

Palladium Books® Presents:

# Palladium Fantasy RPG®

Second Edition



This kit is geared to make your job as a Game Master easier and to spread the word about Palladium Books. It includes the following:

- Game Master Reference Sheet – This is a cheat sheet for the Game Master. Vital Game Master information is available at your fingertips.
- Palladium Fantasy RPG® Skill List – Need to look up a skill percentage or even W.P. bonuses? This is not only a useful Game Master tool, but an excellent aid when creating characters. Just a few copies and voila!
- Alphabetized Spell Sheet – This quick reference for magic users lists all spells that are currently printed in the Palladium Fantasy RPG® along with the page number. Again this is another dual purpose aid for both Game Masters and players.
- Combat Matrix – This useful Game Master aid will allow you to streamline combat in your game. Organize initiative rolls and easily keep track of number of attacks for all your battles.
- Magic Circle Reference Sheet – Playing a Summoner or have a player who is? Then you will want copies of these reference sheets. Everything you need to play a Summoner is at your fingertips.
- Palladium Fantasy Mini-Posters – The mini-posters can be used to advertise the game you are running at your local convention. Post them at your table or where allowed at the convention. Finally, if anyone is interested in learning more about Palladium's products, take down their email address and pass it along to Palladium Books.
- Color Maps - New to the Palladium Fantasy line is a color map of the Palladium World and the Timiro Kingdom.
- Palladium Fantasy Character Sheets - A collection of class-specific character sheets. They're also available on our website, but we thought we'd save you some time and include them here.
- Palladium Fantasy Sample Characters – 20 complete characters to hand out to players, use as NPCs, etc.

**Recovery of Hit Points & S.D.C.**

Blood Loss – 1 Hit Point per minute  
 Recovery Non-Professional treatment: 2 Hit Points + 4 S.D.C. per day.  
 Recovery Professional treatment: 2 Hit Points per day for the first two days and  
 4 Hit Points a day thereafter + 6 S.D.C. per day.

Coma Recovery Ratio. Best 2 out of 3 rolls.

Non-Professional treatment: 1-20%  
 First Aid: 1-40%  
 Professional Surgeon/Holistic Doctor: 1-65%  
 Healer or priest with magic/psionics: 1-75%  
 God/Supernatural being: 1-88%

**Game Master Reference Sheet**



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**Supernatural Strength & Damage – Add P.S. Damage Bonus  
 Bite inflicts half full punch damage.**

P.S.	Restrained Punch	Full Punch	Power Punch
15 or less	1D4 S.D.C.	1D6 S.D.C.	2D6 S.D.C.
16 - 20	1D6 S.D.C.	2D6 S.D.C.	4D6 S.D.C.
21 - 25	2D4 S.D.C.	3D6 S.D.C.	6D6 S.D.C.
26 - 30	2D6 S.D.C.	4D6 S.D.C.	1D4x10 S.D.C.
31 - 35	2D6 S.D.C.	5D6 S.D.C.	1D6x10 S.D.C.
36 - 40	2D6 S.D.C.	6D6 S.D.C.	2D4x10 S.D.C.
41 - 50	2D6 S.D.C.	1D6x10 S.D.C.	2D6x10 S.D.C.
51 - 60	2D6 S.D.C.	2D4x10 S.D.C.	3D6x10 S.D.C.

**Magic Combat – Casting Time**

Levels 1-8: Two per melee. Take a half a melee per spell.  
 Levels 9-10: One per melee. Takes the whole melee to cast.  
 Levels 13-15 Takes two full melees to cast.

**Mysteries of Magic Optional Spell Casting Time**

Levels 1-5: Take 1 melee attack.  
 Levels 6-10: Take 2 melee attacks.  
 Levels 11-15: Take 3 melee attacks.  
 Spells of Legend: Take 3 melee attacks.

**Magic and Body Armor**

1. Need to expend 20% more P.P.E.
2. Roll on the table below for various spell effects.  
 01-20% Reduce spell damage or effects by 1D4x10%.  
 21-40% Reduce spell duration by 1D4x10%.  
 41-60% Reduce spell range by 1D4x10%.  
 61-80% Reduce both range and duration by 20%.  
 81-00% Lucked out, no problems.

**Saving Throws**

Acid:	None – Dodge!
Curses:	15 or better.
Diseases:	14 or better.
Harmful Drugs:	15 or higher.
Insanity:	12 or better.
Magic: Basic Spell:	12 or better.
Magic: Circles:	13, (Protection 16-20)
Magic: Faeries' Spells:	16 or better.
Magic: Ritual:	16 or better.
Magic: Wards:	14 or better.
Poison: Lethal:	14 or better.
Poison: Non-Lethal:	16 or better.
Psionics:	15 or better for non-psionics. 12 or better for Major or Minor Psionics. 10 or better for Master Psionics.



Attributes		16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
I.Q.:	One time bonus to skills	+2%	+3%	+4%	+5%	+6%	+7%	+8%	+9%	+10%	+11%	+12%	+13%	+14%	+15%	+16%
M.E.:	Save vs Psionic Attack	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
	Save vs Insanity	+1	+1	+2	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13
M.A.:	Trust/Intimidate	40%	45%	50%	55%	60%	65%	70%	75%	80%	84%	88%	92%	94%	96%	97%
P.S. :	HTH combat damage	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
P.P.:	Bonus to strike, parry, & dodge	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.E.	Save vs coma/death	+4%	+5%	+6%	+8%	+10%	+12%	+14%	+16%	+18%	+20%	+22%	+24%	+26%	+28%	+30%
	Save vs Magic/Poison	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.B.	Charm Impress	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	83%	86%	90%	92%
Spd..	Yards/meters per melee - for running	80	85	90	95	100	105	110	115	120	125	130	135	140	145	150

# Palladium Fantasy RPG® Skill List

## Communication and Performing Arts

Cryptography 15%+5%  
Dance 30%+5%  
Language 40%+5%  
Literacy 30%+5%  
Mime 30%+5%  
Play Musical Instrument 25%+5%  
Public Speaking 30%+5%  
Sign Language 25%+5%  
Sing 30%+5%  
Writing 20%+5%

## Domestic Skills

**Note:** Characters can attain professional quality by selecting the same domestic skill twice. Add a one-time bonus of +10% and note that the end result is of superior quality.

Cook 30%+5%  
Dance 30%+5%  
Fishing 30%+5%  
Play Musical Instrument 25%+5%  
Sew 25%+5%  
Sing 30%+5%

## Espionage Skills

Detect Ambush 30%+5%  
Detect Concealment and Traps 25%+5%  
Disguise 25%+5%  
Escape Artist 25%+5%  
Forgery 20%+5%  
Imitate Voices and Impersonation 36%/16%+4%  
Intelligence 30%+4%  
Pick Locks 30%+5%  
Pick Pockets 25%+5%  
Sniper +2 to strike on aimed shot  
Track Humanoids 25%+5%

## Horsemanship Skills

Horsemanship: General 35%/20%+4%  
Horsemanship: Knight 40%/30%+5%  
Horsemanship: Palladin 45%/40%+5%  
Horsemanship: Exotic Animals 30%/20%+5%

## Medical Skills

Animal Husbandry 35%+5%  
Biology 30%+5%  
Brewing 25%/30%+5%  
First Aid 30%+5%  
Holistic Medicine 30%/20%+5%  
Surgeon/Medical Doctor 30%/20%+5%

## Military Skills

Camouflage 20%+5%  
Falconry 30%+5%  
Field Armorer 30%+5%  
Heraldry 15%/20%+5%  
Interrogation Techniques 20%+5%  
Military Etiquette 35%+5%  
Recognize Weapon Quality 25%+5%  
Surveillance 25%+5%

## Physical Skills

Hand to Hand: Basic  
Hand to Hand: Expert  
Hand to Hand: Martial Arts  
Hand to Hand: Assassin  
Acrobatics: +1 to P.S., P.P., P.E., +1 to roll, +1D6 S.D.C.  
Athletics General: +1 to P.S., +1 to roll, +1D6 to Spd., +1D8 to S.D.C.  
Body building and Weightlifting: +2 to P.S., +10 S.D.C.  
Boxing: +2 to P.S., parry and dodge, +1 to roll, +1 attack, and +3D6 S.D.C.  
Climbing 40%/35%+5%  
Forced March  
Gymnastics: +1 to P.S., +1 to P.P., +2 to P.E. and roll, +2D6 S.D.C.  
Juggling 35%+5% +1 to initiative  
Prowl 25%+5%  
Running: +1 to P.E., +4D4 to Spd., and +1D6 S.D.C.  
Swimming 40%+5%  
Wrestling: +1 to P.S. and roll, +4D6 to S.D.C.

