

PALLADIUM FANTASY ROLEPLAY: CHARACTER SHEET

CHARACTER	NAME:			INTELLIGENCE (IQ)		SPELL:		
	PLAYER:			WILLPOWER (ME)		WARD:		
	RACE:		GENDER:		CHARISMA (MA)		FAME:	
	AGE:		AV. LIFESPAN:		STRENGTH (PS)		RITUAL:	
	HEIGHT:		WEIGHT:		DEXTERITY (PP)		PSIONICS:	
	LAND OF ORIGIN:			CONSTITUTION (PE)		TOXINS:		
	BIRTHPLACE:			APPEARANCE (PB)		POISONS:		
	SOCIAL CLASS:			SPEED (SPD)		DRUGS:		
	PHOBIA/ PREJUDICES:			INVOKE TRUST/ INTIMIDATE (%)		INSANITY:		
				CHARM/IMPRESS (%)		POSSESSION:		
CLASS SKILLS (OCC)	SKILL	%/LVL	TOTAL	COMBAT SKILL LEVEL		ROLL BONUS:		
				»		PUNCH:		
				ATTACKS:		PULL PUNCH:		
				INITIATIVE (p20+):		POWER PUNCH:		
				DAMAGE BONUS:		KICK:		
				STRIKE BONUS:		LEAP KICK:		
				PARRY BONUS:		POWER KICK (p):		
				DISARM BONUS:		p STUN/DISARM(%):		
				DODGE BONUS:		BODY FLIP:		
				CRITICAL:	20	KO:		
PRIMARY SKILLS	Perception	IQx1	/	IQx2	/	IQx3	/	
SECONDARY SKILLS								
WEAPONS	WEAPON PROFICIENCIES		WEAPONS		ARMOUR		ISP/PPE	
	▽ MELEE WEAPON ▽		△ RANGED WEAPON △		Type:		/	
					PROWL PENALTY:			
	STRIKE		PARRY		ARMOUR BATING:		HP	
					SDC:			
					Type:			
					PROWL PENALTY:			
					ARMOUR BONUS:			
					SDC:			

PALLADIUM FANTASY ROLEPLAY: CHARACTER SHEET

CHARACTER	NAME: _____		ATTRIBUTES		INTELLIGENCE (IQ) _____		SAVING THROWS (12 ±)		SPELL: _____	
	PLAYER: _____				WILLPOWER (ME) _____				WARD: _____	
	BACE: _____	GENDER: _____			CHARISMA (MA) _____				FAME: _____	
	AGE: _____	AV. LIFESPAN: _____			STRENGTH (PS) _____				RITUAL: _____	
	HEIGHT: _____	WEIGHT: _____			DEXTERITY (PP) _____				PSIONICS: _____	
	LAND OF ORIGIN: _____				CONSTITUTION (PE) _____				TOXINS: _____	
	BIRTHPLACE: _____				APPEARANCE (PB) _____				POISONS: _____	
	SOCIAL CLASS: _____				SPEED (SPD) _____				DRUGS: _____	
	PHOBIA/ PREJUDICES: _____				INVOK. TRUST/INTIMIDATE (%) _____				INSANITY: _____	
	_____				CHARM/IMPRESS (%) _____				POSSESSION: _____	
_____				HORROR FACTOR: _____						
_____				COMA/ DEATH (%): _____						

CLASS SKILLS (DRUID)	SKILL		%/LVL	TOTAL	MELEE COMBAT		BRAWLING				
	Native Language:			98							
	Speak (+20%):		5	_____							
	Speak (+20%):		5	_____							
	Animal Husbandry (+20%):		5	_____							
	Anthropology (+15%):		5	_____							
	Astronomy & Navigation (+15%):		5	_____							
	Basic Mathematics (+20%):		5	_____							
	Botany (+20%):		5	_____							
	History (+20%):		5	_____							
	Land Navigation (+15%):		4	_____							
	Lore (+20%): Faerie Folk		5	_____							
	Lore (+10%):		5	_____							
	Wilderness Survival (+20%):		5	_____							
	+Druid Abilities – attached sheet								WEAPON PROFICIENCIES		WEAPONS
Perception		IQx1 _____ / IQx2 _____ / IQx3 _____ / IQx4 _____									

