



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: _____

P.S.: _____ LAND OF ORIGIN: _____

CRITICAL: _____ 20

P.P.: _____ ENVIRONMENT: _____

DEATH: _____

P.E.: _____ SOCIAL/FAMILY BACKGROUND: _____

FLIP: _____ (+) _____ %

P.B.: _____ RACIAL HOSTILITIES: _____

LEAP: _____ FT.↑ _____ FT.→ _____

SPD.: _____ DISPOSITION: _____

LIFT: _____ LBS. CARRY: _____ LBS.

INSANITY (IF ANY): _____

THROW(MAX): _____ LBS. FT.

INVOKE TRUST/INTIMIDATE: _____ % CHARM/IMPRESS: _____ %

RUN: _____ MPH (MAX) _____ MELEES

FT/MELEE _____ FT/ATTACK _____

SWIM: _____ MPH (MAX) _____ MELEES

FT/MELEE _____ FT/ATTACK _____

SAVING THROWS table with categories like SPELL/WARD, FUME/RITUAL, PSIONICS, TOXINS/POISONS, HARMFUL DRUGS, INSANITY, POSSESSION, HORROR FACTOR, COMA/DEATH, PERCEPTION ROLLS.

DAMAGE RECORD table with fields for D.C., HIT POINTS, I.S.P., CHI, P.P.E.

O.C.C. SKILLS table with categories like ANIMAL HUSBANDRY, ANTHROPOLOGY, ASTRONOMY & NAVIGATION, BOTANY, HISTORY, LAND NAVIGATION, NATIVE LANGUAGE, SPEAK, LORE, BASIC MATH, WILDERNESS SURVIVAL.

WEAPONS table with columns for WEAPONS, RANGE, DAMAGE.

AMMUNITION(): _____

WEAPON PROFICIENCIES table with columns for WEAPON PROFICIENCIES, STR/THR AIM/BURST, PARRY/RANGE, DAMAGE/RATE.

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

EQUIPMENT table

SPECIAL ABILITIES/SKILLS table

NOTES table with MONEY section (GOLD, SALARY, VALUABLES) and OUTFITS section.

CHARACTER HISTORY

DRUID ABILITIES			
FIRST LEVEL			
SKILLS	+	/LVL	%
SECRET WRITING (OGHRUNE)	5		
REGIONAL GEOGRAPHY & HISTORY	5		
KNOWLEDGE OF SACRED SITES	5		
RECOGNIZE ENCHANTMENT ON ANIMALS	5		
LEVEL OF MAGIC/SPELL CONTROL			
MAGIC	P.P.E.		
SEE AND USE LEY LINES	0		
LEY LINE DRIFTING	0		
LEY LINE REJUVENATION	0		
GLOBE OF DAYLIGHT	2		
REPEL ANIMALS	7		
SECOND LEVEL			
SKILLS	+	/LVL	%
DRUID VERSIFICATION	5		
MAGIC	P.P.E.		
HEALING TOUCH (ANIMALS) 4D6	7		
CHAMELEON	6		
FAERIE SPEAK	5		
THIRD LEVEL			
SKILLS	+	/LVL	%
DRUID ASTRONOMY	5		
WEATHER IDENTIFICATION	5		
MAGIC	P.P.E.		
NEGATE POISONS/TOXINS	5		
HEAL WOUNDS	10		
CONTROL THE BEASTS	18		
FAMILIAR LINK	55		
FOURTH LEVEL			
MAGIC	P.P.E.		
PROPHECY	0		
FORECAST WEATHER CHANGE:100 MILE DIA.	0		
FIFTH LEVEL			
MAGIC	P.P.E.		
EXTINGUISH FIRE AREA: _____	0		
KINDLE FLAME	0		
COMMUNICATION RANGE: _____	0		
SIXTH LEVEL			
MAGIC	P.P.E.		
METAMORPHOSIS: ANIMAL	13		
SUMMON & CONTROL CANINES	50		
PURIFICATION	20		
SEVENTH LEVEL			
MAGIC	P.P.E.		
PHOENIX HEALING	0		
DIVINATION	0		
EIGHTH LEVEL			
MAGIC	P.P.E.		
PROTECTION CHARM	0		
WATER TO WINE	40		
WITCH BOTTLE	28		
NINTH LEVEL: MASTER DRUID			
MAGIC	P.P.E.		
WEATHER CONTROL	0		
SPOIL FAERIES' DANCE	55		
MONSTER INSECT	50/100		
TENTH LEVEL			
SELECT TWO WIZARD SPELLS FROM MAGIC LEVELS 1 THROUGH 3 PER EACH ADDITIONAL LEVEL OF EXPERIENCE BEYOND NINTH LEVEL.			
ARMOR: _____			
A.R.: _____ D.C.: _____ / _____			
WEIGHT: _____ COST: _____			
PROWL PENALTY:- _____ %			
ARMOR: _____			
A.R.: _____ D.C.: _____ / _____			
WEIGHT: _____ COST: _____			
PROWL PENALTY:- _____ %			
ANIMAL COMPANION			
NAME: _____			
TYPE: _____			
H.P.: _____ D.C.: _____ A.R.: _____			
A.P.M.: _____ STRIKE:+ _____ PARRY:+ _____			
DODGE:+ _____ DAMAGE:+ _____ ROLL:+ _____			
CLAWS: D MOUTH: D			
: D : D			
NATURAL ABILITIES			
DAMAGE RECORD			
HIT POINTS: _____			
D.C.: _____			

