

Games Master: _____	System(s) Used: _____
Player: _____	_____
Character Name: _____	Land of Origin: _____
Race/Animal: _____	Birth Order: _____
O.C.C./R.C.C./P.C.C.: _____	Type of Environment: _____
Dimension of Origin: _____	Social/Family Background: _____
Occupation: _____	Insanities: _____
Rank: _____	_____
Security Clearance: _____	Sentiments: _____
Alignment: _____	_____
Level: _____	_____
Experience Points: _____	Disposition: _____

I.Q. : _____ + _____ % Skills
M.E. : _____ + _____ vs Psionics
 + _____ vs Insanity
M.A. : _____ % Trust/Intimidate
P.S. : _____ + _____ Damage
P.P. : _____ + _____ Strike, Parry & Dodge
P.E. : _____ + _____ Poison & Magic
 _____ % Coma/Death
P.B. : _____ _____ % Charm/Impress
Spd. : _____ No Bonus
S.L. : _____
H.P. : _____
SDC. : _____
MDC. : _____
AR (Natural) : _____
PPE. : _____
CHI. : _____
Psionics: _____ None | Minor | Major | Master
ISP. : _____
BIO-E (initial) : _____
H.F. : _____

Education Bonus : + _____%

Skill Programs : _____

New Skills : _____

Age : _____ Hair/Fur : _____ Hands : _____

Sex : _____ **Skin** : _____ **Biped** : _____

Weight : _____ **Eyes** : _____ **Speech** : _____

Height : _____ Looks : _____

Other Physical Characteristics: _____

Natural Weapons: _____

Special Powers and Abilities

[illegible]

Hand to Hand Type is also listed on the combat page.

Rifts Conversion Notes (additional skills gained in the Rifts Environment)

PALLADIUM GENERIC CHARACTER SHEET COMBAT STATISTICS PAGE

Hand to Hand	Hand to Hand Combat Style Notes	Body Armour Worn
Type:_____		Type:_____
No of Attacks:_____		AR:_____ SDC:_____ MDC:_____
Initiative.....:+		Cut RF:_____ Chop RF:_____ Thrust RF:_____
Damage.....:+		Impact RF:_____ Dex:_____ Prowl:-_____%
Strike.....:+		Weight:_____ Other:_____
Parry.....:+		
Dodge.....:+		
Roll.....:+		
.....:+	Lift_____lbs Carry_____lbs	Secondary Body Armour Worn
.....:+	Throw(max):_____lbs _____ft	Type:_____
.....:+	Swim_____mph (Max)_____Melees	AR:_____ SDC:_____ MDC:_____
.....:+	_____ft/melee _____ft/attack	Cut RF:_____ Chop RF:_____ Thrust RF:_____
.....:+	Run_____mph (max)_____Melees	Impact RF:_____ Dex:_____ Prowl:-_____%
---Damages	_____ft/Melee _____ft/attack	Weight:_____ Other:_____
Punch		
.....Restrained...:_____	Stats Transferred from Page 1	
.....Full.....:_____	H.P.:_____	Weapon Proficiencies
.....Power.....:_____	SDC.:_____	Weapon_____Thr R S P % + Lvl
Kick	MDC.:_____	_____
.....:_____	A.R. (Natural):_____	_____
.....:_____	CHI.:_____	_____
.....:_____	ISP.:_____	_____
Jump Kick.....:_____	PPE.:_____	_____
Flip.....:_____		_____
---Special Attacks	Saving Throws	_____
Pull Punch.....:_____	Horror Factor.....:+	_____
Knockout.....:_____	Lethal Poison.....(14):_____	_____
Critical.....:_____	Non-Lethal Poison.....(16):_____	_____
Death Blow.....:_____	Harmful Drugs.....(15):_____	_____
	Acids.....No save possible	_____
Robot Hand to Hand	Insanity.....(12):_____	_____
Type:_____	Psionics.....(15/12/10):_____	Weapons and Ammunition
No of Attacks:_____	Pain.....(14):_____	_____
Initiative.....:+	Magic Spells.....(12):_____	_____
Damage.....:+	Magic Ritual.....(16):_____	_____
Strike.....:+	Magic Wards.....(13):_____	_____
Parry.....:+	Magic Circles - Std.....(13):_____	_____
Dodge.....:+	Magic Circles - Protect... (16):_____	_____
Roll.....:+	Fumes.....(14):_____	_____
	Possession.....:_____	_____
Robot Hand to Hand	Coma/Death.....:_____	_____
Type:_____:_____	_____
No of Attacks:_____	Special Abilities	_____
Initiative.....:+		_____
Damage.....:+		_____
Strike.....:+		_____
Parry.....:+		_____
Dodge.....:+		_____
Roll.....:+		_____