SECONDARY SKILLS					ARMOURS		ISP/PPE				

									SHIELD		
Type: _____											
Prowl Penalty: _____											
Armour Rating: _____											
SDC: _____											
Type: _____											
Prowl Penalty: _____											
Armour Bonus: _____											
SDC: _____											

PALLADIUM FANTASY ROLEPLAY: CHARACTER SHEET

CHARACTER	NAME: _____	ATTRIBUTES	INTELLIGENCE (IQ) _____	SAVING THROWS (12 ±)	SPELL: _____
	PLAYER: _____		WILLPOWER (ME) _____		WARD: _____
	RACE: _____ GENDER: _____		CHARISMA (MA) _____		FAME: _____
	AGE: _____ AV. LIFESPAN: _____		STRENGTH (PS) _____		RITUAL: _____
	HEIGHT: _____ WEIGHT: _____		DEXTERITY (PP) _____		PSIONICS: _____
	LAND OF ORIGIN: _____		CONSTITUTION (PE) _____		TOXINS: _____
	BIRTHPLACE: _____		APPEARANCE (PB) _____		POISONS: _____
	SOCIAL CLASS: _____		SPEED (SPD) _____		DRUGS: _____
	PHOBIAS/ PREJUDICES: _____		INVOKE TRUST/INTIMIDATE (%) _____		INSANITY: _____
	_____		CHARM/IMPRESS (%) _____		POSSESSION: _____
_____		HOBBOS FACTOR: _____			
_____		COMA/ DEATH (%): _____			

CLASS SKILLS (LONGBOWMAN)	SKILL	%/LVL	TOTAL	MELEE COMBAT	COMBAT SKILL LEVEL	BRAWLING	ROLL BONUS: _____	
	NATIVE LANGUAGE: _____		98		«		PUNCH: _____	
	SPEAK (+10%): _____	5	_____		ATTACKS: _____		PULL PUNCH: _____	
	SPEAK (+10%): _____	5	_____		INITIATIVE (D20+): _____		POWER PUNCH: _____	
	ATHLETICS: _____	5	_____		DAMAGE BONUS: _____		KICK: _____	
	WILDERNESS SURVIVAL (+10%): _____	5	_____		STRIKE BONUS: _____		LEAP KICK: _____	
	SUPERIOR BOWMANSHIP: DODGE PROJECTILE _____		_____		PARRY BONUS: _____		POWER KICK (P): _____	
	SUPERIOR BOWMANSHIP: PARRY PROJECTILE _____		_____		DISARM BONUS: _____		P STUN/DISARM(%): _____	
	PERCEPTION _____ IQx1 _____ / IQx2 _____ / IQx3 _____ / IQx4 _____		_____		DODGE BONUS: _____		BODY FLIP: _____	
	_____		_____		CRITICAL: _____ 20		KO: _____	
_____		_____	DEATH: _____					
_____		_____	▽ MELEE WEAPON ▽	STRIKE	PARRY	STR	DMG	
_____		_____	WEAPON PROFICIENCIES	_____	_____	_____	_____	
_____		_____		_____	_____	_____	_____	
_____		_____		_____	_____	_____	_____	
_____		_____		Targetting _____	_____	_____	_____	
_____		_____		Sniper _____	_____	_____	_____	
_____		_____	Longbow _____	_____	_____	_____		
_____		_____	△ RANGED WEAPON △	AIM	RANGE	DMG		
_____		_____	WEAPONS	WEAPON	STRIKE	PARRY	RANGE	DAMAGE
_____		_____		_____	_____	_____	_____	_____
_____		_____		_____	_____	_____	_____	_____
_____		_____		_____	_____	_____	_____	_____
_____		_____		_____	_____	_____	_____	_____
_____		_____		_____	_____	_____	_____	_____
_____		_____		_____	_____	_____	_____	_____
_____		_____		_____	_____	_____	_____	_____
_____		_____		_____	_____	_____	_____	_____
_____		_____		_____	_____	_____	_____	_____