CONTACTS

NAME:	OCCUPATION:	NOTES:

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

AMMUNITION(____): _____					
AMMUNITION(____): _____					

PSIONICS I.S.P.		I.S.P.	
SENSITIVE			
<input type="checkbox"/> ASTRAL PROJECTION	8	<input type="checkbox"/> ATTACK DISEASE	12
<input type="checkbox"/> CLAIRVOYANCE	4	<input type="checkbox"/> BIO-REGENERATE (SELF)	6
<input type="checkbox"/> COMMUNE W/ANIMALS	6	<input type="checkbox"/> DEADEN PAIN	4
<input type="checkbox"/> COMMUNE WITH SPIRITS	8	<input type="checkbox"/> DETECT PSIONICS	6
<input type="checkbox"/> DISPEL SPIRITS	10	<input type="checkbox"/> EXORCISM	10
<input type="checkbox"/> EMPATHY	4	<input type="checkbox"/> HEALING TOUCH	6
<input type="checkbox"/> MEDITATION	0	<input type="checkbox"/> INCREASED HEALING	10
<input type="checkbox"/> MIND BLOCK	4	<input type="checkbox"/> INDUCE SLEEP	4
<input type="checkbox"/> OBJECT READ	6	<input type="checkbox"/> LUST FOR LIFE	15
<input type="checkbox"/> PRESENCE SENSE	4	<input type="checkbox"/> PSYCHIC DIAGNOSIS	4
<input type="checkbox"/> SEE AURA	6	<input type="checkbox"/> PSYCHIC PURIFICATION	8
<input type="checkbox"/> SEE THE INVISIBLE	4	<input type="checkbox"/> PSYCHIC SURGERY	14
<input type="checkbox"/> SENSE DMEN. ANOMOLY	6	<input type="checkbox"/> RESIST FATIGUE	4
<input type="checkbox"/> SENSE EVIL	2	<input type="checkbox"/> SUPPRESS FEAR	8
<input type="checkbox"/> SENSE MAGIC	3	<input type="checkbox"/> TRANSFER I.S.P.	4+
<input type="checkbox"/> SIXTH SENSE	2		
<input type="checkbox"/> SPEED READING	2	SUPER	
<input type="checkbox"/> TELEPATHY	4	<input type="checkbox"/> ADVANCED TRANCE STATE	10
<input type="checkbox"/> TOTAL RECALL	2	<input type="checkbox"/> BIO-MANIPULATION	10
		<input type="checkbox"/> BIO-REGEN. (SUPER)	20
		<input type="checkbox"/> CATATONIC STRIKE	40
PHYSICAL		<input type="checkbox"/> CAUSE INSANITY	30
<input type="checkbox"/> ALTER AURA	2	<input type="checkbox"/> CURE INSANITY	30
<input type="checkbox"/> DEATH TRANCE	1	<input type="checkbox"/> ELECTROKINESIS (VARIES)	
<input type="checkbox"/> ECTOPLASM (VARIES)	8	<input type="checkbox"/> EMPATHIC TRANSMISSION	6
<input type="checkbox"/> FLOAT	8	<input type="checkbox"/> GROUP MIND BLOCK	22
<input type="checkbox"/> IMPERVIOUS TO COLD	2	<input type="checkbox"/> HYDROKINESIS (VARIES)	
<input type="checkbox"/> IMPERVIOUS TO FIRE	4	<input type="checkbox"/> HYPNOTIC SUGGESTION	6
<input type="checkbox"/> IMPERVIOUS TO POISON	4	<input type="checkbox"/> INDUCE NIGHTMARE	15
<input type="checkbox"/> LEVITATION (VARIES)	4	<input type="checkbox"/> INSERT MEMORY	25
<input type="checkbox"/> MIND BLOCK	4	<input type="checkbox"/> INVISIBLE HAZE	30
<input type="checkbox"/> NIGHTVISION	4	<input type="checkbox"/> MENTAL ILLUSION	20
<input type="checkbox"/> RESIST FATIGUE	4	<input type="checkbox"/> MENT. POSSESS OTHERS	30
<input type="checkbox"/> RESIST HUNGER	2	<input type="checkbox"/> MIND BLOCK AUTO DEF.(SPECIAL)	
<input type="checkbox"/> RESIST THIRST	6	<input type="checkbox"/> MIND BOLT (VARIES)	
<input type="checkbox"/> SUMMON INNER STRENGTH	4	<input type="checkbox"/> MIND BOND	10
<input type="checkbox"/> SPONT. COMBUSTION	6	<input type="checkbox"/> MIND WIPE (SPECIAL)	
<input type="checkbox"/> TELEKINESIS (VARIES)	6	<input type="checkbox"/> P.P.E. SHIELD	10
<input type="checkbox"/> TELEKINETIC PUNCH	6	<input type="checkbox"/> PSI-SHIELD	30
<input type="checkbox"/> TELEKINETIC LEAP	8	<input type="checkbox"/> PSI-SWORD	30
<input type="checkbox"/> TELEPORT OBJECT	10	<input type="checkbox"/> PYROKINESIS (VARIES)	
		<input type="checkbox"/> TELEKINESIS (SUPER)	10+
		<input type="checkbox"/> TELEKINETIC FORCE: FIELD	30
		<input type="checkbox"/> TELEMECHANICS	10
I.S.P.: _____			
I.S.P. AT/ON OR WITHIN ONE MILE OF A LEY LINE: _____			
I.S.P. AT OR NEAR A LEY LINE NEXUS: _____			
I.S.P. SPENT: _____			

