DIABOLIST

PALLADIUM FANTASY RPG® CHARACTER SHEET

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:** ____%

Combat Skill

# of Attacks: _____ **Innitiative:** +____
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

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

	+%/Lvl.	%
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

Skills	+%/Lvl.	%

Secondary Skills

Secondary Skills	+%/Lvl.	%

Weapons

Weapons	Range	Damage

Ammunition(___): _____
Ammunition(___): _____

Weapon Proficiencies

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: -____%

Equipment

Special Abilities/Skills

Notes

Money

Gold:
Salary:
Valuables:

Outfits

❑
❑
❑
❑
❑