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.	%
Dance (+20%)	5	
Native Language: _____		98
Speak (+20%): _____	5	
Speak (+20%): _____	5	
Literacy (+20%): _____	5	
Basic Math (+20%)	5	
Lore: Demons & Monsters (+15%)	5	
Lore: Religion (+20%)	5	
Land Navigation (+10%)	4	
Wilderness Survival (+10%)	5	

One Weapon Proficiency of choice
See Priest Abilities on Second Sheet

Skills

	+%/Lvl.	%

Secondary Skills

	+%/Lvl.	%

Weapons

	Range	Damage

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

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

❑
❑
❑
❑
❑

Priest of Light

Pantheon:_____ Deity:_____

Church Resources:_____

Healing Touch: 2D4 H.P./S.D.C.(every 2 melees)
Exorcism:1D6 hrs of Prayer +7 ____%
Remove Curse:1D4x10 minutes +7 ____%
Resurrection:starting at 5th level +3 ____%
Turn Dead: 2 melee rounds +5 ____%

Penance & Sacrifice
•Resist Thirst _____Days
•Resist Hunger _____Days

Prayers

Blessings (last 2D4 weeks)
•Create Holy Water - 3D6 damage to Vampires/Ghouls
•Bless Person: +1 to save vs. Disease/Possession
•Bless Home: Ghosts & Faeries roll 14 or higher to enter Inhabitants: +1 vs Possession
•Bless Food: +1 to save vs. Spoiling Magic/Disease/Decay Fresh for one extra day

Prayer of Strength +7 ____%
• +6 vs Horror Factor, +1 on ALL other saving throws
•+10% to Turn Dead •+20% to Exorcism •+1 Spell Strength
•+1 to Parry & Dodge •lasts 2 minutes per level

Prayer of Communion +7 ____%
•60% chance of Divination or recieving an Omen

Prayer of Intervention
(grants one of the following)
•Cast any one spell of any level that his god(s) knows equal to his own experience +5 levels. No P.P.E. cost +7 ____%
•Create Magic Scroll once per 24 hour period
Spell must be known by god(s) & potency is limited by Priests levels. Limited to 6th level or higher Priests +9 ____%
•Super Healing Two healing touches restore 2D4x10 Hit Points/S.D.C. (or 4D6 M.D.C.) +7 ____%

Miracles +2 _____%

Miracle of Luck
•+4 Init. •+10 to Roll & save vs H.F. •+8 to dodge & save vs Poison •+3 to save vs Magic •Impervious to Charms/Curses
•Priest + 1 follower per level •1 minute per level

Supernatural Strength
•Hit Points/S.D.C. are trippled P.S. +2D4 & is Supernatural
•+1 to Init, Strike, Parry, Dodge and ALL saving throws
•Aura of Awe = H.F.:12 •lasts 1 minute per level

Purification
•50 lbs of food or 10 gallons of water

Great Miracle of Increased Power
•Spells/Prayers are double Duration & Strength/Power
Lasts 1 minute per level

Great Miracle of Control over Nature
Creation of natural forces: 1 hr. per/lvl
Control over destructive forces: 1 min. per/lvl

Miraculous Healing (touch or glance)
•Heal the crippled •Restore vision to blind •Give voice to the mute •Give hearing to the deaf •Cure sickness and disease •Dispel possessing entities, magic curses and sickness •Negate poison (as much as a lake) •Restore full H.P./S.D.C. to one person per level (M.D.C. creatures are restored to half)
Have the ability for one melee/15 seconds

Great Miracle of Control over Magic
Have the ability for one melee per/lvl of experience

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.:_____

Character History

Contacts

Name:	Occupation:	Notes:
Name:	Occupation:	Notes:
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Name:	Occupation:	Notes:
Name:	Occupation:	Notes:
Name:	Occupation:	Notes:

Weapon Proficiencies

	Range	Damage	Str/Thr Aim/Burst	Parry	Rate
			/		
			/		
			/		
			/		
			/		
			/		
			/		

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

Psionics I.S.P.

Sensitive

	I.S.P.
❑ Astral Projection	8
❑ Clairvoyance	4
❑ Commune w/Animals	6
❑ Commune with Spirits	8
❑ Dispel Spirits	10
❑ Empathy	4
❑ Meditation	0
❑ Mind Block	4
❑ Object Read	6
❑ Presence Sense	4
❑ See Aura	6
❑ See the Invisible	4
❑ Sense Dimen. Anomoly	6
❑ Sense Evil	2
❑ Sense Magic	3
❑ Sixth Sense	2
❑ Speed Reading	2
❑ Telepathy	4
❑ Total Recall	2

Physical

	I.S.P.
❑ Alter Aura	2
❑ Death Trance	1
❑ Ectoplasm	(varies)
❑ Float	8
❑ Impervious to Cold	2
❑ Impervious to Fire	4
❑ Impervious to Poison	4
❑ Levitation	(varies)
❑ Mind Block	4
❑ Nightvision	4
❑ Resist Fatigue	4
❑ Resist Hunger	2
❑ Resist Thirst	6
❑ Summon Inner Strength	4
❑ Spont. Combustion	6
❑ Telekinesis	(varies)
❑ Telekinetic Punch	6
❑ Telekinetic Leap	8
❑ Teleport Object	10

I.S.P.:_____

Healing

	I.S.P.
❑ Attack Disease	12
❑ Bio-Regenerate (Self)	6
❑ Deaden Pain	4
❑ Detect Psionics	6
❑ Exorcism	10
❑ Healing Touch	6
❑ Increased Healing	10
❑ Induce Sleep	4
❑ Lust for Life	15
❑ Psychic Diagnosis	4
❑ Psychic Purification	8
❑ Psychic Surgery	14
❑ Resist Fatigue	4
❑ Suppress Fear	8
❑ Transfer I.S.P.	4+

Super

	I.S.P.
❑ Advanced Trance State	10
❑ Bio-Manipulation	10
❑ Bio-Regen. (Super)	20
❑ Catatonic Strike	40
❑ Cause Insanity	30
❑ Cure Insanity	30
❑ Electrokinesis	(varies)
❑ Empathic Transmission	6
❑ Group Mind Block	22
❑ Hydrokinesis	(varies)
❑ Hypnotic Suggestion	6
❑ Induce Nightmare	15
❑ Insert Memory	25
❑ Invisible Haze	30
❑ Mental Illusion	20
❑ Ment. Possess Others	30
❑ Mnd Blck Auto Def.	(special)
❑ Mind Bolt	(varies)
❑ Mind Bond	10
❑ Mind Wipe	(special)
❑ P.P.E. Shield	10
❑ Psi-Shield	30
❑ Psi-Sword	30
❑ Pyrokinesis	(varies)
❑ Telekinesis (Super)	10+
❑ Telekinetic Force Field	30
❑ Telemechanics	10

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: ❑ Weapon ❑ Object

Name:_____
Type:_____
Abilities:_____

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

Magic: ❑ Weapon ❑ Object

Name:_____
Type:_____
Abilities:_____

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

Outfits

❑ _____
❑ _____
❑ _____
❑ _____
❑ _____

Spells P.P.E.

Level One

	P.P.E.
❑ Blinding Flash	1
❑ Cloud of Smoke	2
❑ Death Trance	1
❑ Decipher Magic	4
❑ Globe of Daylight	2
❑ Increase Weight	4
❑ See Aura	6
❑ See the Invisible	4
❑ Sense Evil	2
❑ Sense Magic	4
❑ Thunderclap	4
❑ Ventriloquism	3

Level Two

	P.P.E.
❑ Befuddle	6
❑ Chameleon	6
❑ Climb	3
❑ Concealment	6
❑ Detect Concealment	6
❑ Extingish Fire	4
❑ Fear	5
❑ Heavy Breathing	5
❑ Levitation	5
❑ Mystic Alarm	5
❑ Turn Dead	6
❑ Weightlessness	6

Level Three

	P.P.E.
❑ Armor of Ithan	10
❑ Breathe Without Air	5
❑ Energy Bolt	5
❑ Faerie Speak	5
❑ Fingers of the Wind	5
❑ Float in Air	5
❑ Fuel Flame	5
❑ Ignite Fire	6
❑ Impervious to Fire	6
❑ Impervious to Poison	5
❑ Invisibility: Simple	6
❑ Negate Poisons/Toxins	5
❑ Paralysis: Lesser	5
❑ Resist fire	3
❑ See Wards	8
❑ Sense Traps	7
❑ Telekinesis	8

Level Four

	P.P.E.
❑ Astral Projection	10
❑ Blind	8
❑ Carpet of Adhesion	10
❑ Charismatic Aura	10
❑ Cure Minor Disorder	10
❑ Energy Field	10
❑ Fire Bolt	10
❑ Fool's Gold	10
❑ Ley Line Transmission	30
❑ Magic Net	7
❑ Multiple Images	7
❑ Repel Animals	7
❑ Seal	7
❑ Shadow Meld	10
❑ Swim as a Fish	6
❑ Trance	10

