# SOLDIER

# 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 (+10%): _____ | 5 | |
| Speak (+10%): _____ | 5 | |
| Climb/Scale Walls (+5%) | 5 | |
| Military Etiquette (+20%) | 5 | |
| Forced March | | |
| Body Building & Weight Lifting | | |

**Weapon Proficiencies**
W.P. Shield

**O.C.C. Bonuses**
+1 to pull punch, +1 to save vs. Horror Factor at levels 1, 3, 7, 10, and 13.

## Skills

| | +%/Lvl. | % |
|---|---|---|
| | | |

## Secondary Skills

| | +%/Lvl. | % |
|---|---|---|
| | | |

## Weapons

| | Range | Damage |
|---|---|---|
| | | |

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

## Weapon Proficiencies

| | Str/Thr Aim/Burst | Parry/ Range | Damage/ Rate |
|---|---|---|---|
| Shield | / | | |
| | / | | |
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| | / | | |

**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

❑
❑
❑
❑
❑