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	
Math: Basic (+10%)	5	
Pick Locks (+15%)	5	
Pick Pockets (+15%)	5	
Locate Secret Compartments/Doors (+15%) →	5	
Streetwise (+14%)	4	
Track Humanoids (+15%)	5	
Wilderness Survival (+20%)	5	
Also Select Two Weapon Proficiencies		

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

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☐
☐
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