



PALLADIUM FANTASY RPG® CHARACTER SHEET

COMBAT SKILL

Name: RACE: TRUE NAME: ALIGNMENT: HIT POINTS: D.C.(PHYSICAL): EXPERIENCE LEVEL: POINTS:

I.Q.: AGE: LIFESPAN: P.P.E.: M.E.: SEX: CHI: M.A.: HEIGHT: WEIGHT: I.S.P.: P.S.: LAND OF ORIGIN: P.P.: ENVIRONMENT: P.E.: SOCIAL/FAMILY BACKGROUND: P.B.: RACIAL HOSTILITIES: SPD.: DISPOSITION:

SAVING THROWS

SAVE VS. SPELL/WARD: / SAVE VS. FUME/RITUAL: / SAVE VS. PSIONICS: SAVE VS. TOXINS/POISONS: / SAVE VS. HARMFUL DRUGS: SAVE VS. INSANITY: SAVE VS. POSSESSION: + SAVE VS. HORROR FACTOR: + SAVE VS. COMA/DEATH: + % PERCEPTION ROLLS: / / /

# OF ATTACKS: INITIATIVE: + DAMAGE: + STRIKE: + PARRY: + DODGE: + ROLL: + RESTR. PUNCH: PUNCH: POWER PUNCH: KICK: LEAP KICK: KNOCK OUT: CRITICAL: 20 DEATH: FLIP: (+) % LEAP: FT.↑ FT.→ LIFT: LBS. CARRY: LBS. THROW(MAX): LBS. FT. RUN: MPH (MAX) MELEES FT/MELEE FT/ATTACK SWIM: MPH (MAX) MELEES FT/MELEE FT/ATTACK

DAMAGE RECORD

D.C.: : D.C.: : HIT POINTS: I.S.P.: CHI: P.P.E.:

O.C.C. SKILLS +%/LVL. % NATIVE LANGUAGE: 98 SPEAK (+15%): 5 SPEAK (+15%): 5 BASIC MATH (+20%): 5 TWO WEAPON PROFICIENCIES OF CHOICE ENHANCED I.S.P. RECOVERY •TWO PER HOUR OF ACTIVITY •TWELVE PER HOUR OF REST/MEDITATION BONUS •+6 VS. MIND CONTROL/MAGIC CHARMS •+5 VS. POSSESSION •+3 VS. HORROR FACTOR SEE PSIONICS ON SECOND SHEET

Table with columns: SKILLS, +%/LVL. %, SECONDARY SKILLS, +%/LVL. %

Table with columns: WEAPONS, RANGE, DAMAGE

Table with columns: WEAPON PROFICIENCIES, STR/THR AIM/BURST, PARRY/RANGE, DAMAGE/RATE

ARMOR: A.R.: D.C.: / WEIGHT: COST: PROWL PENALTY:- %

Table with column: EQUIPMENT

Table with column: SPECIAL ABILITIES/SKILLS

NOTES MONEY GOLD: SALARY: VALUABLES: OUTFITS