Level Five

	P.P.E.
❑ Calling	8
❑ Charm	12
❑ Circle of Flame	10
❑ Domination	10
❑ Energy Disruption	15
❑ Escape	8
❑ Eyes of Thoth	8
❑ Fly	15
❑ Heal Wounds	10
❑ Horrific Illusion	10
❑ Mend Cloth	12
❑ Size of the Behemoth	12
❑ Sleep	10
❑ Superhuman Speed	10
❑ Superhuman Strength	10

Level Six

	P.P.E.
❑ Animate Object	15
❑ Apparition	20
❑ Call Lightning	15
❑ Compulsion	20
❑ Control the Beasts	18
❑ Cure Illness	15
❑ Create Bread & Milk	15
❑ detect Poison	10
❑ Fire Ball	10
❑ Fire Fist	15
❑ Impervious to Energy	20
❑ Magic Pigeon	20
❑ Memory Bank	12
❑ Reduce Self	20
❑ Swim as a Fish: Sup.	12
❑ Teleport: Lesser	15
❑ Time Slip	20
❑ Tongues	12
❑ Words of Truth	15

Level Seven

	P.P.E.
❑ Agony	20
❑ Animate/Control Dead	20
❑ Circle of Concealment	15
❑ Constrain Being	20
❑ Dispel Magic Barrier	20
❑ Fly as the Eagle	25
❑ Globe of Silence	20
❑ Heal Self	20
❑ Immobilize	25
❑ Invisibility: Superior	20
❑ Invulnerability	25
❑ Life drain	25
❑ Metamorphosis: Animal	25
❑ Purify Food & Water	20
❑ Second Sight	25
❑ Wind Rush	20
❑ Wink-Out	20+
❑ Witch Bottle	28
❑ X-Ray Vision	25

Level Eight

	P.P.E.
❑ Commune With Spirits	25
❑ Exorcism	30
❑ Eyes of the Wolf	25
❑ Hallucination	30
❑ Locate	30
❑ Love Charm	40
❑ Luck Curse	40
❑ Metamorph.: Human	40
❑ Minor Curse	35
❑ Negate Magic	30
❑ Oracle	30
❑ Sense dimens. Anomaly	30
❑ Sickness	50
❑ Spoil Food & Water	30
❑ Stone to Flesh	30
❑ Time Capsule	30
❑ Wisps of Confusion	40

Level Nine

	P.P.E.
❑ Age	50
❑ Curse: Phobia	40
❑ Faeries' Dance	55
❑ Familiar Link	55
❑ Havok	50
❑ Metamorphosis: Insect	60
❑ Monster Insect	50/100
❑ Mute	50
❑ Prot. Circle: Simple	45
❑ Speed of the Snail	50
❑ Summon/Cont. Canines	50
❑ Swords to Snakes	50
❑ Transferal	50
❑ Water to Wine	40

Level Ten

	P.P.E.
❑ Banishment	65
❑ Cntrl/Enslave Entity	80
❑ Dimens. Pocket	30/140
❑ Metamorph.: Superior	100
❑ Mystic Portal	60
❑ Phantom Horse	60
❑ Summ./Cont. Rodents	70
❑ Summon Shadow Beast	140

Level Eleven

	P.P.E.
❑ Anti Magic Cloud	140
❑ Create Magic Scroll	100+
❑ Create Mummy	160
❑ Finger of Lictalon	150
❑ Remove Curse	140
❑ Summ./Cont. Animals	125
❑ Summon Fog	140

Level Twelve

	P.P.E.
❑ Amulet	290+
❑ Calm Storm	200
❑ Create Zombie	250
❑ Metamorphosis: Mist	250
❑ Summon Entity	250
❑ Time Hole	210

Level Thirteen

	P.P.E.
❑ Create Golem	700/1000
❑ Prot. Circle: Superior	250
❑ Sanctum	390
❑ Summ./Cont. Storm	260
❑ Talisman	500

Level Fourteen

	P.P.E.
❑ Close Rift	2 + 200
❑ Id Barrier	600
❑ Impen. Wall of Force	600
❑ Restoration	750

Level Fifteen

	P.P.E.
❑ Dimensional Portal	1000
❑ Dimensional teleport	800
❑ Resurrection	2000
❑ Summ. Greater Familiar	580
❑ Teleport: Superior	600
❑ Transformation	2000

P.P.E.:_____

P.P.E. at/on or within one mile of a ley line:_____
P.P.E. at or near a ley line nexus: _____
P.P.E. Spent:_____

Spells of Legend P.P.E.

	P.P.E.
❑ Barrier of Thoth	3000
❑ Crimson Wall of Lictalon	5000
❑ Doppleganger: Superior	1000
❑ Metamorphosis: Dragon	2000
❑ Sanctuary	1500