

MIND MAGE

PALLADIUM FANTASY RPG® CHARACTER SHEET

COMBAT SKILL

NAME: _____	RACE: _____
TRUE NAME: _____	ALIGNMENT: _____
HIT POINTS: _____	<input type="checkbox"/> 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: _____ %	

# OF ATTACKS: _____	INNTIATIVE: + _____
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

<input type="checkbox"/> D.C.:	:
<input type="checkbox"/> D.C.:	:
:	:
HIT POINTS:	
I.S.P.:	
CHI:	
P.P.E.:	

O.C.C. SKILLS	+%/LVL. %
NATIVE LANGUAGE:	98
SPEAK (+15%):	5
SPEAK (+15%):	5
BASIC MATH (+20%):	5
TWO WEAPON PROFICIENCIES OF CHOICE	
ENHANCED I.S.P. RECOVERY	
•TWO PER HOUR OF ACTIVITY	
•TWELVE PER HOUR OF REST/MEDITATION	
BONUSES	
•+6 VS. MIND CONTROL/MAGIC CHARMS	
•+5 VS. POSSESSION •+3 VS. HORROR FACTOR	
SEE PSIONICS ON SECOND SHEET	

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

WEAPONS	RANGE	DAMAGE

WEAPON PROFICIENCIES	STR/THR AIM/BURST	PARRY/RANGE	DAMAGE/RATE
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ARMOR:
A.R.: <input type="checkbox"/> D.C.: /
WEIGHT: COST: PROWL PENALTY:- %
ARMOR:
A.R.: <input type="checkbox"/> D.C.: /
WEIGHT: COST: PROWL PENALTY:- %

EQUIPMENT

SPECIAL ABILITIES/SKILLS

NOTES

MONEY
GOLD:
SALARY:
VALUABLES:
OUTFITS
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

CHARACTER HISTORY

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
		<input type="checkbox"/> CAUSE INSANITY	30
		<input type="checkbox"/> CURE INSANITY	30
		<input type="checkbox"/> ELECTROKINESIS (VARIES)	
		<input type="checkbox"/> EMPATHIC TRANSMISSION	6
		<input type="checkbox"/> GROUP MIND BLOCK	22
		<input type="checkbox"/> HYDROKINESIS (VARIES)	
		<input type="checkbox"/> HYPNOTIC SUGGESTION	6
		<input type="checkbox"/> INDUCE NIGHTMARE	15
		<input type="checkbox"/> INSERT MEMORY	25
		<input type="checkbox"/> INVISIBLE HAZE	30
		<input type="checkbox"/> MENTAL ILLUSION	20
		<input type="checkbox"/> MENT. POSSESS OTHERS	30
		<input type="checkbox"/> MIND BLCK AUTO DEF. (SPECIAL)	
		<input type="checkbox"/> MIND BOLT (VARIES)	
		<input type="checkbox"/> MIND BOND	10
		<input type="checkbox"/> MIND WIPE (SPECIAL)	
		<input type="checkbox"/> P.P.E. SHIELD	10
		<input type="checkbox"/> PSI-SHIELD	30
		<input type="checkbox"/> PSI-SWORD	30
		<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:			

CONTACTS

NAME:	OCCUPATION:	NOTES:
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NAME:	OCCUPATION:	NOTES:
NAME:	OCCUPATION:	NOTES:

MAGIC: WEAPON OBJECT
 NAME:
 TYPE:
 ABILITIES:

 P.P.E.:()
 :()

MAGIC: WEAPON OBJECT
 NAME:
 TYPE:
 ABILITIES:

 P.P.E.:()
 :()

MAGIC: WEAPON OBJECT
 NAME:
 TYPE:
 ABILITIES:

 P.P.E.:()
 :()

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

AMMUNITION():	
AMMUNITION():	
AMMUNITION():	
AMMUNITION():	

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.:()
:()

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

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

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

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

OUTFITS

MAGIC: WEAPON 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.: