WARRIOR MONK

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

Skills

	+%/Lvl.	%

Secondary Skills

	+%/Lvl.	%

Weapons

	Range	Damage

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

Weapon Proficiencies

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

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

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

Equipment

Special Abilities/Skills

Stick Fighting
- "Stick" Power Strike — Damage: +1D6
  - 01-50% chance victem drops one weapon
  - Loses innitiative & one attack
  - Must roll an 18 or higher to succeed
- Parry Arrows (at -2)

Spirit Strike — Damage: x3!
- Can only be used against supernatural

Temple Skills

•Begging	3	
•Fasting	3	
•Deep Meditation	6	
- Base meditation time:		hours
- Recovers I.S.P./P.P.E. at 3x normal rate		

Notes

Money

Gold:
Salary:
Valuables:

Outfits

❑
❑
❑
❑
❑