PALLADIUM FANTASY RPG® CHARACTER SHEET

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:			

Insanity (if any): _____
Invoke Trust/Intimidate: ____% **Charm/Impress:** ____%

Combat Skill

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

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:	/ / /

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	
Literacy (+20%): _____	5	
Land Navigation (+10%)	5	
Horsemanship: Palladin	5 /	
Heraldry (+20%)	5 /	
Basic Math (+15%)	5	
Dance (+10%)	5	
(+10%) _____		
(+10%) _____		
(+10%) _____		

Skills

	+%/Lvl.	%

Secondary Skills

	+%/Lvl.	%

Weapons

	Range	Damage

Ammunition(___): _____
Ammunition(___): _____

Weapon Proficiencies

	Str/Thr Aim/Burst	Parry/ Range	Damage/ Rate
Lance	/		
Shield	/		

Armor: _____
A.R.: ____ ☐.D.C.: _____/_____
Weight: _____ Cost: _____
Prowl Penalty:-_____%

Armor: _____
A.R.: ____ ☐.D.C.: _____/_____
Weight: _____ Cost: _____
Prowl Penalty:-_____%

Equipment

Special Abilities/Skills

Demon Death Blow
- Automatically penetrates A.R.
- Inflicts 1/2 damage againts creatures that are only affected by magic
- Victim cannot regenerate for 1D4 hours!
- Limitations
  - Against supernatural opponents only
  - Intent must be pure of spirit
  - Equals two attacks
  - Not applicable to projectile weapons

Notes

Money

Gold:
Salary:
Valuables:

Outfits

❑
❑
❑
❑
❑