror Factor and Awe saves.

Bonus to Perception – Perception tests are made when you are trying to find something. This is an option rule introduced in 'Nightbane' I believe. Also see Rifts Ultimate Edition or Rifts Gamemaster's Guide for a full explanation of this rule. A high IQ stat provides a bonus, just use the ME chart to determine the bonus.

Official saves types not listed as of this time:

Save Vs Neural Mace/Taser – Use Save Vs Pain & Stun, as this is a low level electrical attack, designed to stun, not kill (so not as difficult as Save Vs Shock).

Save Vs Acid – From *Robotech*. No save, Dodge!!!

Save Vs Fice, Ice, Etc... – Typically the only save against an elemental attack is a dodge. Your character might be strong against an element type, in which case you might mark that as a bonus. Example: Bonus vs Fire Damage : 50% (meaning you take half damage from fire).

Q) What is "P.Lvl" [Proficiency Level]? (Page 1: Skills)

A) P.Lvl means; This skill's "Proficiency Level". Your skills progress in level along with you. Taking a new skill at level 5 does not provide the same bonuses, as if you took it at an earlier level. Example: If you take the new skill "Advanced Mathematics" at level 5, it starts at Skill Level 1 (or 0 if a secondary skill). You multiply the 'Skill Level' times '+Bonus per level' then add that to your 'Mods' (such as a OCC skill bonus or I.Q. Bonus) and lastly to your 'Base' and you have the 'Total'. Every time you go up a level, all your skills go up one level as well. Remember: Secondary Skills start at level 0, because they don't provide a bonus when you first take them.

Q) Why a separate spot for "Battle Skills"? And what is the "Pri"[Primary] box for? (Page 2: Combat Data - Battle Skills)

A) This is just to keep your 'Battle Skills' next to where you need them. In the middle of a fight it is easier to check here for your "Acrobatics" and other physical related skills, than in your skill section, mixed in with all your book smarts. The 'Pri' Box is for you to check if it is a Primary skill.

Q) Why have "Pri" [Primary Skill] boxes and "P.Lvl" [Proficiency Level] on Weapon Proficiencies? (Page 2: Combat Data - Weapon Proficiencies)

A) A WP as a secondary skill starts at skill level 0, so it provides no bonus the first level you take it. Also Primary skills and Secondary skills are very different. Having "WP:Assault Rifle" as a primary skill means you have had expert level training with this weapon (Such as military training). However if it is a secondary skill, it means you have only shot this type of gun at your uncle's ranch on the weekends, and know only the basics of its workings. The difference here might effect your GM's penalties and bonuses, and things like how long it would take to unjam or repair your weapon.

Q) How exactly is "Payload" set up? (Page 2: Combat Equipment - Weapons)

A) $\frac{\text{Current ammo in magazine}}{\text{full magazine size}} \times \text{number of spare magazines}$.

Q) What is "R.o.F" [Rate of Fire]? (Page 2: Combat Equipment - Weapons)

A) "Rate of fire" is the number of bullets used in that shot. Some guns have a "burst shot" which uses multiple bullets and sometimes takes multiple actions to fire. Example: I have a machine gun, with two different modes of fire. A single shot mode, and a burst Mode. If I had my gun set to a single shot, I would just write in "1" here. Now I switch modes to "Burst"; My gun now fires 3 bullets per shot, so I write 3. My gun may even have a full auto mode, so I would be able to "Spray" 20 bullets but the attack counts as 2 actions, I would write: "2B20" for "Two round burst of 20 bullets" (or what ever method makes the most sense to you).

Q) What is the E-C section? (Page 2: Combat Equipment - E-C)

A) E-clips are batteries that are common in many Rifts laser weapons, so instead of writing the number of spare e-clips you have in the 'number of spare magazines' slot in Payload, you can use this handy little section to keep track of how many full and empty e-clips you have.

**Thanks so much. If you have any other questions, please email me at: DarkanX@gmail.com
Check for updates at my project website: www.darkanx.wordpress.com**