## Rogue and Thief Skills

Card Shark 24%+4%  
Concealment 20%+4%  
Locate Secret Compartments/Doors 15%+5%  
Palming 20%+5%  
Pick Locks 30%+5%  
Pick Pockets 25%+5%  
Prowl 25%+5%  
Streetwise 20%+4%  
Use and Recognize Poison 24%/16%+4%  
Ventriloquism 16%+4%

## Science Skills

Anthropology 20%+5%  
Archaeology 20%+5%  
Astronomy and Navigation 30%+5%  
Biology 30%+5%  
Botany 25%+5%  
Mathematics: Basic 45%+5%  
Mathematics: Advanced 45%+5%

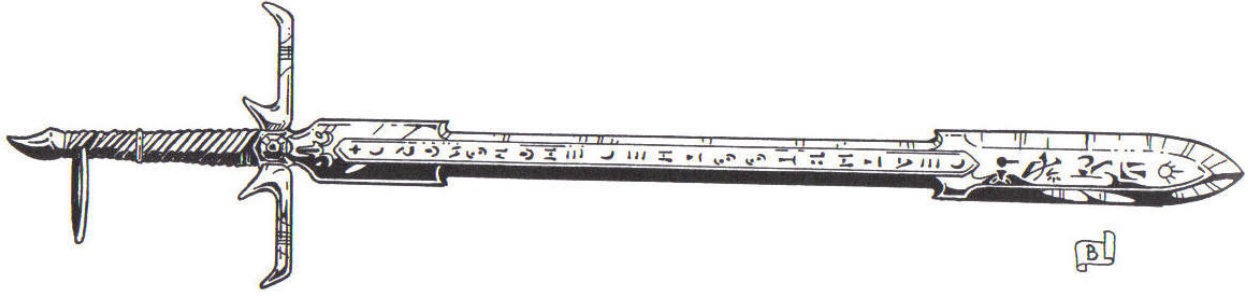
## Scholar, Technical and Noble Skills

Art 35%+5%  
Breed Dogs 40%/20%+5%  
Gemology 25%+5%  
General Repair and Maintenance 35%+5%  
History 30%+5%  
Language 40%+5%  
Literacy 30%+5%  
Lore: Demons and Monsters 25%+5%  
Lore: Faeries 25%+5%  
Lore: Geomancy or Ley Lines 25%+5%  
Lore: Magic 25%/15%/10%+5%  
Lore: Religion 30%+5%  
Masonry 30%+5%  
Rope Works 30%+5%  
Sailing 35%/20%+5%  
Sculpting and Whittling 30%+5%

## Wilderness Skills

Boat Building 25%+5%  
Carpentry 25%+5%  
Dowsing 20%+5%  
Identify Planets and Fruits 25%+5%  
Land Navigation 30%+4%  
Preserve Food 30%+5%  
Skin and Prepare Animal Hides 30%+5%  
Track and Trap Animals 20/30%+5%  
Wilderness Survival 30%+5%

## Weapon Proficiencies Ancient



- W.P. Archery:** +1 to strike at levels 2, 4, 6, 8, 11, and 14. +1 to parry at levels 1, 2, 4, 6, 8, 11 and 14.  
Rate of Fire: Two at level one, and +1 at levels 2, 3, 5, 7, 9, and 12.
- W.P. Axe:** +1D6 to damage at level two and +1 to strike at levels 1, 3, 5, 8, 12 and 15. +1 strike when thrown or parry at 2, 4, 8, and 12.
- W.P. Blunt:** +1 to strike and parry at levels 1, 3, 6, 9, 12. +1 strike when thrown at levels 5, 10, and 15.
- W.P. Chain:** +1 to strike at levels 1, 3, 7, 10, and 13. +1 to parry at levels 4, 8, and 12.
- W.P. Crossbow:** See Archery.
- W.P. Forked Weapons/Trident:** +1 to strike and entangle at levels 1, 3, 5, 8, 11, and 13. +1 to parry at levels 1, 3, 6, 10 and 13. +1 to strike when thrown at levels 4, 10, and 15.
- W.P. Grappling Hook:** +1 to strike or entangle at levels 3, 6, 9, and 12.
- W.P. Knife:** +1 to strike at levels 2, 4, 7, 10, and 13. +1 to parry at levels 1, 3, 6, 9, and 12. +1 to strike when thrown at levels 1, 3, 6, 8, 10, and 13.
- W.P. Mouth Weapons/Blowguns:** +1 to strike at levels 1, 4, 8, and 12. Rate of Fire: equal to the characters number of hand to hand attacks per melee round.
- W.P. Net:** +1 to Strike or entangle at levels 2, 5, 8, 11, and 15. +1 to parry at levels 2, 4, 6, 9, and 12.
- W.P. Paired Weapons**
- W.P. Pole Arm:** +2 to damage at levels 2 and 8. +1 to strike and parry at levels 1, 3, 6, 9, and 12. +1 to strike when thrown at levels 3, 7, 8, and 12.
- W.P. Shield:** +1 to parry at levels 1, 3, 6, 9, 12 and 15. +1 to strike at levels 4, 8, and 12.
- W.P. Siege Weapons:** +1 to strike at levels 2, 5, 9 and 12.
- W.P. Spear:** +1 to strike and parry at levels 1, 3, 5, 8, 11, and 13. +1 to strike when thrown at levels 3, 6, 10, and 14.
- W.P. Staff:** +1 to strike at levels 1, 3, 7, 10, and 13. +1 to parry at levels 2, 5, 8, 11, and 14. +1 to strike when thrown at levels 5, 10, and 15.
- W.P. Sword:** +1 to strike at levels 1, 3, 6, 9, 12, and 15. +1 to parry at levels 2, 4, 7, 10, and 13. +1 to strike when thrown at levels 4, 8, and 12.
- W.P. Targeting/Missile Weapons:** +1 to strike at levels 1, 3, 5, 7, 10 and 13.
- W.P. Throwing Weapons** – See W.P. Targeting.
- W.P. Whip:** +1 to strike or entangle at levels 2, 4, 7, 10, and 13. +1 to damage at levels 2, 4, 8, and 12.

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# Palladium Fantasy RPG® Combat Matrix

The Palladium Fantasy RPG Combat Matrix is a combination chart for keeping track of individual attacks, the number of melees, and a quick reference tool for the game master. Combat is somewhat inevitable in most games and keeping all the information organized can be a daunting task to newer game masters. Well now with the Palladium Fantasy RPG Combat Matrix, battles can now flow a bit quicker.

they see a glint of a gun barrel reflecting in the distance, while those that fail may lose initiative and their first melee attack. In the end game masters you should do what works best for you. Use this information as you see fit for your game.

The remainder of the combat matrix is to keep track of melees and melee attacks. After initiative has been rolled, write down from first to last your initiative order next to the first set of boxes.

**Top of the Combat Matrix**

Character/N.P.C. Name	Initiative Roll	Perception Bonus	H.F. Size	Magic Size	Power Size	Position or Distance	Frost	Detect Ambush	Detect Concealment

<p style="text-align: center;">Character/N.P.C. Name</p> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>	<p style="text-align: center;">Melee</p> <hr/> <table border="1" style="width: 100%; height: 100%; border-collapse: collapse;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>																																																																																																																																																																																																								

The top of the matrix has a section to list the names of all of the Player Characters, N.P.C.'s and villains or monsters. Write all the names down then when combat is expected write down the respective characters initiative in the "Initiative Roll" column. The remaining columns are reference information for the game master. You might want to collect this information ahead of time from the players. Sometimes it adds a little suspense to a game if a character doesn't know what they are rolling for. For example if the players are in a seedy bar known for pick pockets and one of the players is "accidentally" bumped by a patron and I tell the player to make a perception roll and they roll pathetic the player still knows they probably had their pocket picked. On the other hand if we replay that last scene and I just tell the player to roll me a D20 and they roll low, then I just tell them a guy just brushed by you on the way out, or if the player rolls very high, then I say a guy that brushed by you on the way out and you see him quickly putting something the size of a Universal Debit Card in his pocket and as you look, yours is missing! Another example is the ambush. What surprise is it to the player if a GM tells the players to roll their Detect Ambush skill? Gee, could an ambush be coming? On the other hand the game master can just tell his players to roll percentile dice. For those that make the roll

The boxes next to each name represent attacks per melee. The average character will have 5 to 7 attacks per melee. Starting at the top of the list and working your way down place a slash in the first box to indicate that the character has used their first melee attack. In some instances characters may be put on the defensive and may have to use several of their attacks dodging. As melee attacks are used place a slash in the next box. For characters who have more than 8 melee attacks just make a slash going in the other direction so you have an "X" in the box. Finally I also find it useful for keeping track of magic users when they cast their spells. If the character decides to go for a high level spell and it is going to take three attacks to cast I'll mark the first two boxes with slashes and the third box with an "S" so I know that the characters spell is going to be cast on that attack. It is also useful for determine the duration of spells. If a character is caught in a Magic Net spell and they are trying to cut their way out I can plot it out on the matrix to let me know when they have finally cut their way out.

Each melee has its own set of boxes to represent numerous melees.



