PALLADIUM FANTASY RPG® CHARACTER SHEET

Combat Skill

# of Attacks: _____ Innitiative: +_____
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

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: ____%

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 (+20%): _____	5	
Speak (+20%): _____	5	
Literacy (+20%): _____	5	
Basic Math (+20%)	5	
Lore: Demons & Monsters (+15%)	5	
Lore: Religion (+20%)	5	
Land Navigation (+10%)	4	
Streetwise (+10%)	4	
Wilderness Survival (+10%)	5	

One Weapon Proficiency of choice
See Priest Abilities on Second Sheet

Skills

	+%/Lvl.	%

Secondary Skills

	+%/Lvl.	%

Weapons

	Range	Damage

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

Weapon Proficiencies

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

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

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

Equipment

Special Abilities/Skills

Notes

Money
Gold:
Salary:
Valuables:

Outfits
❑
❑
❑
❑
❑