SECONDARY SKILLS	ARMOUR	TYPE: _____	ISP/PPE	/
	_____	_____		
	PROWL PENALTY: _____	_____		
	ARMOUR BATING: _____	_____		
	SDC: _____	_____		
	TYPE: _____	_____		
	PROWL PENALTY: _____	_____		
	ARMOUR BONUS: _____	_____		
	SDC: _____	_____		
	_____	_____		

PALLADIUM FANTASY ROLEPLAY: CHARACTER SHEET

CHARACTER	NAME: _____	ATTRIBUTES	INTELLIGENCE (IQ) _____	SAVING THROWS (12 ±)	SPELL: _____
	PLAYER: _____		WILLPOWER (ME) _____		WARD: _____
	RACE: _____ GENDER: _____		CHARISMA (MA) _____		NAME: _____
	AGE: _____ Av. LIFESPAN: _____		STRENGTH (PS) _____		RITUAL: _____
	HEIGHT: _____ WEIGHT: _____		DEXTERITY (PP) _____		PSIONICS: _____
	LAND OF ORIGIN: _____		CONSTITUTION (PE) _____		TOSINS: _____
	BIRTHPLACE: _____		APPEARANCE (PB) _____		POISONS: _____
	SOCIAL CLASS: _____		SPEED (SPD) _____		DRUGS: _____
	PHOBIA/ PREJUDICES: _____		INVOKE TRUST/ INTIMIDATE (%) _____		INSANITY: _____
	_____		CHARM/IMPRESS (%) _____		POSSESSION: _____
_____		HOBOR FACTOR: _____			
_____		COMA/ DEATH (%): _____			

CLASS SKILLS (KNIGHT)	SKILL	%/LVL	TOTAL	MELEE COMBAT	COMBAT SKILL LEVEL	BRAWLING	ROLL BONUS: _____		
	Native Language:		98		<< _____		ATTACKS: _____	PUNCH: _____	
	Speak (+15%):	5	_____		INITIATIVE (p20+): _____		PULL PUNCH: _____	POWER PUNCH: _____	
	Speak (+15%):	5	_____		DAMAGE BONUS: _____		KICK: _____	LEAP KICK: _____	
	Literacy (+20%):	5	_____		STRIKE BONUS: _____		POWER KICK (p): _____	p STRIK/ DISARM (%): _____	
	Basic Mathematics (+15%):	5	_____		PARRY BONUS: _____		DISARM BONUS: _____	BODY FLIP: _____	
	Dance (+15%):	5	_____		DODGE BONUS: _____		CRITICAL: _____ 20	KO: _____	
	Heraldry (+20%):	5	_____		DEATH: _____				
	Horsemanship: Knight	5	___ / ___		▽ MELEE WEAPON ▽		STRIKE	PARRY	STR DMG
	Land Navigation (+10%):	5	_____		Shield		_____	_____	_____
	Military Etiquette (+15%):	5	_____		Lance		_____	_____	_____
	(+10%)	_____	_____		_____		_____	_____	_____
	(+10%)	_____	_____		_____		_____	_____	_____
	(+10%)	_____	_____		_____		_____	_____	_____

PRIMARY SKILLS	Perception	IQx1 _____ /	IQx2 _____ /	IQx3 _____ /	IQx4 _____ /	WEAPON PROFICIENCIES	△ RANGED WEAPON △	AIM	RANGE	DMG
	_____						_____	_____	_____	_____
	_____						_____	_____	_____	_____
	_____						_____	_____	_____	_____
	_____						_____	_____	_____	_____
	_____						_____	_____	_____	_____
	_____						_____	_____	_____	_____
	_____						_____	_____	_____	_____
	_____						_____	_____	_____	_____
	_____						_____	_____	_____	_____
	_____						_____	_____	_____	_____
	_____						_____	_____	_____	_____
	_____						_____	_____	_____	_____
	_____						_____	_____	_____	_____

