Palladium Abbreviations

Here is a list of Palladium abbreviations (in no particular order) from the following books: RIFTS, Heroes Unlimited (HU), Ninjas and Superspies (NS), Robotech, Macross II, Beyond the Supernatural (BtS), Nightbane (NB), and the revised TMNT & Other Strangeness (TMNT/TMNT).

AR- Armor Rating, how much protection your armor has. A successful strike roll under or equal to the AR means the armor takes dmg, otherwise character takes dmg. **Auto-G**- a misprint in the main RIFTS book that the editors missed.

BIO-E- Bio-Energy points that can be spent to mutate a character. Seen most often in BtS and HU.

Char- character
Chi- intrinsic mental energy used to power mystical martial arts abilities.
CRH- character record history, a story explaining the history of the character.
CRS- character record sheet, the piece of paper with with all of the information on a character on it (attributes, skills, etc)
CS- Coalition States.

E-clip- Energy-clip, where the power for your laser guns comes from. **EP**- see XP.

FRP- Fantasy Role-Playing, 'nuff said.

D-Bee-Dimensional-Being, aliens. **DMG/dmg**- Damage (personal).

GB- Glitter Boy, an laser-resistant RPA suit with a boom-gun. **GM/DM**- Games Master/Dungeon Master. The guy (or girl) who runs the games.

HF- Horror Factor, a willpower roll to see if you are afraid of a supernatural creature. **HP/hp**- Hit Points, or life points. **HTH/h-to-h**- hand-to-hand, unarmed combat.

IQ- Intelligence Quotient, smarts.

IR- infra-red, which is a frequency of light below the sprectum that humans can see. **ISP**- Inner Strength Points, intrinsic mental energy used to power psi abilities.

LARP- Live-Action Role-Playing, 'nuff said. **LRM**- Long-Range Missile.

MA- martial arts.

MA- Mental Affinity, presence, charisma.

MDC- Mega-Damage Capacity, equal to 100 SDC, impervious to weapons which only inflict SD. **ME**- Mental Endurance, resistance to mental fatigue (stress, etc).

NPC- Non-Player Character, a char the GM plays.

OCC- Occupational Character Class, what your character does for a living as an adventurer. **OPP**- yeah, you know me!

PA- power armour.

PA- Post-Apocalyptic, the Rifts calendar.

PB/PBC- Particle-Beam Cannon, really nasty weapon.

PB- Physical Beauty, 'nuff said.

PC- Player Character, a char that you or another non-GM plays.

PCC- Psychic Character Class. Seen most often in BtS, NB, and RIFTS.

PE- Physical Endurance, resistance to phical fatigue.

PP- Physical Prowess, agility, dexterity.

PPE- Potential Psychic Energy, intrinsic mystic energy used to power magic.

PS- Physical Strength, 'nuff said.

PSI/Psi- psionics, psychic abilities, mind tricks, etc.

RCC- Racial Character Class, a different racial class that you can play.

RDF- Robotech Defense Force, the good guys during the First Robotech War/War Against the Zentraedi. **REF**- Robotech Expeditionary Force, the good guys who survived the war with the Zentraedi and took the war to the Robotech Masters' homeworld and ended up fighting the Invid.

RPA- Robot Power Armor, neat-o.

RPG- Role-Playing Game, 'nuff said.

RoF- Rate of Fire, how often a weapon can be fired or thrown.

SDC- Structural Damage Capacity, toughness of a person or object.

SMG- Sub-Machine Gun, usually an automatic or semi-automatic weapon that uses pistol ammunition instead of rifle ammo.

Spd- Speed, 'nuff said.

SRM- Short-Range Missile.

TK- telekinesis, moving things with your mind.

TNT- boom-sticks (just checking).

TW- Techno-Wizard, a mage who combines magic and technology.

UV- ultra-violet, which is a frequency of light above the sprectum that humans can see.

WP- Weapon Proficiency, a special weapon skill, giving bonuses to strike, parry, and dodge (where applicable).

XP- eXperience Points, 'nuff said.