Palladium Books® Presents:  
**Palladium Fantasy RPG®**  
 Second Edition



Character/N.P.C. Name	Initiative Roll	Horror Factor Save	Magic Save	Psionic Save	Penalties or Bonuses	Prowl	Detect Ambush	Detect Concealment	Locate Secret Compartments/Doors
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

Character/N.P.C. Name	Melee _____	Melee _____	Melee _____	Melee _____	Melee _____	Melee _____	Melee _____
_____							
_____							
_____							
_____							
_____							
_____							
_____							
_____							
_____							
_____							



# Protection Circles

Circle Name		P.P.E.	Time to create	Components	Bonuses	Page #
Protection Circle: Simple		35	5 minutes	Chalk or white or clear wax	+1 on all saving throws	138
Protection Circle: superior		70	15 - 20 minutes	Drawn in quartz crystals or silver and sealed with the circles makers blood.	+3 on all saving throws	138
Protection from Angels		90	15 - 20 minutes	Drawn in any substance. Must include a lump of salt, a dish of water, burning candle, and an empty sealed jar.	+6 vs magic and psionics	139
Protection from Deevils		70	15 - 20 minutes	Drawn with holy water or blood of a Priest of Light.	+5 vs magic and psionics	139
Protection from Demons		70	15 - 20 minutes	Drawn with holy water or blood of a Priest of Light.	+5 vs magic and psionics	139
Protection from True Elementals		100	15 - 20 minutes	Drawn with any substance but must include: a dish of water with a pearl, dish of salt, lit candle, ruby and a diamond.	+3 vs elemental magic or psionics	139
Protection from Elemental Forces		120	15 - 20 minutes	Drawn in any substance. An emerald, onyx, topaz, and sapphire are key components.	+3 vs all elemental magic and all effects are half as potent.	139
Protection from Evil		70	5 - 10 minutes	Drawn with any substance. Requires either a lit wax candle or a clear glass jar or vial filled with water.	+3 vs magic and psionics	139
Protection from Faerie Folk		70	15 - 20 minutes	Drawn with salt. A cross or horseshoe with a red ribbon is placed in the center of the circle.	+4 vs magic or psionics	139
Protection from Ghosts, Spirits, Entities		70	15 - 20 minutes	Drawn with a green color and a burning incense with a sweet aroma.	+4 vs magic or psionics	139
Protection from Good		70	5 - 10 minutes	Drawn with any substance. Requires either a lit wax candle or a clear glass jar or vial filled with water.	+3 vs magic or psionics	140
Protection from the Jinn		90	15 - 20 minutes	A dish of water with a pearl, dish of salt, ruby, diamond, and a lit oil lantern. The circle can be drawn in any substance.	+6 vs magic or psionics	140
Protection from Magic (simple)		50	15 - 20 minutes	Can be drawn in any substance.	+2 vs all magic attacks. Only +1 vs magic from a god, demon lord or alien intelligence.	140
Protection from Magic (Superior)		100	15 - 20 minutes	Drawn in gold and must be sealed with the blood of the circle maker.	+6 vs all magic attacks. Only +3 vs magic from a god, demon lord or alien intelligence.	140
Protection from the Old Ones		120	15 - 20 minutes	Drawn with holy water or blessed ink using the quill of an angel feather and sealed with the circle makers blood.	+5 vs Horror Factor, insanity, possession, and psionics.	140
Protection from the Undead		70	15 - 20 minutes	Drawn in any substance. Must have a silver cross and a clove of garlic.	+5 vs magic, psionics and Horror Factor. Impervious to mind control of a vampire.	140
Protection from Witches		70	15 - 20 minutes	Made of salt with 3 iron nails driven into the center of the circle.	+6 vs magic and psionic attacks. +1 vs other minions of the witch.	140
Protection from Were-beasts		70	15 - 20 minutes	Drawn with silver and sprinkled with holy water.	+5 vs Horror Factor, magic and psionics.	140

**Notes:**

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


## Summoning Circles

Circle Name	P.P.E.	Time to create	Components	Range	Page #
Summon Angels	150	30 - 60 minutes	Drawn with gold and requires the sacrifice of a live butterfly.	Dimensional portal.	146
Summon Animal	60 or 100	30 - 60 minutes	Drawn in the blood of the animal desired and the sacrifice of a living animal from a mouse to an elephant.	Local area of dimensional portal.	146
Summon Lesser Demon or Deevil	100	30 - 60 minutes	Drawn in the blood of a goat and requires the sacrifice of a goat or sheep.	Dimensional portal.	146
Summon Greater Demon or Deevil	250	30 - 60 minutes	Drawn in the blood of a dove and requires the sacrifice of three doves.	Dimensional portal.	146
Summon True Elemental	100	30 - 60 minutes	Drawn with charcoal and requires an emerald, onyx, ruby and a sapphire. The sacrifice is that of fruit, cut in half with a sword or smashed.	Dimensional portal.	146
Summon Elemental Forces	150	30 - 60 minutes	Drawn with iron dust and requires an emerald, onyx, ruby and a sapphire. A hawk must be sacrificed.	20 miles (32 km) maximum radius.	146
Summon Faerie Folk	100	30 - 60 minutes	Drawn in flower petals or honey and requires the sacrifice of a lamb.	20 mile (32 km) radius or via dimensional portal.	146
Summon Gargoyles & Sub-Demons	100	30 - 60 minutes	Drawn with or in mud and requires the sacrifice of a lizard.	20 mile (32 km) radius or via dimensional portal.	147
Summon Ghosts & Entities	100	30 - 60 minutes	Drawn in owl's blood and two toads sacrificed.	Dimensional portal.	147
Summon Insects	50	30 - 60 minutes	Drawn in the mangled bodies of the general insect desired. A giant cave spider or timber spider must be sacrificed.	20 mile (32 km) radius or via dimensional portal.	147
Summon Jinn	250	30 - 60 minutes	Drawn in black of any substance and four rats must be sacrificed.	Dimensional portal.	147
Summon Pawn	100 or 50	30 - 60 minutes	Drawn in silver, requires the person's true name inscribed with chalk or charcoal and a lamb must be sacrificed.	1000 miles (1600 km) or via dimensional portal.	147
Summon Serpents	50/100/200	30 - 60 minutes	Drawn in the blood or scales of a snake and requires the sacrifice of a poisonous snake.	20 mile (32 km) radius or via dimensional portal.	147
Summon Spirits	200	30 - 60 minutes	Drawn with the blood of a lamb, a dead butterfly is needed and a ram must be sacrificed.	Dimensional portal.	148
Summon the Undead	100	30 - 60 minutes	The components are a silver cross and a clove of garlic. It can be drawn in any substance.	Dimensional portal.	148

## Summoner Component List

Component	Quantity	Component	Quantity	Component	Quantity	Component	Quantity	Component	Quantity
Angel Feather Quill	_____	Cross (Silver)	_____	Horseshoe	_____	Powdered Silver	_____	Toad skeleton	_____
Animal sacrifices:	_____	Demon/Deevil excrement	_____	Incense	_____	Powdered Bones	_____	Tongue - Dragon	_____
Blood from:	_____	Diamond	_____	Ink	_____	Quartz Chrystals	_____	Tongue - Goblin	_____
Bones (Elf)	_____	Dish	_____	Ink (Blessed)	_____	Quicksilver	_____	Tongue - Wizard	_____
Brazier	_____	Dragon bones (ground)	_____	Iron dust	_____	Red Ribbon	_____	Tongue - Wolfen	_____
Butterfly (dead)	_____	Dragon Helm	_____	Iron Nails	_____	Ruby	_____	Topaz	_____
Butterfly (live)	_____	Dragon's Heart (warm)	_____	Lotus petals	_____	Salt (crushed)	_____	Unicorn Horn	_____
Butterfly wings	_____	Emerald	_____	Mandrake root juice	_____	Salt (lump)	_____	Vegetable oil	_____
Candles	_____	Faerie's wings	_____	Oil Lantern	_____	Sapphire	_____	Vials	_____
Cat's entrails	_____	Flower petals	_____	Onyx	_____	Sawdust	_____	Water	_____
Chalk	_____	Fruit	_____	Paint	_____	Scales	_____	Water (Holy)	_____
Charcoal	_____	Garlic Cloves	_____	Pearls	_____	Sealed Glass Jar	_____	Wax (Clear)	_____
Cross	_____	Honey	_____	Powdered Gold	_____	Snake venom	_____	Wax (pure)	_____

