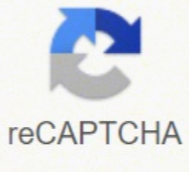


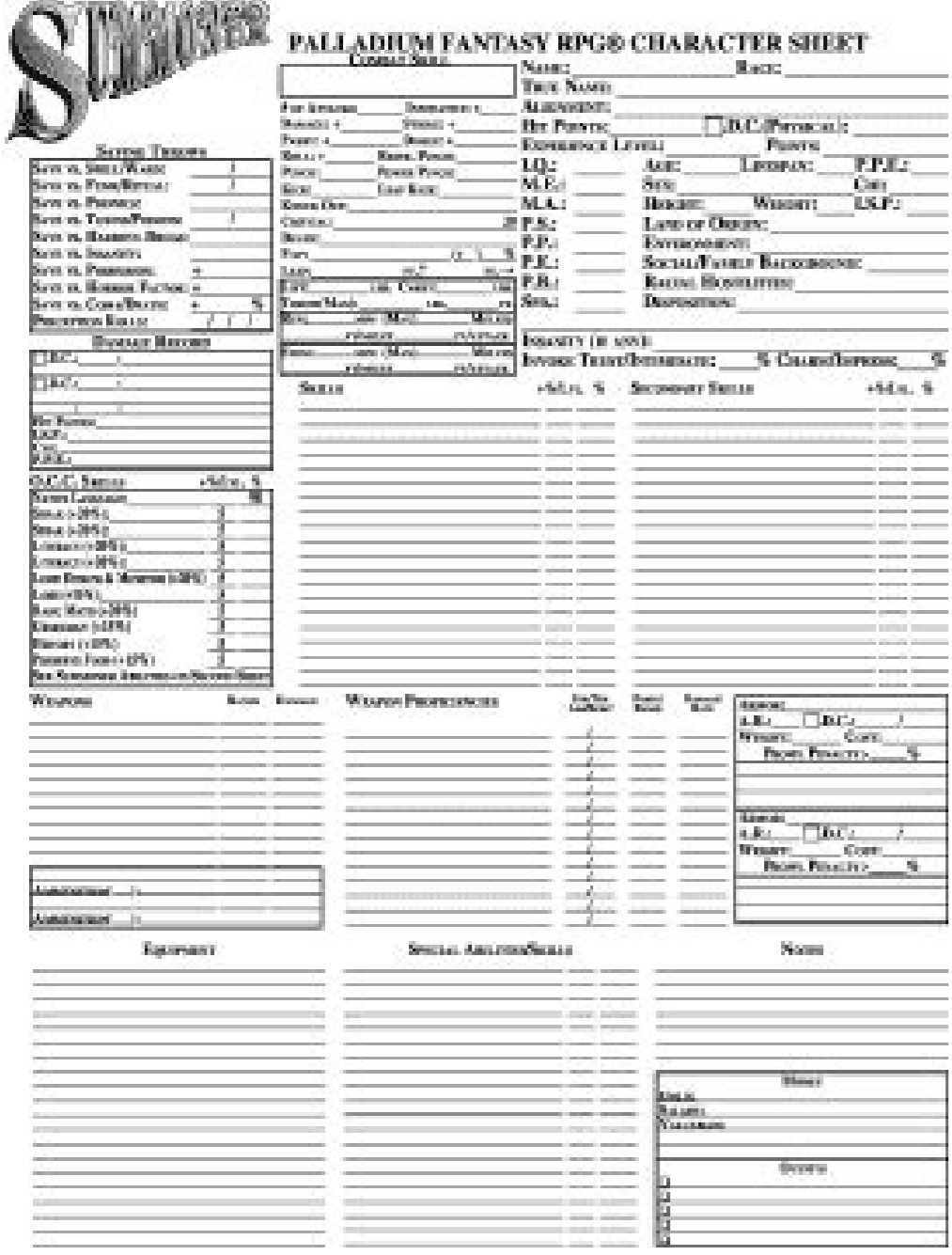


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PALLADIUM FANTASY RPG® CHARACTER SHEET

