



**PALLADIUM FANTASY RPG® CHARACTER SHEET**

**COMBAT SKILL**

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: \_\_\_\_\_ %

**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:     /     /     /

# 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

**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 (+20%):     5  
 BASIC MATH (+20%):     5  
 LORE: DEMONS & MONSTERS (+15%):     5  
 LORE: RELIGION (+20%):     5  
 LAND NAVIGATION (+10%):     4  
 STREETWISE (+10%):     4  
 WILDERNESS SURVIVAL (+10%):     5  
 ONE WEAPON PROFICIENCY OF CHOICE  
 SEE PRIEST ABILITIES ON SECOND SHEET

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


**WEAPONS**     RANGE     DAMAGE


**WEAPON PROFICIENCIES**     STR/THR     PARRY/     DAMAGE/  
AIM/BURST     RANGE     RATE


**ARMOR:**

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


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

AMMUNITION( ): \_\_\_\_\_  
 AMMUNITION( ): \_\_\_\_\_

**EQUIPMENT**

**SPECIAL ABILITIES/SKILLS**

**NOTES**

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**MONEY**

GOLD: \_\_\_\_\_  
 SALARY: \_\_\_\_\_  
 VALUABLES: \_\_\_\_\_

**OUTFITS**

CHARACTER HISTORY

Table with 3 columns: NAME, OCCUPATION, NOTES. Multiple empty rows for character history.

CONTACTS

Table with 3 columns: NAME, OCCUPATION, NOTES. Multiple empty rows for contacts.

Table with columns: WEAPON PROFICIENCIES, RANGE, DAMAGE, STR/THR AIM/BURST, PARRY, RATE. Multiple empty rows.

Table with columns: AMMUNITION ( ), RANGE, DAMAGE, STR/THR AIM/BURST, PARRY, RATE. Multiple empty rows.

PSIONICS I.S.P. table with columns: SENSITIVE, HEALING, SUPER, PHYSICAL, L.S.P. Lists various psionic powers and their costs.

MAGIC: WEAPON OBJECT table with fields: NAME, TYPE, ABILITIES, P.P.E. ( ), : ( ).

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SPELLS P.P.E. table with columns: LEVEL ONE, LEVEL TWO, LEVEL THREE, LEVEL FOUR, LEVEL FIVE, LEVEL SIX, LEVEL SEVEN, LEVEL EIGHT, LEVEL NINE, LEVEL TEN, LEVEL ELEVEN, LEVEL TWELVE, LEVEL THIRTEEN, LEVEL FOURTEEN, LEVEL FIFTEEN. Lists spells and their costs.

SPELLS OF LEGEND P.P.E. table with columns: SPELL, P.P.E. Lists legendary spells and their costs.

PRIEST OF DARKNESS table with sections: PANTHEON: DEITY, HEALING TOUCH, EXORCISM, REMOVE CURSE, RESURRECTION, TURN DEAD, PRAYERS, CURSES, WEAPON PROFICIENCIES, AMMUNITION, PSIONICS I.S.P., ANIMAL COMPANION, NATURAL ABILITIES, DAMAGE RECORD.

OUTFITS table with columns: NAME, WEIGHT, COST, PROWL PENALTY.

ARMOR table with fields: A.R., D.C., WEIGHT, COST, PROWL PENALTY.

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