WARLOCK

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 (+10%): _____	5	
Speak (+10%): _____	5	
Literacy (+10%): _____	5	
Lore: Demons & Monsters (+10%)	5	
Lore: Faerie Folk (+15%)	5	
Land Navigation (+10%)	5	
Wilderness Survival (+10%)	5	
Speak Elemental		92
Sense Elemental	5	
Summon Elemental	5	
See Warlock 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

❑
❑
❑
❑
❑

Character History

Contacts

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

Weapon Proficiencies

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

Ammunition(____):

Ammunition(____):

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
❑ Mind 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

❑

❑

❑

❑

❑

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.:(_____)_____

:(_____)_____

Magic: ❑ **Weapon** ❑ **Object**

Name:_____

Type:_____

Abilities:_____

P.P.E.:(_____)_____

:(_____)_____

Elemental Magic

Air — P.P.E.

Level One: Air

❑ Breathe Without Air	3
❑ Thunderclap	2
❑ Cloud of Slumber	4
❑ Cloud of Steam	4
❑ Create Light	2
❑ Create Mild Wind	4
❑ Stop Wind	5

Level Two: Air

❑ Change Wind Direct.	6
❑ Create Air	6
❑ Heavy Breathing	5
❑ Howling Wind	7
❑ Levitate	7
❑ Mesmerism	7
❑ Miasma	7
❑ Northwind	7
❑ Silence	10

Level Three: Air

❑ Air Bubble	10
❑ Call Lightning	10
❑ Float in Air	6
❑ Darkness	10
❑ Fingers of the Wind	8
❑ Northern Lights	12
❑ Resist Cold	8
❑ Walk the Wind	10
❑ Wind Rush	10

Level Four: Air

❑ Ball Lightning	15
❑ Calm Storms	20
❑ Dissipate Gases	15
❑ Freeze Water	10
❑ Invisibility	20
❑ Leaf Rustler	15
❑ Phantom Footman	20
❑ Protect. from Lightning	20

Level Five: Air

❑ Breath of Life	50
❑ Circle of Rain	25
❑ Darken the Sky	20
❑ Detect the Invisible	10
❑ Invisible Wall	30
❑ Phantom	30
❑ Whirlwind	30

Level Six: Air

❑ Electrical Field	35
❑ Electro-Magnetism	40
❑ Mist of Death	40
❑ Snow Storm	50
❑ Vacuum	40
❑ Whisper of the Wind	30

Level Seven: Air

❑ Atmospheric Manip.	50
❑ Hurricane	60
❑ Rainbow	60
❑ Tornado	60

Level Eight: Air

❑ Wind Blast	40
❑ Wind Cushion	50
❑ Creature of the Wind	70

Earth — P.P.E.

Level One: Earth

❑ Chameleon	5
❑ Dowsing	2
❑ Dust Storm	5
❑ Fool's Gold	5
❑ Identify Minerals	3
❑ Identify Plants	3
❑ Rock to Mud	6
❑ Rot Wood	4

Level Two: Earth

❑ Create Dirt or Clay	6
❑ Dirt to Clay	6
❑ Dirt to Sand	6
❑ Grow Plants	8
❑ Hopping Stones	6
❑ Track	6
❑ Wall of Clay	8
❑ Wither Plants	10

Level Three: Earth

❑ Animate Plants	10
❑ Create Mound	8
❑ Crumble Stone	10
❑ Dig	8
❑ Earth Rumble	10
❑ Encase Object in Stone	10
❑ Locate Minerals	10
❑ Wall of Stone	15

Level Four: Earth

❑ Animate Object	12
❑ Cocoon of Stone	15
❑ Mend Stone	15
❑ Quicksand	15
❑ Repel Animals	10
❑ Rust	15
❑ Sand Storm	15
❑ Wall of Thorns	15

Level Five: Earth

❑ Chasm	25
❑ Clay to Lead	20
❑ Clay to Stone	20
❑ Close Fissures	30
❑ Little Mud Mound	35
❑ Travel Through Earth	20

Level Six: Earth

❑ Clay or Stone to Iron	40/60
❑ Mend Metal	30
❑ Stone to Flesh	30
❑ Travel Through Stone	35
❑ Wood to Stone	30

Level Seven: Earth

❑ Metal to Clay	40
❑ Petrification	40
❑ River of Lava	50
❑ Sclpt/Anim. Clay Animal	40
❑ Wall of Iron	45

Level Eight: Earth

❑ Cap Volcano	80
❑ Create Golem	80
❑ Earthquake	60
❑ Magnetism	40
❑ Transference of Essence	50
❑ Suspended Animation	80

Fire — P.P.E.