## Power Circles

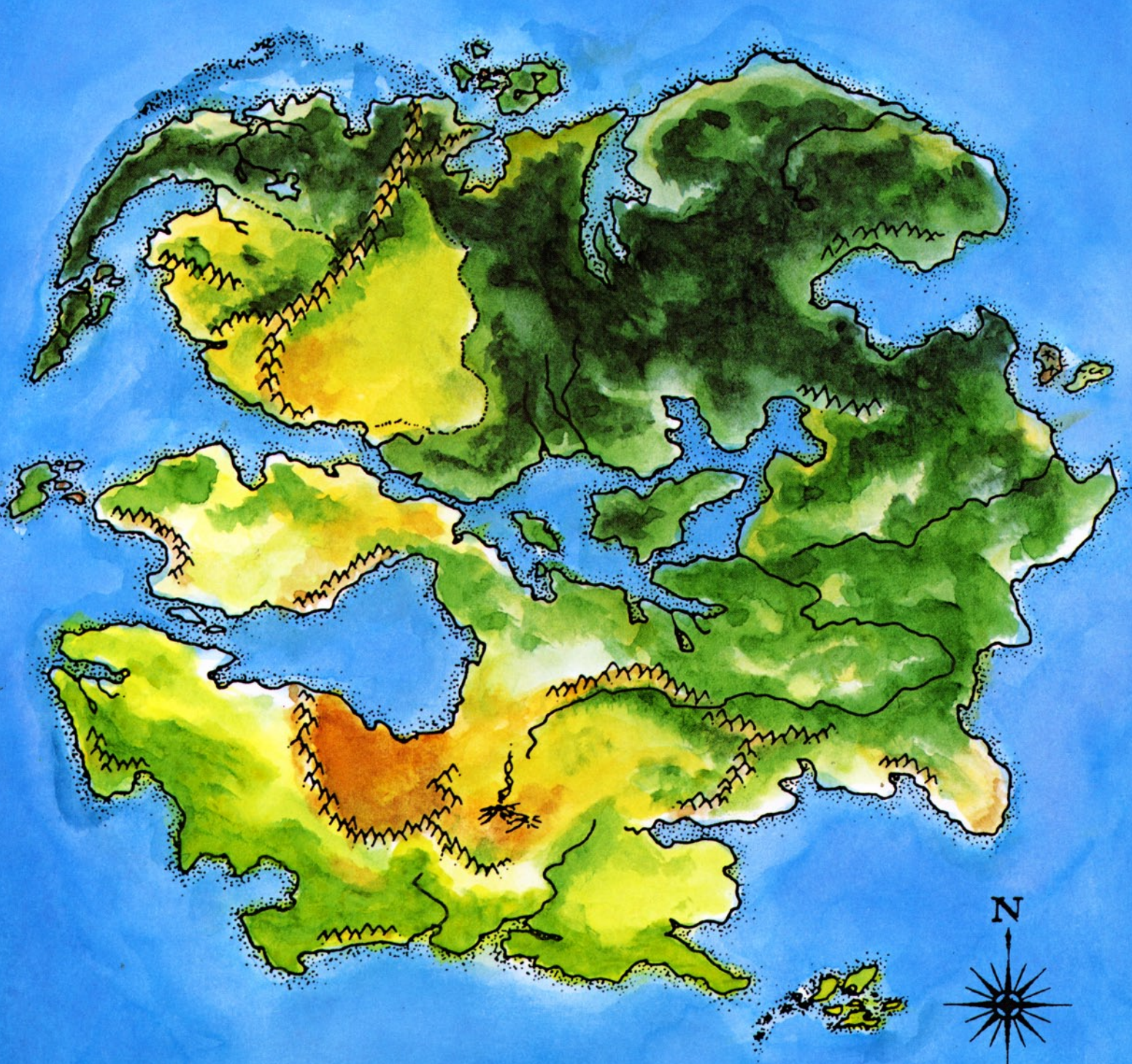
Name		P.P.E.	Time to create	Components	Range	Page #
All Seeing - Power Circle		400/100	30 - 60 minutes	The circle must be drawn with the juice of a mandrake root, the symbols are drawn in the blood of an eagle. A candle burns in the middle of the eye of knowledge symbol. The initial activation of the circle requires the ground bones of a dragon (1/2 ounce of dragon dust) be sprinkled into the candle's flame.	Unlimited	149
Animate (and control) Dead - Power Circle		200	30 - 60 minutes	The circle must be drawn in the blood of a vampire or other undead and the symbols drawn on the animated dead must be made with the blood of a salamander.	Affects all who bear the symbol of death.	149
Command - Power Circle		200	30 - 60 minutes	The circle must be made of lotus petals (either placed or glued on the floor), the mystic symbols are drawn in vegetable oil.	60 foot (18.3 m) radius.	150
Death - Power Circle		300	30 - 60 minutes	The circle must be drawn with the poisonous venom of a snake(color may be added) and the symbols drawn in quicksilver.	40 foot (12.2 m) radius or miles.	150
Dimensional Rift - Power Circle		500	30 - 60 minutes	The circle must bear the true name of its maker and the circle itself must be drawn in the blood of the circle maker. The symbols are drawn in the excrement of a devil or demon, and a still warm dragon's heart must be stabbed three times while the power words are invoked (Cockatrice, Basilisk or Kukulcan are the most common victims).	Special	150
Domination/Control - Power Circle		200	90 - 120 minutes	Mystic symbol of force and the circle is created from a cat's entrails, the symbols are inscribed in gold. The victim's true name and clippings of hair and nails are placed in a flask or pouch in the center of the circle.	40 foot (12.2 m) radius or a specific person.	151
Force - Power Circle		200	30 - 60 minutes	The circle can be drawn in any substance. A white dove must be sacrificed when the power words are spoken.	Circle area only.	151
Healing - Power Circle		200/75	30 - 60 minutes	The circle is drawn in silver and its symbols are drawn with the powdered wings of butterflies.	Those in the top quarter of the circle area only.	151
Invisibility - Power Circle		200	30 - 60 minutes	Drawn with the powdered bones of toads and the symbols are made in clear wax. A complete unbroken skeleton of a toad must be placed within the circle's radius.	The people/objects within the circle.	152
Insanity - Power Circle		300	30 - 60 minutes	Drawn with the mangled bodies of scorpions, the symbols can be any color drawn with ink or paint. Two live scorpions are tied to a post in the middle of the circle.	Circle radius.	152
Knowledge - Power Circle		250/50	30 - 60 minutes	The circle is drawn in yellow, the symbols in blue with ink or paint. A small brazier sits in the middle to burn the various tongues needed.	Circle radius.	152
Pain - Power Circle		200	90 - 120 minutes	The circle is drawn with the bodies of mangled spiders, the symbols are painted in black.	Special	152
Passion - Power Circle		200	90 - 120 minutes	Circle is created with lotus petals, the symbols are painted in blue ink/paint. A small fire and prepared doll are placed in the center. A goat is sacrificed at the start of the ritual.	Special	152
Power - Power Circle		400/100	90 - 120 minutes	The circle maker must wear a helm fashioned from a Cockatrice or Kukulcan (dragon). The helm must be inscribed with the symbol of force. The circle and symbols must be drawn using the bone from an Elf, but can be made in any substance.	Empowers those within the circle.	153
Power Leech - Power Circle		300	30 - 60 minutes	A helm fashioned from a cockatrice with the symbols painted in brown on the helm. The circle is created from the soft mangled bodies of leeches, a light placed in the middle and two live leeches are applied to each arm.	30 foot (9 m) radius per level of the circle maker.	153
Power Matrix - Power Circle		500/100	6 hours	All symbols drawn in gold. A dragon helm must be worn and the circle maker must paint the eleven power words of force on his skin.	Special	153
Teleport - Power Circle		300	30 - 60 minutes	Drawn in any substance. Only burning a pair of faerie wings activates the circle.	Circle area/distance 1800 miles (2896 km).	153
Wonder - Power Circle		300	30 - 60 minutes	Drawn in any substance, but the complete horn of a unicorn must be saturated in flammable oil and burned completely. Burns for 6D6 minutes.	Special	155

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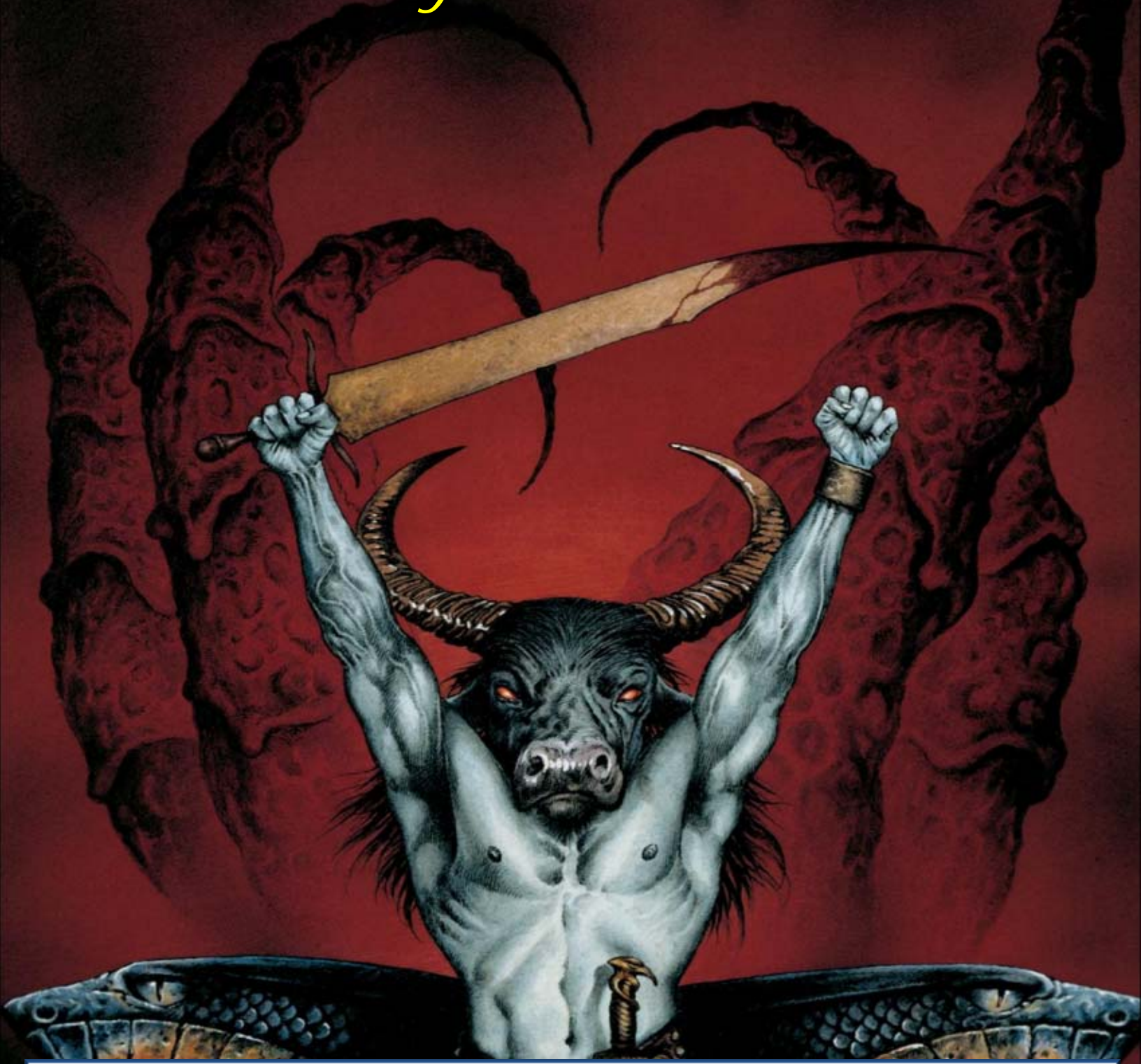
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# The Old Kingdom