SECONDARY SKILLS	_____	_____	_____	WEAPONS	WEAPON	STRIKE	PARRY	RANGE	DAMAGE
	_____				_____	_____	_____	_____	_____
	_____				_____	_____	_____	_____	_____
	_____				_____	_____	_____	_____	_____
	_____				_____	_____	_____	_____	_____
	_____				_____	_____	_____	_____	_____
	_____				_____	_____	_____	_____	_____
	_____				_____	_____	_____	_____	_____
	_____				_____	_____	_____	_____	_____
	_____				_____	_____	_____	_____	_____
	_____				_____	_____	_____	_____	_____
	_____				_____	_____	_____	_____	_____
	_____				_____	_____	_____	_____	_____
	_____				_____	_____	_____	_____	_____

TYPE: _____	ISP/PPE
PROWL PENALTY: _____	
ARMOUR BATING: _____	
SDC: _____	HP
TYPE: _____	
PROWL PENALTY: _____	
ARMOUR BONUS: _____	SDC
SDC: _____	

PALLADIUM FANTASY ROLEPLAY: CHARACTER SHEET

CHARACTER	NAME:			INTELLIGENCE (IQ)		SPELL:			
	PLAYER:			WILLPOWER (ME)		WARD:			
	RACE:	GENDER:		CHARISMA (MA)		FAME:			
	AGE:	AV.LIFESPAN:		STRENGTH (PS)		RITUAL:			
	HEIGHT:	WEIGHT:		DEXTERITY (PP)		PSIONICS:			
	LAND OF ORIGIN:			CONSTITUTION (PE)		TOXINS:			
	BIRTHPLACE:			APPEARANCE (PB)		POISONS:			
	SOCIAL CLASS:			SPEED (SPD)		DRUGS:			
	PHOBIA/ PREJUDICES:			INVOKER TRUST/INTIMIDATE (%)		INSANITY:			
				CHARM/IMPRESS (%)		POSSESSION:			
					HORROR FACTOR:				
					COMA/ DEATH (%):				
CLASS SKILLS (Mercenary)	SKILL	%/LVL	TOTAL	COMBAT SKILL LEVEL					
	Native Language:		98	»					
	Speak (+10%):	5		ATTACKS:					
	Speak (+10%):	5		INITIATIVE (D20+):					
	Athletics	5		DAMAGE BONUS:					
	Climb & Scale Walls (+10%):	5		STRIKE BONUS:					
	Rappelling (above -5%):	5		PARRY BONUS:					
Wilderness Survival (+10%):	5		DISARM BONUS:						
				DODGE BONUS:					
				CRITICAL: 20					
				DEATH:					
PRIMARY SKILLS	Perception	IQx1	/	IQx2	/	IQx3	/	IQx4	/
WEAPON PROFICIENCIES	▽ MELEE WEAPON ▽				STRIKE	PARRY	STR	DMG	
	Shield								
	Sword								
WEAPONS	△ RANGED WEAPON △				AIM	RANGE	DMG		
	Weapon				STRIKE	PARRY	RANGE	DAMAGE	
ARMOURS	Type:				ISP/PPE				
	PROWL PENALTY:				HP				
	ARMOUR BATING:								
SDC:				SDC					
SHIELD	Type:				ISP/PPE				
	PROWL PENALTY:				HP				
	ARMOUR BONUS:								
SDC:				SDC					

PALLADIUM FANTASY ROLEPLAY: CHARACTER SHEET

[illegible]

