



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. INSANITY (IF ANY): _____
 THROW(MAX): _____ LBS. FT. INVOKE TRUST/INTIMIDATE: _____ % CHARM/IMPRESS: _____ %

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

NATIVE LANGUAGE: _____ 98
 SPEAK (+20%): _____ 5
 SPEAK (+20%): _____ 5
 SPEAK (+20%): _____ 5
 LITERACY: ELVEN _____ 98
 LITERACY (+20%): _____ 5
 LITERACY (+20%): _____ 5
 LORE (+15%): _____ 5
 BASIC MATH (+25%): _____ 5
 SCULPT & WHITTLING (+20%): _____ 5
 ONE WEAPON PROFICIENCY OF CHOICE
 SEE DIABOLIST ABILITIES ON SECOND SHEET

SKILLS

+%/ LVL. % SECONDARY SKILLS +%/ LVL. %

WEAPONS

RANGE DAMAGE

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: - _____ %

AMMUNITION(): _____
 AMMUNITION(): _____

EQUIPMENT

SPECIAL ABILITIES/SKILLS

NOTES

MONEY

GOLD: _____

SALARY: _____

VALUABLES: _____

OUTFITS