Character Name: _____ Race: _____

Sex: _____ Age: _____ Height: _____ Weight: _____

Alignment: _____ Intelligence: _____ Wisdom: _____

Strength: _____ Dexterity: _____ Constitution: _____

Charisma: _____ Magic: _____ Spirit: _____

Skills: _____

Equipment: _____

Special Abilities: _____

Notes: _____

PALLADIUM® RPG CHARACTER SHEET

Character Name: _____ Race: _____

Sex: _____ Age: _____ Height: _____ Weight: _____

Alignment: _____ Intelligence: _____ Wisdom: _____

Strength: _____ Dexterity: _____ Constitution: _____

Charisma: _____ Magic: _____ Spirit: _____

Skills: _____

Equipment: _____

Special Abilities: _____

Notes: _____

Equipment/Inventory Record Sheet

PRIMARY RESIDENCE

LOCATION: _____ TYPE: _____ BDRM(s): _____ BTHRM(s): _____

DESCRIPTION: _____

SPECIAL: _____

VEHICLE(s): _____

SAFE HOUSES / SUPPLY DESPOTS / OTHER

LOCATION: _____ TYPE: _____ BDRM(s): _____ BTHRM(s): _____

DESCRIPTION: _____

SPECIAL: _____

VEHICLE(s): _____

CUSTOM / SPECIAL - EQUIPMENT / WEAPONS

ITEM: _____ SPECIAL BONUSES: _____

DESCRIPTION: _____

ITEM: _____ SPECIAL BONUSES: _____

DESCRIPTION: _____

ITEM: _____ SPECIAL BONUSES: _____

DESCRIPTION: _____

CONTACTS

NAME: _____ OCCUPATION: _____ LOCATION: _____

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ADDITIONAL INFORMATION

Created by Travis C. Masters

Palladium fantasy interactive character sheet.