PALLADIUM FANTASY ROLEPLAY: CHARACTER SHEET

CHARACTER	NAME: _____		ATTRIBUTES		INTELLIGENCE (IQ) _____		SAVING THROWS (12 ±)		SPELL: _____	
	PLAYER: _____				WILLPOWER (ME) _____				WARD: _____	
	BACE: _____	GENDER: _____			CHARISMA (MA) _____				FAME: _____	
	AGE: _____	AV. LIFESPAN: _____			STRENGTH (PS) _____				RITUAL: _____	
	HEIGHT: _____	WEIGHT: _____			DEXTERITY (PP) _____				PSIONICS: _____	
	LAND OF ORIGIN: _____				CONSTITUTION (PE) _____				TOXINS: _____	
	BIRTHPLACE: _____				APPEARANCE (PB) _____				POISONS: _____	
	SOCIAL CLASS: _____				SPEED (SPD) _____				DRUGS: _____	
	PHOBIAS/ PREJUDICES: _____				INVOK. TRUST/INTIMIDATE (%) _____				INSANITY: _____	
	_____				CHARM/IMPRESS (%) _____				POSSESSION: _____	
_____				HORROR FACTOR: _____						
_____				COMA/ DEATH (%): _____						

CLASS SKILLS (PRIEST OF LIGHT)	SKILL		%/LVL	TOTAL	COMBAT SKILL LEVEL		BRAWLING			
	Native Language:			98					MELEE COMBAT	
	Speak (+20%):		5							
	Speak (+20%):		5							
	Literacy (+20%):		5							
	Basic Mathematics (+20%)		5							
	Dance (+20%)		5							
	Lore (+15%): Demons & Monsters		5							
	Lore (+20%): Religion		5							
	Land Navigation (+10%)		5							
	Wilderness Survival (+10%)		5							
	+1 Weapon Proficiency									
	+Priest Abilities – attached sheet									

PRIMARY SKILLS	Perception		IQx1 _____ /	IQx2 _____ /	IQx3 _____ /	IQx4 _____ /	WEAPON PROFICIENCIES	

SECONDARY SKILLS	_____				WEAPONS	

ARMOUR		Type: _____		ISP/PPE	
		Prowl Penalty: _____			
SHIELD		Armour Rating: _____		HP	
		SDC: _____			
ARMOUR		Type: _____		SDC	
		Prowl Penalty: _____			
SHIELD		Armour Bonus: _____			
		SDC: _____			

PALLADIUM FANTASY ROLEPLAY: CHARACTER SHEET

CHARACTER	NAME:			INTELLIGENCE (IQ)		SPELL:	
	PLAYER:			WILLPOWER (ME)		WARD:	
	RACE:		GENDER:	CHARISMA (MA)		NAME:	
	AGE:		AV. LIFESPAN:	STRENGTH (PS)		RITUAL:	
	HEIGHT:		WEIGHT:	DEXTERITY (PP)		PSIONICS:	
	LAND OF ORIGIN:			CONSTITUTION (PE)		TOXINS:	
	BIRTHPLACE:			APPEARANCE (PB)		POISONS:	
	SOCIAL CLASS:			SPEED (SPD)		DRUGS:	
	PHOBIAS/ PREJUDICES:			INVOKE TRUST/ INTIMIDATE (%)		INSANITY:	
				CHARM/IMPRESS (%)		POSSESSION:	
					HOBBOB FACTOR: (+2)		
					COMA/ DEATH (%):		

CLASS SKILLS (BANDS)	SKILL	%/LVL	TOTAL
	Native Language:		98
	Speak (+15%):	5	
	Speak (+15%):	5	
	Literacy (+20%):	5	
	Animal Husbandry (+10%)	5	
	Identify Plants & Fruits (+15%)	5	
	Land Navigation (+20%)	5	
	Skin/Prepare Animal Hides (+15%)	5	
	Track Humanoids (+15%)	5	
Track / Trap Animals (+20%)	5		
Wilderness Survival (+20%)	5		