Robot Hand to Hand	Cybernetics/Bionics	Notes
Type:_____		_____
No of Attacks:_____		_____
Initiative.....:+		_____
Damage.....:+		_____
Strike.....:+		_____
Parry.....:+		_____
Dodge.....:+		_____
Roll.....:+		_____

Robot Hand to Hand		_____
Type:_____		_____
No of Attacks:_____		_____
Initiative.....:+		_____
Damage.....:+		_____
Strike.....:+		_____
Parry.....:+		_____
Dodge.....:+		_____
Roll.....:+		_____

For Robot Combat		_____
damages refer to		_____
attached robot		_____
sheet		_____

Equipment

[illegible]

_____	Limit: _____	Spent: _____
_____	Limit: _____	Spent: _____
_____	Limit: _____	Spent: _____
_____	Limit: _____	Spent: _____

	(.....)		(.....)
	(.....)		(.....)
	(.....)		(.....)
	(.....)		(.....)

[illegible]

[illegible]

Experience Table

Other Advancement Notes

Character Description

Background Notes/Character History

Homeworld Description/Dimension of Origin	Only necessary if your character comes from a strange dimension
---	---

Contacts

Special Notes

PALLADIUM GENERIC CHARACTER SHEET PSIONICS and MAGIC PAGE

Classification: _____
Title: _____
Range: _____
Duration: _____
Saving Throw: _____
P.P.E./I.S.P. Cost: _____
Notes

Classification: _____
Title: _____
Range: _____
Duration: _____
Saving Throw: _____
P.P.E./I.S.P. Cost: _____
Notes

Classification: _____
Title: _____
Range: _____
Duration: _____
Saving Throw: _____
P.P.E./I.S.P. Cost: _____
Notes

Classification: _____
Title: _____
Range: _____
Duration: _____
Saving Throw: _____
P.P.E./I.S.P. Cost: _____
Notes

Classification: _____
Title: _____
Range: _____
Duration: _____
Saving Throw: _____
P.P.E./I.S.P. Cost: _____
Notes

Classification: _____
Title: _____
Range: _____
Duration: _____
Saving Throw: _____
P.P.E./I.S.P. Cost: _____
Notes

Classification: _____
Title: _____
Range: _____
Duration: _____
Saving Throw: _____
P.P.E./I.S.P. Cost: _____
Notes

Classification: _____
Title: _____
Range: _____
Duration: _____
Saving Throw: _____
P.P.E./I.S.P. Cost: _____
Notes

Classification: _____
Title: _____
Range: _____
Duration: _____
Saving Throw: _____
P.P.E./I.S.P. Cost: _____
Notes

Classification: _____
Title: _____
Range: _____
Duration: _____
Saving Throw: _____
P.P.E./I.S.P. Cost: _____
Notes

Classification: _____
Title: _____
Range: _____
Duration: _____
Saving Throw: _____
P.P.E./I.S.P. Cost: _____
Notes

Classification: _____
Title: _____
Range: _____
Duration: _____
Saving Throw: _____
P.P.E./I.S.P. Cost: _____
Notes

Classification: _____
Title: _____
Range: _____
Duration: _____
Saving Throw: _____
P.P.E./I.S.P. Cost: _____
Notes

Classification: _____
Title: _____
Range: _____
Duration: _____
Saving Throw: _____
P.P.E./I.S.P. Cost: _____
Notes

Classification: _____
Title: _____
Range: _____
Duration: _____
Saving Throw: _____
P.P.E./I.S.P. Cost: _____
Notes