# The Timiro Kingdom





PALLADIUM FANTASY RPG® CHARACTER SHEET

COMBAT SKILL

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 table with categories like SPELL/WARD, FUME/RITUAL, PSIONICS, TOXINS/POISONS, HARMFUL DRUGS, INSANITY, POSSESSION, HORROR FACTOR, COMA/DEATH, and PERCEPTION ROLLS.

COMBAT SKILL form containing various combat statistics such as # OF ATTACKS, DAMAGE, STRIKE, PARRY, DODGE, RESTR. PUNCH, POWER PUNCH, LEAP KICK, LEAP, CRITICAL, DEATH, FLIP, LEAP, LIFT, CARRY, THROW(MAX), RUN, MELEES, SWIM, and MELEES.

DAMAGE RECORD table with columns for D.C., HIT POINTS, L.S.P., CHI, and P.P.E.

O.C.C. SKILLS table listing skills like NATIVE LANGUAGE, SPEAK, CLIMB/SCALE WALLS, CONCEALMENT, DETECT CONCEALMENT/TRAPS, MATH: BASIC, PICK LOCKS, PROWL, and TRACK HUMANOIDS.

WEAPONS table with columns for WEAPONS, RANGE, DAMAGE, and WEAPON PROFICIENCIES.

SKILLS table with columns for SKILLS, %/LVL, %, SECONDARY SKILLS, and %/LVL, %.

EQUIPMENT table with columns for EQUIPMENT and WEAPON PROFICIENCIES.

WEAPON PROFICIENCIES table with columns for WEAPON PROFICIENCIES, STR/THR AIM/BURST, PARRY/RANGE, and DAMAGE/RATE.

SPECIAL ABILITIES/SKILLS table with columns for SPECIAL ABILITIES/SKILLS and NOTES.

ARMOR form with fields for ARMOR, A.R., D.C., WEIGHT, COST, and PROWL PENALTY.

MONEY and OUTFITS form with fields for GOLD, SALARY, VALUABLES, and OUTFITS.



## CHARACTER HISTORY

PSIONICS I.S.P.	I.S.P.
<b>SENSITIVE</b>	
<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 10	<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"/> LIST FOR LIFE 15
<input type="checkbox"/> PRESENCE SENSE 4	<input type="checkbox"/> PSYCH DIAGNOSIS 4
<input type="checkbox"/> SEE AURA 6	<input type="checkbox"/> PSYCH PURIFICATION 8
<input type="checkbox"/> SEE THE INVISIBLE 4	<input type="checkbox"/> PSYCH 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 I.S.P. 4+	<input type="checkbox"/> TRANSFER I.S.P. 4+
<input type="checkbox"/> SENSE MAGIC 3	
<input type="checkbox"/> SIXTH SENSE 2	
<input type="checkbox"/> SPEED READING 2	
<input type="checkbox"/> TELEPATHY 4	
<input type="checkbox"/> TOTAL RECALL 2	
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<input type="checkbox"/> DEATH TRANCE 1	<input type="checkbox"/> ELECTROKINESIS (VARIES) 10
<input type="checkbox"/> ECTOPLASM (VARIES) 8	<input type="checkbox"/> EMPATHIC TRANSMISSION 6
<input type="checkbox"/> FLOAT 8	<input type="checkbox"/> GROUP MIND BLOCK 22
<input type="checkbox"/> IMPERVIOUS TO COLD 2	<input type="checkbox"/> HYDROKINESIS (VARIES) 6
<input type="checkbox"/> IMPERVIOUS TO FIRE 4	<input type="checkbox"/> HYPNOTIC SUGGESTION 6
<input type="checkbox"/> IMPERVIOUS TO POISON 4	<input type="checkbox"/> INDUCE NIGHTMARE 15
<input type="checkbox"/> LEVITATION (VARIES) 4	<input type="checkbox"/> INSERT MEMORY 25
<input type="checkbox"/> MIND BLOCK 4	<input type="checkbox"/> INVISIBLE HAZE 30
<input type="checkbox"/> NIGHTVISION 4	<input type="checkbox"/> MENTAL ILLUSION 20
<input type="checkbox"/> RESIST FATIGUE 4	<input type="checkbox"/> MENT. POSSESS OTHERS 30
<input type="checkbox"/> RESIST HUNGER 2	<input type="checkbox"/> MIND BLOCK AUTO DEF. (SPECIAL) 10
<input type="checkbox"/> RESIST THIRST 6	<input type="checkbox"/> MIND BOLT (VARIES) 30
<input type="checkbox"/> SUMMON INNER STRENGTH 4	<input type="checkbox"/> MIND BOND 10
<input type="checkbox"/> SPONT. COMBUSTION 6	<input type="checkbox"/> MIND WIPE (SPECIAL) 30
<input type="checkbox"/> TELEKINESIS (VARIES) 6	<input type="checkbox"/> P.P.E. SHIELD 10
<input type="checkbox"/> TELEKINETIC PUNCH 6	<input type="checkbox"/> PSI-SHIELD 30
<input type="checkbox"/> TELEKINETIC LEAP 8	<input type="checkbox"/> PSI-SWORD 30
<input type="checkbox"/> TELEPORT OBJECT 10	<input type="checkbox"/> PYROKINESIS (VARIES) 10+
	<input type="checkbox"/> TELEKINESIS (SUPER) 10+
	<input type="checkbox"/> TELEKINETIC FORCE FIELD 30
	<input type="checkbox"/> TELEMECHANICS 10
<b>I.S.P.:</b>	
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:

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

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

**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.:( ) \_\_\_\_\_

:( ) \_\_\_\_\_

**ARMOR:** \_\_\_\_\_

A.R.:  D.C.: \_\_\_\_\_ / \_\_\_\_\_

WEIGHT: \_\_\_\_\_ COST: \_\_\_\_\_

PROWL PENALTY:- \_\_\_\_\_ %

---

**ARMOR:** \_\_\_\_\_

A.R.:  D.C.: \_\_\_\_\_ / \_\_\_\_\_

WEIGHT: \_\_\_\_\_ COST: \_\_\_\_\_

PROWL PENALTY:- \_\_\_\_\_ %

**MAGIC:**  WEAPON  OBJECT

NAME: \_\_\_\_\_

TYPE: \_\_\_\_\_

ABILITIES: \_\_\_\_\_

\_\_\_\_\_

P.P.E.:( ) \_\_\_\_\_

:( ) \_\_\_\_\_

**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.: \_\_\_\_\_

**MAGIC:**  WEAPON  OBJECT

NAME: \_\_\_\_\_

TYPE: \_\_\_\_\_

ABILITIES: \_\_\_\_\_

\_\_\_\_\_

P.P.E.:( ) \_\_\_\_\_

:( ) \_\_\_\_\_

**MAGIC:**  WEAPON  OBJECT

NAME: \_\_\_\_\_

TYPE: \_\_\_\_\_

ABILITIES: \_\_\_\_\_

\_\_\_\_\_

P.P.E.:( ) \_\_\_\_\_

:( ) \_\_\_\_\_

<b>DIABOLIST</b>		
<b>KNOWLEDGE &amp; ABILITIES</b>		
<b>SKILLS</b>		
LITERACY: RUNES	1 / _____	
RECOGNIZE/UNDERSTAND CIRCLES	4 / _____	
USE MAGIC CIRCLES	5 / _____	
IDENTIFY ENERGIZED WARDS	5 / _____	
RECOGNIZE ENCHANTMENT	5 / _____	
RECOGNIZE MAGIC	5 / _____	
MYSTIC SYMBOLOLOGY		
KNOWS ALL POWER WORDS		
NUMBER OF WARDS/WARD PHRASES THAT CAN BE ENERGIZED PER 24 HOURS: _____		
ALL WARDS REQUIRE 1 P.P.E. POINT EACH, EXCEPT POWER (5), AND PERMANENCE (20).		
WARDS MAY BE ACTIVATED BY THE CREATOR WITH 2 P.P.E. THE ACTION EQUALS ONE MEELE ATTACK.		
WARDS MAY BE DEACTIVATED BY THE CREATOR WITH 5 P.P.E. (10 P.P.E. FOR THE POWER WARD).		
<b>WARDS</b>	<b>COMPONENTS</b>	
AREA AFFECT	DIABOLISTS OWN BLOOD	
INFLECT	SAWDUST OR WOOD	
PERMANENCE	DRAGON/DEMON/GOD BONE	
POWER	HYDRA TOOTH/UNICORN HORN	
PROTECTION BY INFLECTION	SAWDUST OR WOOD	
PROTECTION FROM	BEESWAX	
MAGIC ALARM		
SILENT ALARM	ANY SUBSTANCE, DRAWN OR	
SOUND ALARM	CARVED	
TRIGGER ALARM		
CONDITIONS	DURATION PER/LEVEL	COMPONENTS
AGONY	2 MEELES	MERCURY
BURNING PAIN	4 MEELES	MERCURY
BLIND	10 MINUTES	MERCURY
CHARM	4 MINUTES	GOLD
COLD	1 MINUTE	SILVER
CONFUSION	2 MINUTES	MERCURY
DARK	2MINUTES	SILVER
DEATH	1 MEELE	MERCURY
DISPAIR	1 MINUTE	MERCURY
EVIL	4 MINUTES	SILVER
ENERGY	1 MEELE	GOLD
FEAR	1 MINUTE	MERCURY
FIRE	1 MEELE	GOLD
GOOD	4 MINUTES	SILVER
HATE	1 MINUTE	SILVER
INVISIBLE	1 MINUTE	SILVER
KNOWLEDGE	1 MINUTE	GOLD
LIGHT	5 MINUTES	GOLD
MAGIC	2 MINUTES	GOLD
MYSTIC ENERGY DRAIN	1 MINUTE	GOLD
SLEEP	2 MEELES	SILVER
UNDEAD	10 MINUTES	MERCURY
COLORS	10 MINUTES	GOLD
NUMBERS	PERMANENT	ANY SUBSTANCE
<b>COMPONENT LIST</b>		
<input type="checkbox"/> OWN BLOOD	QUANTITY: _____	FORM: _____
<input type="checkbox"/> SILVER	QUANTITY: _____	FORM: _____
<input type="checkbox"/> GOLD	QUANTITY: _____	FORM: _____
<input type="checkbox"/> MERCURY	QUANTITY: _____	FORM: _____
<input type="checkbox"/> SAWDUST	QUANTITY: _____	FORM: _____
<input type="checkbox"/> WOOD	QUANTITY: _____	FORM: _____
<input type="checkbox"/> BEESWAX	QUANTITY: _____	FORM: _____
<input type="checkbox"/> HYDRA'S TOOTH	QUANTITY: _____	FORM: _____
<input type="checkbox"/> UNICORN HORN	QUANTITY: _____	FORM: _____
<input type="checkbox"/> BONE: DRAGON	QUANTITY: _____	FORM: _____
<input type="checkbox"/> BONE: DEMON	QUANTITY: _____	FORM: _____
<input type="checkbox"/> BONE: DEEVIL	QUANTITY: _____	FORM: _____
<input type="checkbox"/> BONE: GODLING	QUANTITY: _____	FORM: _____
<input type="checkbox"/> BONE: GOD	QUANTITY: _____	FORM: _____
<input type="checkbox"/> RABBIT SKIN GLUE	QUANTITY: _____	FORM: _____
<input type="checkbox"/> CLEAR WAX	QUANTITY: _____	FORM: _____
<input type="checkbox"/> TREE SAP	QUANTITY: _____	FORM: _____
<input type="checkbox"/>	QUANTITY: _____	FORM: _____
<input type="checkbox"/>	QUANTITY: _____	FORM: _____
<input type="checkbox"/>	QUANTITY: _____	FORM: _____
<input type="checkbox"/>	QUANTITY: _____	FORM: _____

**OUTFITS**



PALLADIUM FANTASY RPG® CHARACTER SHEET

COMBAT SKILL

Name, Race, True Name, Alignment, Hit Points, Experience Level, I.Q., M.E., M.A., P.S., P.P., P.E., P.B., SPD., Age, Lifespan, P.P.E., Sex, Chi, Height, Weight, I.S.P., Land of Origin, Environment, Social/Family Background, Racial Hostilities, Disposition, Insanity (if any), Invoke Trust/Intimidate, % Charm/Impress, %

SAVING THROWS

Table with 2 columns: Skill Name and Value. Includes Save vs. Spell/Ward, Fume/Ritual, Psionics, Toxins/Poisons, Harmful Drugs, Insanity, Possession, Horror Factor, Coma/Death, Perception Rolls.

DAMAGE RECORD

D.C., Hit Points, I.S.P., Chi, P.P.E.

O.C.C. SKILLS table with columns: Skill Name, Value, +% / LVL. %

SKILLS and SECONDARY SKILLS table with columns: Skill Name, +% / LVL. %

WEAPONS table with columns: Weapon Name, Range, Damage

WEAPON PROFICIENCIES table with columns: Weapon Name, Str/Thr Aim/Burst, Parry/Range, Damage/Rate

ARMOR section with fields for A.R., D.C., Weight, Cost, Prowl Penalty

EQUIPMENT table with columns: Item Name, Value

SPECIAL ABILITIES/SKILLS table with columns: Ability Name, Value

NOTES section with MONEY and OUTFITS sub-sections

# CHARACTER HISTORY

DRUID ABILITIES			
FIRST LEVEL			
SKILLS	+	%/LVL	%
SECRET WRITING (OGHRUNE)	5		
REGIONAL GEOGRAPHY & HISTORY	5		
KNOWLEDGE OF SACRED SITES	5		
RECOGNIZE ENCHANTMENT ON ANIMALS	5		
LEVEL OF MAGIC/SPELL CONTROL			
MAGIC		P.P.E.	
SEE AND USE LEY LINES	0		
LEY LINE DRIFTING	0		
LEY LINE REJUVENATION	0		
GLOBE OF DAYLIGHT	2		
REPEL ANIMALS	7		
SECOND LEVEL			
SKILLS	+	%/LVL	%
DRUID VERIFICATION	5		
MAGIC		P.P.E.	
HEALING TOUCH (ANIMALS) 4D6	7		
CHAMELEON	6		
FAERIE SPEAK	5		
THIRD LEVEL			
SKILLS	+	%/LVL	%
DRUID ASTRONOMY	5		
WEATHER IDENTIFICATION	5		
MAGIC		P.P.E.	
NEGATE POISONS/TOXINS	5		
HEAL WOUNDS	10		
CONTROL THE BEASTS	18		
FAMILIAR LINK	55		
FOURTH LEVEL			
MAGIC		P.P.E.	
PROPHECY	0		
FORECAST WEATHER CHANGE:100 MILE DIA.	0		
FIFTH LEVEL			
MAGIC		P.P.E.	
EXTINGUISH FIRE AREA: _____	0		
KINDLE FLAME	0		
COMMUNICATION RANGE: _____	0		
SIXTH LEVEL			
MAGIC		P.P.E.	
METAMORPHOSIS: ANIMAL	13		
SUMMON & CONTROL CANINES	50		
PURIFICATION	20		
SEVENTH LEVEL			
MAGIC		P.P.E.	
PHOENIX HEALING	0		
DIVINATION	0		
EIGHTH LEVEL			
MAGIC		P.P.E.	
PROTECTION CHARM	0		
WATER TO WINE	40		
WITCH BOTTLE	28		
NINTH LEVEL: MASTER DRUID			
MAGIC		P.P.E.	
WEATHER CONTROL	0		
SPOIL FAERIES' DANCE	55		
MONSTER INSECT	50/100		
TENTH LEVEL			
SELECT TWO WIZARD SPELLS FROM MAGIC LEVELS 1 THROUGH 3 PER EACH ADDITIONAL LEVEL OF EXPERIENCE BEYOND NINTH LEVEL.			