PRIMARY SKILLS	Perception	IQx1	/	IQx2	/	IQx3	/	IQx4	/

SECONDARY SKILLS			

ATTRIBUTES	INTELLIGENCE (IQ)	
	WILLPOWER (ME)	
	CHARISMA (MA)	
	STRENGTH (PS)	
	DEXTERITY (PP)	
	CONSTITUTION (PE)	
	APPEARANCE (PB)	
	SPEED (SPD)	
	INVOKE TRUST/ INTIMIDATE (%)	
	CHARM/IMPRESS (%)	

SAVING THROWS (12 ±)	SPELL:	
	WARD:	
	NAME:	
	RITUAL:	
	PSIONICS:	
	TOXINS:	
	POISONS:	
	DRUGS:	
	INSANITY:	
	POSSESSION:	
HOBBOB FACTOR: (+2)		
COMA/ DEATH (%):		

COMBAT SKILL LEVEL			
«			
ATTACKS:			
INITIATIVE (p20+):			
DAMAGE BONUS:			
STRIKE BONUS:			
PARRY BONUS:			
DISARM BONUS:			
DODGE BONUS:			
CRITICAL:	20		
DEATH:			

BRAWLING	BOLL BONUS:	
	PUNCH:	
	PULL PUNCH:	
	POWER PUNCH:	
	KICK:	
	LEAP KICK:	
	POWER KICK (p):	
	p STUN/DISARM (%):	
	BODY FLIP:	
	KO:	

WEAPON PROFICIENCIES	▽ MELEE WEAPON ▽	STRIKE	PARRY	STR DMG	
WEAPONS	△ RANGED WEAPON △	AIM	RANGE	DMG	
	WEAPON	STRIKE	PARRY	RANGE	DAMAGE

ARMOUR	TYPE:		ISP/PPE
	PROWL PENALTY:		
	ARMOUR BATING:		
SHIELD	TYPE:		HP
	PROWL PENALTY:		
	ARMOUR BONUS:		
SDC:			SDC
SDC:			

PALLADIUM FANTASY ROLEPLAY: CHARACTER SHEET

CHARACTER	NAME: _____		INTELLIGENCE (IQ) _____		SPELL: _____	
	PLAYER: _____		WILLPOWER (ME) _____		WARD: _____	
	RACE: _____ GENDER: _____		CHARISMA (MA) _____		FAME: _____	
	AGE: _____ Av. LIFESPAN: _____		STRENGTH (PS) _____		RITUAL: _____	
	HEIGHT: _____ WEIGHT: _____		DEXTERITY (PP) _____		PSIONICS: _____	
	LAND OF ORIGIN: _____		CONSTITUTION (PE) _____		TOXINS: _____	
	BIRTHPLACE: _____		APPEARANCE (PB) _____		POISONS: _____	
	SOCIAL CLASS: _____		SPEED (SPD) _____		DRUGS: _____	
	PHOBIAS/ PREJUDICES: _____		INVOK. TRUST/INTIMIDATE (%) _____		INSANITY: _____	
	_____		CHARM/IMPRESS (%) _____		POSSESSION: _____	
_____				HORROR FACTOR: _____		
_____				COMA/ DEATH (%): _____		

CLASS SKILLS (SOLDIER)	SKILL	%/LVL	TOTAL
	Native Language:		98
	Speak (+10%):	5	_____
	Speak (+10%):	5	_____
	Climb & Scale Walls (+5%):	5	_____
	Rappelling (above -5%):	5	_____
	Military Etiquette (+10%):	5	_____
	Body Building		_____
	Forced March		_____
	Weight Lifting		_____

PRIMARY SKILLS	Perception	IQx1 _____ / IQx2 _____ / IQx3 _____ / IQx4 _____
	_____	_____
	_____	_____
	_____	_____
	_____	_____
	_____	_____
	_____	_____
	_____	_____
	_____	_____
	_____	_____

