## PALLADIUM CHARACTER SHEET

R.C.C./O.C.C. Skills	+%	%	Character Name:				Playe	Player Name:  M.D.C.: / S.D.C.: /						
			Alignment: Hit Points: /			M.D.								
						S.D.C								
	Experience Level:					XP:								
			O.C.C.:				R.C.C	R.C.C.:						
			I.Q.: Skill Bonus: +			·								
			M.E.: Save vs. Psionics / Insanity: +											
			M.A.: Trust / Itimidate:											
			P.S.: Damage Bonus: +											
			P.P.: Strike / Parry / Dodge Bonus: +					In	nitiative Bonus: +					
		P.E.: Save vs. Coma / Death: +					Sa	Save vs. Poison / Magic: +						
			P.B.: Charm / Impress:											
			Spd: Meters per Minute: (mph / kmph)											
			P.P.E.: Disposition:											
			Spell Strength:											
			I.S.P.: Height:				Weight:							
			Rank: Age:				Notes:							
						Sex:								
R.C.C./O.C.C. Related Skills	+%	%	WEAPON Ain			Aim	Brst	Prry	/Rng	Clip	Dama	age		
							+	<del>                                     </del>						
										1				
			EOLIAD MENA											
			EQUIPMENT	ľ					-					
Additional Skills/Powers	+%	%												
			Secondary Ski	ills	+	.%	<b>%</b>							
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HAND TO HAND:	Robot:	Robot:	Robot:		
# of Attacks:	# of Attacks:	# of Attacks:	# of Attacks:		
Damage: +	Strike: +	Strike: +	Strike: +		
Strike: +	Parry: +	Parry: +	Parry: +		
Parry: +	Dodge-Vehicle: +	Dodge-Vehicle: +	Dodge-Vehicle: +		
Dodge: +	Dodge-Flying: +	Dodge-Flying: +	Dodge-Flying: +		
Auto Dodge (spec.): +	Dodge-Battloid: +	Dodge-Battloid: +	Dodge-Battloid: +		
Roll: +	Auto (Leap) Dodge: +	Auto (Leap) Dodge: +	Auto (Leap) Dodge: +		
Initiative: +	Roll: +	Roll: +	Roll: +		
Critical Strike:	Initiative: +	Initiative: +	Initiative: +		
Knock Out:	Damage	Damage	Damage		
Death Blow:	Restrained Punch:	Restrained Punch:	Restrained Punch:		
Kick:	Regular Punch:	Regular Punch:	Regular Punch:		
Jump Kick:	Power Punch:	Power Punch:	Power Punch:		
Restrained Punch:	Kick:	Kick:	Kick:		
Regular Punch:	Leap Kick:	Leap Kick:	Leap Kick:		
Power Punch:	Stomp:	Stomp:	Stomp:		
Bite:	Flip:	Flip:	Flip:		
Flip:	Tackle:	Tackle:	Tackle:		
Saving Throws	Speed	Speed	Speed		
Lethal Poison (14):	Flying:	Flying:	Flying:		
Non-Lethal Poison (16):	Leaping:	Leaping:	Leaping:		
Harmful Drugs (15):	Running:	Running:	Running:		
Insanity (12):	M.D.C. by Location	M.D.C. by Location	M.D.C. by Location		
Psionics ( ):	Main Body:	Main Body:	Main Body:		
Magic - Spell (12):	Head:	Head:	Head:		
Magic - Ritual (16):					
Horror Factor:	Legs: Arms:	Legs: Arms:	Legs: Arms:		
Horior Factor.	Force Field:	Force Field:	Force Field:		
		Force Field.	Force Field.		
Armor	Special Abilities/Notes:				
Type:					
M.D.C.:					
Weight:					
Prowl Penalty:					
Speed Penalty:					
Force Field: /					
Other:					