



PALLADIUM FANTASY RPG® CHARACTER SHEET

COMBAT SKILL

NAME: _____ RACE: _____

TRUE NAME: _____

OF ATTACKS: _____ INITIATIVE: + _____

ALIGNMENT: _____

DAMAGE: + _____ STRIKE: + _____

HIT POINTS: _____ D.C.(PHYSICAL): _____

PARRY: + _____ DODGE: + _____

EXPERIENCE LEVEL: _____ POINTS: _____

ROLL: + _____ RESTR. PUNCH: _____

I.Q.: _____ AGE: _____ LIFESPAN: _____ P.P.E.: _____

PUNCH: _____ POWER PUNCH: _____

M.E.: _____ SEX: _____ CHI: _____

KICK: _____ LEAP KICK: _____

M.A.: _____ HEIGHT: _____ WEIGHT: _____ I.S.P.: _____

KNOCK OUT: _____

P.S.: _____ LAND OF ORIGIN: _____

CRITICAL: _____ 20

P.P.: _____ ENVIRONMENT: _____

DEATH: _____

P.E.: _____ SOCIAL/FAMILY BACKGROUND: _____

FLIP: _____ (+) _____ %

P.B.: _____ RACIAL HOSTILITIES: _____

LEAP: _____ FT. ↑ _____ FT. → _____

SPD.: _____ DISPOSITION: _____

LIFT: _____ LBS. CARRY: _____ LBS.

THROW(MAX): _____ LBS. FT.

RUN: _____ MPH (MAX) _____ MELEES

FT/MELEE _____ FT/ATTACK _____

SWIM: _____ MPH (MAX) _____ MELEES

FT/MELEE _____ FT/ATTACK _____

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 (+10%): 5
SPEAK (+10%): 5
LORE: DEMONS & MONSTERS (+20%): 5
LORE: FAERIE FOLK (+10%): 5
TWO WEAPON PROFICIENCIES OF CHOICE
WITCH ABILITIES
THE PACT:
THE GIFT:
MAJOR PACT BONUS POWER:
DEMON FAMILIAR:
ANIMAL TYPE:

SKILLS

+%/LVL. %

SECONDARY SKILLS

+%/LVL. %

Table with columns: WEAPONS, RANGE, DAMAGE. Includes rows for AMMUNITION(): and AMMUNITION():

WEAPON PROFICIENCIES

STR/THR AIM/BURST

PARRY/RANGE

DAMAGE/RATE

Table for weapon proficiency entries with columns for STR/THR, PARRY, and DAMAGE.

ARMOR:
A.R.: D.C.: /
WEIGHT: COST:
PROWL PENALTY:- %
ARMOR:
A.R.: D.C.: /
WEIGHT: COST:
PROWL PENALTY:- %

EQUIPMENT

SPECIAL ABILITIES/SKILLS

NOTES

Equipment notes section with horizontal lines.

Special Abilities/Skills notes section with horizontal lines.

Notes section with horizontal lines and MONEY/OUTFITS sub-sections.

MONEY

GOLD:
SALARY:
VALUABLES:

OUTFITS

- Outfit selection checkboxes.