SECONDARY SKILLS	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____

COMBAT SKILL LEVEL			
<< _____ >>			
MELEE COMBAT	ATTACKS:	_____	
	INITIATIVE (D20+):	_____	
	DAMAGE BONUS:	_____	
	STRIKE BONUS:	_____	
	PARRY BONUS:	_____	
	DISARM BONUS:	_____	
	DODGE BONUS:	_____	
	CRITICAL: _____	20	
	DEATH:	_____	

WEAPON PROFICIENCIES	▽ MELEE WEAPON ▽	STRIKE	PARRY	STR. DMG
	Shield	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____

WEAPONS	△ RANGED WEAPON △	AIM	RANGE	DMG	
	Weapon	STRIKE	PARRY	RANGE	DAMAGE
	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____
	_____	_____	_____	_____	_____

ARMOUR	TYPE: _____	ISP/PPE
	PROWL PENALTY: _____	
	ARMOUR BATING: _____	
SDC: _____	HP	
TYPE: _____		
PROWL PENALTY: _____		
ARMOUR BONUS: _____	SDC	
SDC: _____		

PALLADIUM FANTASY ROLEPLAY: CHARACTER SHEET

CHARACTER	NAME: _____	INTELLIGENCE (IQ) _____	SPELL: _____	
	PLAYER: _____	WILLPOWER (ME) _____	WARD: _____	
	RACE: _____ GENDER: _____	CHARISMA (MA) _____	FAME: _____	
	AGE: _____ Av. LIFESPAN: _____	STRENGTH (PS) _____	RITUAL: _____	
	HEIGHT: _____ WEIGHT: _____	DEXTERITY (PP) _____	PSIONICS: _____	
	LAND OF ORIGIN: _____	CONSTITUTION (PE) _____	TOXINS: _____	
	BIRTHPLACE: _____	APPEARANCE (PB) _____	POISONS: _____	
	SOCIAL CLASS: _____	SPEED (SPD) _____	DRUGS: _____	
	PHOBIAS/ PREJUDICES: _____	INVOKED TRUST/INTIMIDATE (%) _____	INSANITY: _____	
	_____	CHARM/IMPRESS (%) _____	POSSESSION: _____	
_____		HORROR FACTOR: _____		
_____		COMA/ DEATH (%): _____		

CLASS SKILLS (THIEF)	SKILL	%/LVL	TOTAL	
	Native Language:		98	
	Speak (+10%):	5		
	Speak (+10%):	5		
	Basic Mathematics (+10%)	5		
	Locate Secret Compartments & Doors (+15%)	5		
	Pick Locks (+15%)	5		
	Pick Pockets (+15%)	5		
	Streetwise (+14%)	4		
	Track Humanoids (+15%)	5		
Wilderness Survival (+20%)	5			
+2 Weapon Proficiencies				

PRIMARY SKILLS	Perception	IQx1 _____ /	IQx2 _____ /	IQx3 _____ /	IQx4 _____ /

SECONDARY SKILLS	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____
	_____	_____	_____

COMBAT SKILL LEVEL	«»	
	ATTACKS: _____	
	INITIATIVE (D20+): _____	
	DAMAGE BONUS: _____	
	STRIKE BONUS: _____	
	PARRY BONUS: _____	
	DISARM BONUS: _____	
	DODGE BONUS: _____	
	CRITICAL: _____ 20	
	DEATH: _____	

MELEE COMBAT	▽ MELEE WEAPON ▽	STRIKE	PARRY	STR. DMG

WEAPON PROFICIENCIES	△ BANGED WEAPON △	AIM	BANGE	DMG

WEAPONS	WEAPON	STRIKE	PARRY	BANGE	DAMAGE

ARMOURS	TYPE: _____	ISP/PPE /
	PROWL PENALTY: _____	
	ARMOUR BATING: _____	
	SDC: _____	HP
	TYPE: _____	
	PROWL PENALTY: _____	
	ARMOUR BONUS: _____	SDC
	SDC: _____	