The problem was likely the typo - i had on{ instead of on(Yeah, that does it. I'm pretty bad at spotting typos. I have discovered a minor bug that I plan on submitting a fix for this weekend. I have 2 entries for value in the html line for the melee attack strike input field. One value has 0 and the other is blank, which can break the macro if you haven't put anything else in the field. I will remove the version with the blank, so it correctly fills in the 0 default value. I doubt there will be any more updates to the sheet any time soon. I think it does everything I need it to do. I also made some dividing lines and borders on the "Combat" tab to help visually divide up that area. Clip is the number of rounds left in the current clip; Orig is the original number each clip holds; Numb is the number of full clips left; EC is the number of empty clips. I was really, really bored. It sounds like you've changed the way tabs work, changing them from numerical values (1-7) to text labels ("character", etc). In case anyone has trouble finding it, the Palladium Games sheets (including this one) are no longer listed under the heading of Palladium Games. They are still all together, but are now listed under Megaversal. Took me forever to figure out where it had been moved to... (Famous last words, right?) One thing I have intentionally left off are any tabs for psionics and spells. The reason for this is that attribute (information) bloat from that part of sheets can easily get out of hand and impact the performance of your entire game. With the 1E Mind Mage getting every psionic ability as they level up, and the possibility of spell casters having psionics on top of spell casting, I thought the attribute bloat would be a real issue for this game system. I have left those parts of things out of the sheet to be created as ability macros, which I have done in my own games. Feel free to enter my public game listed in the first post of this thread and make use of the character vault to take a copy of the various "macro" characters for your own use. I will admit I have made changes to a few of the abilities (like toning down the damage of the burning pain and agony wards), but at least everything should be there and you can edit as you desire. I just updated those macro sheets in the public game to have the macros that include the wisper toggle attribute at the beginning. The only thing I may yet change about these sheets is to make all the attributes point to a "selected" token (making them a true "macro mule sheet" from the Stupid Tricks thread) so that I don't need to copy these sheets for player use. So, something to keep in mind if you copy the sheets as they are. I've offloaded sheet documentation mainly to the wiki page and have only a changelog on GitHub for the sheets I maintain in my free time. I did this partly by creating a new tab that I have labeled "Social", and moved the fields for Race, Height, Weight, Age, etc. Since this sheet is for 1st Edition, characters have no SDC. You could add a custom attribute on the Attributes & Abilities tab to track the character's sdc (or armor sdc, whichever), and link it to a token bar. I haven't had a chance to test this well due to holidays and sickness. I'm going to hold off submitting this change until I have. Hopefully this is just a 1 week delay. If you do end up using this sheet for 2E, you could just use the casts per day entry to track PPE. I think there is still ISP for the psychic abilities, so you could still use the ISP entry for that. It might take some fiddling around with modifiers to get combat to work out right since (I think) the dodge bonus got moved from P.P. to Spd., but that can be handled with the entry fields already on the sheet. When the update goes live, the sheet may appear blank (other than the header). Click on any tab to bring it up. There will be new tabs: Psionics, Spells, Healer, Wards, Circles, and Configuration. The configuration tab will allow you to hide the new tabs if you are playing a character that doesn't use them. It also allows you to set the colors used by the roll template for rolls from the new tabs. If you make an update of the "Instructions" section to include [Readme] 20Fantasy%201E/ReadMe.md it should link directly to the sheet's readme. Here is an example of a sheet,son that links to it's wiki page, as well as containing linebreaks, and bolded part of the text. I am currently working on creating a set of toggle buttons on the first tab that will allow changing all sheet rolls back and forth between public and gm whisper display. To ensure I have enough testing done, I will probably try to submit this update to the sheet for the Nov 12 merge. I have come up with another update on this thing. I will be adding a couple toggles in the melee repeating section that allow you to toggle on/off mounted parry and dodge bonuses, which will make the query on the dodge roll button unnecessary. And another 3 way toggle that allows you to toggle between the mounted damage bonus, mounted charge bonus, or no mounted damage bonus. These will affect all parry and damage rolls within the repeating melee attack section, as well as the dodge roll. If all goes well, this will be in the update on Tuesday. This is a direct url to create a Palladium Fantasy 1E wiki page. Kraynic, thank you so much for the info. I really appreciate all that you have done and will be doing. We will take all of this into thought moving forward and look forward for the both HU and 2E sheets to come out. In the mean time we will have to check out the public game you have going. Thanks again. (Those who really want to see them can feel perfectly free to send me a copy of Nightbane, if you're really serious about it.(G)) USING THE SHEETS Most of the sheets are self-evident. I'm not sure yet what I will do with the section for buildings. I can't seem to find list of suggested SDC amounts for walls (I thought I had seen one somewhere), and the system from the Compendium of Weapons, Armour, and Castles uses a different system (number of hits that can be taken from different size siege weaponry). Everything sounds great sir, keep up the good work I put something together over the weekend and submitted the changes yesterday. The changes were accepted today, so should go live sometime tomorrow. The wiki page has been updated. I recently realized that there should really be a place to track ammo other than having it somewhere on the equipment tab. My next update to the sheet will include an ammo entry for the ranged attack repeating section. I have also been fiddling with adding equipment weights in case someone wants to use the encumbrance rules. It will probably be 2-3 weeks before I am sure everything is fine with the sheets to update it on github. Remember, though, that I made them and if you try to pass them off as yours, I'll get you. I'm considering adding roll buttons to the inventory and journal tabs, so that it is easy for a player to print out notes they took on someone or info on an item they are carrying. While working on the Heroes Unlimited sheet, I have also managed to learn a little about altering roll templates that I didn't know before. I may do some alteration to the attack templates (especially the ranged) and have it print out range and ammo as part of the header. on ("sheet:opened", function() { getAttrs(["sheetTab"], function(v) { let tab = parseInt(v.sheetTab) || 0; if(tab) { setAttrs({ sheetTab: 'character' }); }); }); You can make changes to a github commit. There are a couple minor tweaks that should go live on Tuesday. I forgot to update the Release Notes tab of the sheet, so that will be caught up. I made some visual changes to the repeating section buttons (add, modify, etc.) to make them fit in with the sheet a little better. I also have included a roll button in the Release Notes section that will print links to chat for the Roll 20 wiki page and Github folder (with the Readme displayed) for the sheet. I still would recommend using a macro mule sheet for most casters, because that can be built once and then all characters ever made can run from it. You can find what I used for macro sheets in the open game linked in the first post. In my games, I expect to use the new tabs for characters with relatively few spells/abilities, items, character specific abilities, "prepared" ward arsenal, etc. I am working on updating the wiki page, so if there are any questions on the sheet, hopefully some answers can be found there. These are all presented in ASCII text versions. The pull request has been submitted/accepted for the ammo and weight tracking field updates. If all goes well, it should be live in a day or so. That's for looking after modern weapons ammunition. All rights reserved. | Site - Developed by Rex Barkdoll Rifles®, The Rifler®, RECON®, Splicers®, Powers Unlimited®, Palladium Books®, The Palladium Fantasy Role-Playing Game®, Phase World®, Nightbane®, Megaverse®, The Mechanoids®, The Mechanoid Invasion®, Coalition Wars®, Chaos Earth®, Dead Reign®, and After the Bomb® are Registered Trademarks of Palladium Books Inc. An issue came up in my game with situational saving throw buffs and the lack of a way to display them. These are most apparent with a diabolist in the party, so I will be adding a text box at the bottom of the saving throw section. Anything put in that box will display with any saving throw roll other than Death/Coma using the description part of the roll template. If all goes well, this will be part of the sheet at the next merge (Jan. There is a possibility that some cosmetic changes will happen, but this is the basic form I expect to release in just over a week (around Feb 4). No change to the character sheet at this time, just thought I would post this in case someone has been using those macro sheets and wanted to try this version. The section on Weapons is a little trickier, namely: Weapon Damage Range Radius Clip(Orig)Num/EC Bonuses Note that mess about Clip(Orig)Num/EC Due to more illness, I am going to postpone the changes to the repeating attack sections for another week. I have thought about it, but it would have more in depth changes, since 2E also changes how some stat bonuses are calculated. I'll have to get to a point where I am pretty sure I won't be adding anything else to this sheet before I do another. One challenge for me creating a 2E sheet is that I have never played it, and don't have much interest in playing or running that edition. I do own the 2E core book, but I would have to study a bit to try to catch the changes. With some help I got the charter sheet to work, thanks Everything went well in my game on Thursday with the new version of the sheet. The pull request has been submitted on github, so it should hit Roll20 in a couple days. I made a fair amount of changes to the layout of the first tab of the sheet. I moved most of the social information on a character off the primary tab which I have renamed from "Basic" to "Statistics". Now, there is just name, true name, o.c.c., level, and experience as text fields at the top. It will be obvious that I have been learning on how to style roll buttons, and have redone how character attributes and other things that can be rolled display. I moved the checkbox for "Additional Movement" so that entire section can be hidden when not needed or wanted. I have added borders or dividing lines to try to help visually differentiate between different areas. The sheet is live with the new roll template and tabs. I am about half way done on redoing my macro sheets. Hopefully I will have them done and transmogrified into the public game by the weekend. (The old ones will still work, but I have to update to use the new toys, right?) I have also done some updating on the wiki.

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