SUMMONER

PALLADIUM FANTASY RPG® CHARACTER SHEET

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

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: ____%

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	
Literacy (+20%): _____	5	
Literacy (+20%): _____	5	
Lore: Demons & Monsters (+20%)	5	
Lore (+15%): _____	5	
Basic Math (+20%)	5	
Gemology (+15%)	5	
History (+15%)	5	
Preserve Food (+15%)	5	
See Summoner 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
❑
❑
❑
❑
❑

PSIONICS

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

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.:_____

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: _____

Outfits

❑

❑

❑

❑

❑

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

Weapon Proficiencies

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

Ammunition(____): _____

Ammunition(____): _____

Component List

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.:(_____)_____

:(_____)_____

Magic: ❑ Weapon ❑ Object

Name: _____

Type: _____

Abilities: _____

P.P.E.:(_____)_____

:(_____)_____

Summoner Knowledge & Abilities

Skills

Decipher Circles	4	
Mystic Symbology	1	
Recognize Wards/Runes	5	
Recognize Enchantment	5	
Recognize Magic	5	

Knows All Power Words

Number of lesser creatures that can be controled: _____

Number of greater creatures that can be controled: _____

Circles of Protection

Circle	P.P.E.
Protection: Simple	35
Protection: Superior	70
Protection From Angels	90
Protection From Deevils	70
Protection From Demons	70
Protection From Elementals	100
Protection From Elemental Forces	120
Protection From Evil	70
Protection From Faerie Folk	70
Protection From Good	70
Protection From Ghosts/spirits	70
Protection From Jinn	90
Protection From Magic (simple)	50
Protection From Magic (Superior)	100
Protection From Old Ones	120
Protection From Undead	70
Protection From Witches	70
Protection from Were-beasts	70

Circles of Summoning

Circle	P.P.E.
Angels	150
Animals	60/100
Demons/Deevils (lesser)	100
Demons/Deevils (greater)	250
Elementals	100
Elemental Forces	150
Faerie Folk	100
Gargoyles	100
Ghosts	100
Jinn	50
Insects	250
Pawn	100/50
Serpents	50/100/200
Spirits	200
Undead	100

Circles of Power

Circle	P.P.E.
❑ All Seeing	400/100
❑ Animate Dead	200
❑ Command	200
❑ Death	300
❑ Dimensional Rift	500
❑ Domination/control	200
❑ Force	200
❑ Healing	200/75
❑ Invisibility	200
❑ Insanity	300
❑ Knowledge	250/50
❑ Pain	200
❑ Passion	200
❑ Power	400
❑ Power Leech	300
❑ Power Matrix	500/100
❑ Teleport	30
❑ Wonder	300
❑ _____	____
❑ _____	____
❑ _____	____
❑ _____	____

Subserviant Creature

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.: _____