



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: \_\_\_\_\_ CRITICAL: \_\_\_\_\_ 20 P.S.: \_\_\_\_\_ LAND OF ORIGIN: \_\_\_\_\_

DEATH: \_\_\_\_\_ FLIP: \_\_\_\_\_ (+ ) \_\_\_\_\_ % P.P.: \_\_\_\_\_ ENVIRONMENT: \_\_\_\_\_
LEAP: \_\_\_\_\_ FT. ↑ \_\_\_\_\_ FT. → \_\_\_\_\_ P.E.: \_\_\_\_\_ SOCIAL/FAMILY BACKGROUND: \_\_\_\_\_

LIFT: \_\_\_\_\_ LBS. CARRY: \_\_\_\_\_ LBS. P.B.: \_\_\_\_\_ RACIAL HOSTILITIES: \_\_\_\_\_
THROW(MAX): \_\_\_\_\_ LBS. FT. SPD.: \_\_\_\_\_ DISPOSITION: \_\_\_\_\_

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

Table with columns for various saving throws: SPELL/WARD, FUME/RITUAL, PSIONICS, TOXINS/POISONS, HARMFUL DRUGS, INSANITY, POSSESSION, HORROR FACTOR, COMA/DEATH, PERCEPTION ROLLS.

DAMAGE RECORD

D.C.: \_\_\_\_\_ : \_\_\_\_\_
D.C.: \_\_\_\_\_ : \_\_\_\_\_
HIT POINTS: \_\_\_\_\_
I.S.P.: \_\_\_\_\_
CHI: \_\_\_\_\_
P.P.E.: \_\_\_\_\_

O.C.C. SKILLS +%/LVL. %

Table for O.C.C. Skills: NATIVE LANGUAGE (98), SPEAK (+10%) (5), WILDERNESS SURVIVAL (+10%) (5), WEAPON PROFICIENCIES (W.P. ARCHERY, SNIPER, TARGETING, SUPERIOR BOWMANSHIP, DODGE & PARRY ARROWS, DODGE PROJECTILE, PARRY).

SKILLS

SECONDARY SKILLS

Large grid for SKILLS and SECONDARY SKILLS with columns for +%/LVL. %

WEAPONS RANGE DAMAGE

WEAPON PROFICIENCIES

STR/THR AIM/BURST PARRY/RANGE DAMAGE/RATE

Table for WEAPONS with columns for RANGE and DAMAGE

Table for WEAPON PROFICIENCIES: LONG BOW, SNIPER (+2), TARGETING

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

Equipment section grid

Special Abilities/Skills section grid

MONEY: GOLD, SALARY, VALUABLES

OUTFITS section with checkboxes