**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** **MOUSE:** **D**  
**: D** **: D**

**NATURAL ABILITIES**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**DAMAGE RECORD**

**HIT POINTS:** \_\_\_\_\_  
**D.C.:** \_\_\_\_\_


**CONTACTS**

NAME:	OCCUPATION:	NOTES:

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

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 DIMEN. 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		
<input type="checkbox"/> TELEPATHY	4		
<input type="checkbox"/> TOTAL RECALL	2		
PHYSICAL			
<input type="checkbox"/> ALTER AURA	2		
<input type="checkbox"/> DEATH TRANCE	1		
<input type="checkbox"/> ECTOPLASM (VARIES)	8		
<input type="checkbox"/> FLOAT	8		
<input type="checkbox"/> IMPERVIOUS TO COLD	2		
<input type="checkbox"/> IMPERVIOUS TO FIRE	4		
<input type="checkbox"/> IMPERVIOUS TO POISON	4		
<input type="checkbox"/> LEVITATION (VARIES)	4		
<input type="checkbox"/> MIND BLOCK	4		
<input type="checkbox"/> NIGHTVISION	4		
<input type="checkbox"/> RESIST FATIGUE	4		
<input type="checkbox"/> RESIST HUNGER	2		
<input type="checkbox"/> RESIST THIRST	6		
<input type="checkbox"/> SUMMON INNER STRENGTH	4		
<input type="checkbox"/> SPONT. COMBUSTION	6		
<input type="checkbox"/> TELEKINESIS (VARIES)	6		
<input type="checkbox"/> TELEKINETIC PUNCH	6		
<input type="checkbox"/> TELEKINETIC LEAP	8		
<input type="checkbox"/> TELEPORT OBJECT	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: _____			

**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.:** (\_\_\_\_) \_\_\_\_\_  
 : (\_\_\_\_) \_\_\_\_\_

**ANIMAL COMPANION**

**NAME:** \_\_\_\_\_  
**TYPE:** \_\_\_\_\_  
**H.P.:** \_\_\_\_\_ **D.C.:** \_\_\_\_\_ **A.R.:** \_\_\_\_\_  
**A.P.M.:** \_\_\_\_\_ **STRIKE:+** \_\_\_\_\_ **PARRY:+** \_\_\_\_\_  
**DODGE:+** \_\_\_\_\_ **DAMAGE:+** \_\_\_\_\_ **ROLL:+** \_\_\_\_\_  
**CLAWS:** **D** **MOUSE:** **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** **MOUSE:** **D**  
**: D** **: D**

**NATURAL ABILITIES**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**DAMAGE RECORD**

**HIT POINTS:** \_\_\_\_\_  
**D.C.:** \_\_\_\_\_

**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.:** (\_\_\_\_) \_\_\_\_\_  
 : (\_\_\_\_) \_\_\_\_\_





# PALLADIUM FANTASY RPG® CHARACTER SHEET

## COMBAT SKILL

		NAME: _____	RACE: _____
		TRUE NAME: _____	ALIGNMENT: _____
# OF ATTACKS: _____	INITIATIVE: + _____	HIT POINTS: _____	<input type="checkbox"/> D.C. (PHYSICAL): _____
DAMAGE: + _____	STRIKE: + _____	EXPERIENCE LEVEL: _____	POINTS: _____
PARRY: + _____	DODGE: + _____	I.Q.: _____	AGE: _____
ROLL: + _____	RESTR. PUNCH: _____	PUNCH: _____	LIFESPAN: _____
RESTR. PUNCH: _____	POWER PUNCH: _____	M.E.: _____	P.P.E.: _____
PUNCH: _____	LEAP KICK: _____	M.A.: _____	SEX: _____
KICK: _____	KNOCK OUT: _____	P.S.: _____	CHI: _____
Critical: _____	20	P.P.: _____	HEIGHT: _____
DEATH: _____	FLIP: _____	P.E.: _____	WEIGHT: _____
FLIP: _____	(+ ) _____	P.B.: _____	I.S.P.: _____
LEAP: _____	FT. ↑ _____	SPD.: _____	LAND OF ORIGIN: _____
LIFT: _____	LBS. CARRY: _____		ENVIRONMENT: _____
THROW(MAX): _____	LBS. FT. _____		SOCIAL/FAMILY BACKGROUND: _____
RUN: _____	MPH (MAX) _____		RACIAL HOSTILITIES: _____
FT/MELEE _____	MELEES _____		DISPOSITION: _____
SWIM: _____	MPH (MAX) _____		
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.:	_____
<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		
LITERACY (+20%):	5		
MILITARY ETIQUETTE (+15%):	5		
HORSEMANSHIP: KNIGHT	5	/	
HERALDRY (+20%)	5	/	
LAND NAVIGATION (+10%)	5		
BASIC MATH (+15%)	5		
DANCE (+15%)	5		
(+10%)			
(+10%)			
(+10%)			

## SKILLS

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

WEAPONS	RANGE	DAMAGE

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

ARMOR:	_____
A.R.:	<input type="checkbox"/> D.C.: _____ / _____
WEIGHT:	_____
COST:	_____
PROWL PENALTY:-	_____ %
ARMOR:	_____
A.R.:	<input type="checkbox"/> D.C.: _____ / _____
WEIGHT:	_____
COST:	_____
PROWL PENALTY:-	_____ %

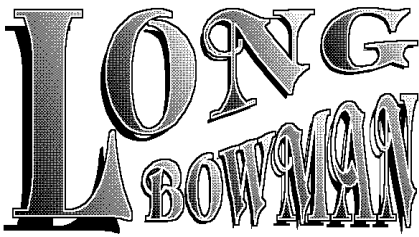
## EQUIPMENT


## SPECIAL ABILITIES/SKILLS


## NOTES

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

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PALLADIUM FANTASY RPG® CHARACTER SHEET

COMBAT SKILL

NAME: RACE:

TRUE NAME: ALIGNMENT:

# OF ATTACKS: INITIATIVE: +

HIT POINTS: D.C.(PHYSICAL):

DAMAGE: + STRIKE: +

EXPERIENCE LEVEL: POINTS:

PARRY: + DODGE: +

I.Q.: AGE: LIFESPAN: P.P.E.:

ROLL: + RESTR. PUNCH:

M.E.: SEX: CHI:

PUNCH: POWER PUNCH:

M.A.: HEIGHT: WEIGHT: I.S.P.:

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

INSANITY (IF ANY):

INVOKE TRUST/INTIMIDATE: % CHARM/IMPRESS: %

DISPOSITION:

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
WILDERNESS SURVIVAL(+10%): 5

ATHLETICS (GENERAL)

WEAPON PROFICIENCIES

W.P. ARCHERY
W.P. SNIPER
W.P. TARGETING
SUPERIOR BOWMANSHIP
DODGE & PARRY ARROWS
DODGE PROJECTILE:+ PARRY:+

SKILLS

+% / LVL. %

SECONDARY SKILLS

+% / LVL. %

WEAPONS RANGE DAMAGE

WEAPON PROFICIENCIES

STR/THR AIM/BURST

PARRY/RANGE

DAMAGE/RATE

LONG BOW
SNIPER
TARGETING

/
+2 /
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ARMOR:

A.R.: D.C.: /

WEIGHT: COST:

PROWL PENALTY:- %

ARMOR:

A.R.: D.C.: /

WEIGHT: COST:

PROWL PENALTY:- %

AMMUNITION( ):
AMMUNITION( ):

EQUIPMENT

SPECIAL ABILITIES/SKILLS

NOTES

MONEY

GOLD:
SALARY:
VALUABLES:

OUTFITS

checkboxes





# PALLADIUM FANTASY RPG® CHARACTER SHEET

**COMBAT SKILL**

NAME: \_\_\_\_\_ RACE: \_\_\_\_\_  
 TRUE NAME: \_\_\_\_\_

# OF ATTACKS: \_\_\_\_\_ INITIATIVE: + \_\_\_\_\_ ALIGNMENT: \_\_\_\_\_

DAMAGE: + \_\_\_\_\_ STRIKE: + \_\_\_\_\_ HIT POINTS: \_\_\_\_\_  D.C.(PHYSICAL): \_\_\_\_\_

PARRY: + \_\_\_\_\_ DODGE: + \_\_\_\_\_ EXPERIENCE LEVEL: \_\_\_\_\_ POINTS: \_\_\_\_\_

ROLL: + \_\_\_\_\_ RESTR. PUNCH: \_\_\_\_\_ I.Q.: \_\_\_\_\_ AGE: \_\_\_\_\_ LIFESPAN: \_\_\_\_\_ P.P.E.: \_\_\_\_\_

PUNCH: \_\_\_\_\_ POWER PUNCH: \_\_\_\_\_ M.E.: \_\_\_\_\_ SEX: \_\_\_\_\_ CHI: \_\_\_\_\_

KICK: \_\_\_\_\_ LEAP KICK: \_\_\_\_\_ M.A.: \_\_\_\_\_ HEIGHT: \_\_\_\_\_ WEIGHT: \_\_\_\_\_ I.S.P.: \_\_\_\_\_

KNOCK OUT: \_\_\_\_\_ P.S.: \_\_\_\_\_ LAND OF ORIGIN: \_\_\_\_\_

CRITICAL: \_\_\_\_\_ 20 P.P.: \_\_\_\_\_ ENVIRONMENT: \_\_\_\_\_

DEATH: \_\_\_\_\_ P.E.: \_\_\_\_\_ SOCIAL/FAMILY BACKGROUND: \_\_\_\_\_

FLIP: \_\_\_\_\_ ( + ) % P.B.: \_\_\_\_\_ RACIAL HOSTILITIES: \_\_\_\_\_

LEAP: \_\_\_\_\_ FT. ↑ \_\_\_\_\_ FT. → \_\_\_\_\_ SPD.: \_\_\_\_\_ DISPOSITION: \_\_\_\_\_

LIFT: \_\_\_\_\_ LBS. CARRY: \_\_\_\_\_ LBS. INSANITY (IF ANY): \_\_\_\_\_

THROW(MAX): \_\_\_\_\_ LBS. FT. INVOKE TRUST/INTIMIDATE: \_\_\_\_\_ % CHARM/IMPRESS: \_\_\_\_\_ %

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
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

AMMUNITION(____):
AMMUNITION(____):