MAGIC: <input type="checkbox"/> WEAPON <input type="checkbox"/> OBJECT
NAME: _____
TYPE: _____
ABILITIES: _____
P.P.E.:(____)
:(____)

MAGIC: <input type="checkbox"/> WEAPON <input type="checkbox"/> OBJECT
NAME: _____
TYPE: _____
ABILITIES: _____
P.P.E.:(____)
:(____)

MAGIC: <input type="checkbox"/> WEAPON <input type="checkbox"/> OBJECT
NAME: _____
TYPE: _____
ABILITIES: _____
P.P.E.:(____)
:(____)

ANIMAL COMPANION	
NAME: _____	
TYPE: _____	
H.P.: _____	D.C.: _____ A.R.: _____
A.P.M.: _____	STRIKE:+ _____ PARRY:+ _____
DODGE:+ _____	DAMAGE:+ _____ ROLL:+ _____
CLAWS: D	MOUTH: D
: D	: D
NATURAL ABILITIES	
DAMAGE RECORD	
HIT POINTS: _____	
D.C.: _____	

ANIMAL COMPANION	
NAME: _____	
TYPE: _____	
H.P.: _____	D.C.: _____ A.R.: _____
A.P.M.: _____	STRIKE:+ _____ PARRY:+ _____
DODGE:+ _____	DAMAGE:+ _____ ROLL:+ _____
CLAWS: D	MOUTH: D
: D	: D
NATURAL ABILITIES	
DAMAGE RECORD	
HIT POINTS: _____	
D.C.: _____	

OUTFITS	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	

MAGIC: <input type="checkbox"/> WEAPON <input type="checkbox"/> OBJECT
NAME: _____
TYPE: _____
ABILITIES: _____
P.P.E.:(____)
:(____)

MAGIC: <input type="checkbox"/> WEAPON <input type="checkbox"/> OBJECT
NAME: _____
TYPE: _____
ABILITIES: _____
P.P.E.:(____)
:(____)

MAGIC: <input type="checkbox"/> WEAPON <input type="checkbox"/> OBJECT
NAME: _____
TYPE: _____
ABILITIES: _____
P.P.E.:(____)
:(____)