Level One: Fire

❑ Blinding Flash	1
❑ Cloud of Smoke	2
❑ Create Coal	5
❑ Fiery Touch	5
❑ Globe of Daylight	2
❑ Nightvision	4
❑ Impervious to Fire	6
❑ Stench of Hades	4

Level Two: Fire

❑ Cloud of Ash	5
❑ Darkness	8
❑ Flame Lick	7
❑ Freeze Water	8
❑ Heat Obj./Boil Water	5
❑ Resist Cold	5
❑ Spontaneous Combustion	5
❑ Swirling Lights	8
❑ Tongue of Flame	6

Level Three: Fire

❑ Circle of Cold	10
❑ Circle of Flame	10
❑ Create Heat	8
❑ Extinguish Fire	8
❑ Fire Ball	10
❑ Lower Temperature	8
❑ Wall of Flame	15

Level Four: Fire

❑ Cloud of Steam	10
❑ Flame Friend	20
❑ Fuel Flame	10
❑ Heal Burns	15
❑ Mini-Fireballs	20

Level Five: Fire

❑ Blue Flame	30
❑ Breathe Fire	20
❑ Eat Fire	20
❑ Screaming Wall/Flame	30
❑ Wall of Ice	30

Level Six: Fire

❑ Dancing Fires	35
❑ Eternal Flame	70
❑ Flame of Life	40
❑ Fire Whip	30

Level Seven: Fire

❑ Fire Sponge	50
❑ River of Lava	50
❑ 10ft. Wheel of Flame	40

Level Eight: Fire

❑ Burst into Flame	70
❑ Drought	80
❑ Plasma Bolt	60

Water — P.P.E.

Level One: Water

❑ Cloud of Steam	10
❑ Color Water	2
❑ Create Fog	5
❑ Dowsing	2
❑ Float on Water	4
❑ Purple Mist	5
❑ Salt Water to Fresh	4
❑ SenseDirect./Underwater	4
❑ Water to Wine	5

Level Two: Water

❑ Breathe Underwater	6
❑ Change Current	8
❑ Fog of Fear	7
❑ Foul Water	6
❑ Liquids to Water	10
❑ Resist Fire	6
❑ Ride the Waves	10
❑ Walk the Waves	5
❑ Water Seal	8

Level Three: Water

❑ Calm Waters	15
❑ Circle of Rain	20
❑ Command Fish	10
❑ Freeze Water	8
❑ Imperv. to Ocean Depths	15
❑ Resist Cold	6
❑ Sheet of Ice	15

Level Four: Water

❑ Create Water	10
❑ Comm. w/Sea Creature	12
❑ Hail	20
❑ Shards of Ice	15
❑ Speak Underwater	10
❑ Swim Like the Dolphin	15
❑ Wall of Ice	20
❑ Water Wisps	30

Level Five: Water

❑ Earth to Mud	20
❑ Protect. from Lightning	25
❑ Snow Storm	40
❑ 10ft Ball of Ice	30
❑ Whirlpool	40

Level Six: Water

❑ Heal Burns	25
❑ Hurricane	50
❑ Little Ice Monster	40
❑ Part Waters	50
❑ Summ. Shark or Whale	50
❑ Encase in Ice	40

Level Seven: Water

❑ Rain Dance	60
❑ Summ./Control Storm	100

Level Eight: Water

❑ Drought	80
❑ Tidal Wave	80
❑ Creature of the Waves	80
❑ Calm Waters	100

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:_____

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.:**_____