PALLADIUM FANTASY ROLEPLAY: CHARACTER SHEET

CHARACTER	NAME: _____		INTELLIGENCE (IQ) _____		SPELL: _____	
	PLAYER: _____		WILLPOWER (ME) _____		WARD: _____	
	RACE: _____ GENDER: _____		CHARISMA (MA) _____		FAME: _____	
	AGE: _____ Av. LIFESPAN: _____		STRENGTH (PS) _____		RITUAL: _____	
	HEIGHT: _____ WEIGHT: _____		DEXTERITY (PP) _____		PSIONICS: _____	
	LAND OF ORIGIN: _____		CONSTITUTION (PE) _____		TOXINS: _____	
	BIRTHPLACE: _____		APPEARANCE (PB) _____		POISONS: _____	
	SOCIAL CLASS: _____		SPEED (SPD) _____		DRUGS: _____	
	PHOBIAS/ PREJUDICES: _____		INVOKER TRUST/ INTIMIDATE (%) _____		INSANITY: _____	
	_____		CHARM/IMPRESS (%) _____		POSSESSION: _____	
_____				HORROR FACTOR: _____		
_____				COMA/ DEATH (%): _____		

CLASS SKILLS (Warlock)	SKILL	%/LVL	TOTAL
	Native Language:		98
	Speak: Elemental		92
	Speak (+10%):	5	
	Speak (+10%):	5	
	Literacy (+10%):	5	
	Lore (+10%): Demons & Monsters	5	
	Lore (+15%): Faerie Folk	5	
	Land Navigation (+10%)	5	
	Sense Elemental	5	
	Summon Elemental	5	
	Wilderness Survival (+10%)	5	
	+Warlock Abilities – attached sheet		

PRIMARY SKILLS	Perception	IQx1 _____ /	IQx2 _____ /	IQx3 _____ /	IQx4 _____ /

SECONDARY SKILLS	_____			

ATTRIBUTES	INTELLIGENCE (IQ)	_____
	WILLPOWER (ME)	_____
	CHARISMA (MA)	_____
	STRENGTH (PS)	_____
	DEXTERITY (PP)	_____
	CONSTITUTION (PE)	_____
	APPEARANCE (PB)	_____
	SPEED (SPD)	_____
	INVOKER TRUST/ INTIMIDATE (%)	_____
	CHARM/IMPRESS (%)	_____

SAVING THROWS (12 ±)	SPELL:	_____
	WARD:	_____
	FAME:	_____
	RITUAL:	_____
	PSIONICS:	_____
	TOXINS:	_____
	POISONS:	_____
	DRUGS:	_____
	INSANITY:	_____
	POSSESSION:	_____
HORROR FACTOR:	_____	
COMA/ DEATH (%):	_____	

MELEE COMBAT	COMBAT SKILL LEVEL	
	<< _____ >>	
	ATTACKS:	_____
	INITIATIVE (p20+):	_____
	DAMAGE BONUS:	_____
	STRIKE BONUS:	_____
	PARRY BONUS:	_____
	DISARM BONUS:	_____
	DODGE BONUS:	_____
	CRITICAL: _____	20
DEATH:	_____	

BRAWLING	BOLL BONUS:	_____
	PUNCH:	_____
	PULL PUNCH:	_____
	POWER PUNCH:	_____
	KICK:	_____
	LEAP KICK:	_____
	POWER KICK (p):	_____
	p STUN/DISARM(%):	_____
	BODY FLIP:	_____
	KO:	_____

WEAPON PROFICIENCIES	▽ MELEE WEAPON ▽	STRIKE	PARRY	STR DMG

△ RANGED WEAPON △	AIM	RANGE	DMG	

WEAPONS	WEAPON	STRIKE	PARRY	RANGE	DAMAGE

ARMOUR	TYPE: _____	ISP/PPE
	PROWL PENALTY: _____	
	ARMOUR BATING: _____	
SHIELD	TYPE: _____	HP
	PROWL PENALTY: _____	
	ARMOUR BONUS: _____	
SDC: _____		SDC
SDC: _____		