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

ARMOR:
A.R.: <input type="checkbox"/> D.C.: _____ /
WEIGHT: _____ COST: _____
PRAWL PENALTY: - _____ %
_____
_____
ARMOR:
A.R.: <input type="checkbox"/> D.C.: _____ /
WEIGHT: _____ COST: _____
PRAWL PENALTY: - _____ %
_____
_____

**EQUIPMENT**

_____
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_____

**SPECIAL ABILITIES/SKILLS**

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**NOTES**

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MONEY
<b>GOLD:</b> _____
<b>SALARY:</b> _____
<b>VALUABLES:</b> _____
_____
_____

OUTFITS
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>
<input type="checkbox"/>

**PSIONICS L.S.P.**

**SENSITIVE**

- 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 DMEN. ANOMOLY 6
- SENSE EVIL 2
- SENSE MAGIC 3
- SIXTH SENSE 2
- SPEED READING 2
- TELEPATHY 4
- TOTAL RECALL 2

**PHYSICAL**

- ALTER AURA 2
- DEATH TRANCE 1
- ECTOPLASM (VARIES) 8
- FLOAT 8
- IMPERVIOUS TO COLD 2
- IMPERVIOUS TO FIRE 4
- IMPERVIOUS TO POISON 4
- LEVITATION (VARIES) 4
- MIND BLOCK 4
- NIGHTVISION 4
- RESIST FATIGUE 4
- RESIST HUNGER 2
- RESIST THIRST 6
- SUMMON INNER STRENGTH 4
- SPONT. COMBUSTION 6
- TELEKINESIS (VARIES) 6
- TELEKINETIC PUNCH 6
- TELEKINETIC LEAP 8
- TELEPORT OBJECT 10

**HEALING**

- 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**

- ADVANCED TRANCE STATE 10
- BIO-MANIPULATION 10
- BIO-REGEN. (SUPER) 20
- CATATONIC STRIKE 40
- CAUSE INSANITY 30
- CURE INSANITY 30
- ELECTROKINESIS (VARIES) 6
- EMPATHIC TRANSMISSION 6
- GROUP MIND BLOCK 22
- HYDROKINESIS (VARIES) 6
- HYPNOTIC SUGGESTION 6
- INDUCE NIGHTMARE 15
- INSERT MEMORY 25
- INVISIBLE HAZE 30
- MENTAL ILLUSION 20
- MENT. POSSESS OTHERS 30
- MIND BLCK AUTO DEF. (SPECIAL) 10
- MIND BOLT (VARIES) 10
- MIND BOND 10
- MIND WIPE (SPECIAL) 10
- P.P.E. SHIELD 30
- PSI-SHIELD 30
- PSI-SWORD 30
- PYROKINESIS (VARIES) 10+
- TELEKINESIS (SUPER) 30
- TELEKINETIC FORCE FIELD 30
- TELEMECHANICS 10

I.S.P.: \_\_\_\_\_  
L.S.P. AT/ON OR WITHIN ONE MILE OF A LEY LINE: \_\_\_\_\_  
L.S.P. AT OR NEAR A LEY LINE NEXUS: \_\_\_\_\_  
L.S.P. SPENT: \_\_\_\_\_

**CHARACTER HISTORY**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

MAGIC:  WEAPON  OBJECT

NAME: \_\_\_\_\_

TYPE: \_\_\_\_\_

ABILITIES: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

P.P.E.: (\_\_\_\_) \_\_\_\_\_

: (\_\_\_\_) \_\_\_\_\_

**CONTACTS**

NAME:	OCCUPATION:	NOTES:

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

MAGIC:  WEAPON  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: - \_\_\_\_ %**

**OUTFITS**

**AMMUNITION (\_\_\_\_):** \_\_\_\_\_

**AMMUNITION (\_\_\_\_):** \_\_\_\_\_

**AMMUNITION (\_\_\_\_):** \_\_\_\_\_

**AMMUNITION (\_\_\_\_):** \_\_\_\_\_

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.: (\_\_\_\_) \_\_\_\_\_

: (\_\_\_\_) \_\_\_\_\_

**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.: \_\_\_\_\_



PALLADIUM FANTASY RPG® CHARACTER SHEET

COMBAT SKILL

NAME: \_\_\_\_\_ RACE: \_\_\_\_\_

TRUE NAME: \_\_\_\_\_

# OF ATTACKS: \_\_\_\_\_ INITIATIVE: + \_\_\_\_\_

ALIGNMENT: \_\_\_\_\_

DAMAGE: + \_\_\_\_\_ STRIKE: + \_\_\_\_\_

HIT POINTS: \_\_\_\_\_ D.C.(PHYSICAL): \_\_\_\_\_

PARRY: + \_\_\_\_\_ DODGE: + \_\_\_\_\_

EXPERIENCE LEVEL: \_\_\_\_\_ POINTS: \_\_\_\_\_

ROLL: + \_\_\_\_\_ RESTR. PUNCH: \_\_\_\_\_

I.Q.: \_\_\_\_\_ AGE: \_\_\_\_\_ LIFESPAN: \_\_\_\_\_ P.P.E.: \_\_\_\_\_

PUNCH: \_\_\_\_\_ POWER PUNCH: \_\_\_\_\_

M.E.: \_\_\_\_\_ SEX: \_\_\_\_\_ CHI: \_\_\_\_\_

KICK: \_\_\_\_\_ LEAP KICK: \_\_\_\_\_

M.A.: \_\_\_\_\_ HEIGHT: \_\_\_\_\_ WEIGHT: \_\_\_\_\_ I.S.P.: \_\_\_\_\_

KNOCK OUT: \_\_\_\_\_

P.S.: \_\_\_\_\_ LAND OF ORIGIN: \_\_\_\_\_

CRITICAL: \_\_\_\_\_ 20

P.P.: \_\_\_\_\_ ENVIRONMENT: \_\_\_\_\_

DEATH: \_\_\_\_\_

P.E.: \_\_\_\_\_ SOCIAL/FAMILY BACKGROUND: \_\_\_\_\_

FLIP: \_\_\_\_\_ (+ ) \_\_\_\_\_ %

P.B.: \_\_\_\_\_ RACIAL HOSTILITIES: \_\_\_\_\_

LEAP: \_\_\_\_\_ FT. ↑ \_\_\_\_\_ FT. → \_\_\_\_\_

SPD.: \_\_\_\_\_ DISPOSITION: \_\_\_\_\_

LIFT: \_\_\_\_\_ LBS. CARRY: \_\_\_\_\_ LBS.

INSANITY (IF ANY): \_\_\_\_\_

THROW(MAX): \_\_\_\_\_ LBS. FT.

INVOKE TRUST/INTIMIDATE: \_\_\_\_\_ % CHARM/IMPRESS: \_\_\_\_\_ %

RUN: \_\_\_\_\_ MPH (MAX) \_\_\_\_\_ MELEES

FT/MELEE \_\_\_\_\_ FT/ATTACK \_\_\_\_\_

SWIM: \_\_\_\_\_ MPH (MAX) \_\_\_\_\_ MELEES

FT/MELEE \_\_\_\_\_ FT/ATTACK \_\_\_\_\_

SAVING THROWS table with categories like SPELL/WARD, FUME/RITUAL, PSIONICS, TOXINS/POISONS, HARMFUL DRUGS, INSANITY, POSSESSION, HORROR FACTOR, COMA/DEATH, PERCEPTION ROLLS.

DAMAGE RECORD table with fields for D.C., HIT POINTS, I.S.P., CHI, P.P.E.

O.C.C. SKILLS table with categories like NATIVE LANGUAGE, SPEAK, LITERACY, LAND NAVIGATION, HORSEMANSHIP, HERALDRY, BASIC MATH, DANCE.

SKILLS and SECONDARY SKILLS table with columns for skill name, +%/LVL, and %.

WEAPONS table with columns for WEAPONS, RANGE, DAMAGE, and AMMUNITION.

WEAPON PROFICIENCIES table with columns for WEAPON PROFICIENCIES, STR/THR AIM/BURST, PARRY/RANGE, DAMAGE/RATE.

ARMOR table with fields for ARMOR, A.R., D.C., WEIGHT, COST, PROWL PENALTY.

EQUIPMENT table with columns for EQUIPMENT.

SPECIAL ABILITIES/SKILLS table containing DEMON DEATH BLOW and its effects.

NOTES table with MONEY and OUTFITS sections.







# PRIEST OF LIGHT

## PALLADIUM FANTASY RPG® CHARACTER SHEET

### COMBAT SKILL

NAME: \_\_\_\_\_ RACE: \_\_\_\_\_

# OF ATTACKS: \_\_\_\_\_ INITIATIVE: + \_\_\_\_\_ TRUE NAME: \_\_\_\_\_

DAMAGE: + \_\_\_\_\_ STRIKE: + \_\_\_\_\_ ALIGNMENT: \_\_\_\_\_

PARRY: + \_\_\_\_\_ DODGE: + \_\_\_\_\_ HIT POINTS: \_\_\_\_\_ .D.C.(PHYSICAL): \_\_\_\_\_

ROLL: + \_\_\_\_\_ RESTR. PUNCH: \_\_\_\_\_ EXPERIENCE LEVEL: \_\_\_\_\_ POINTS: \_\_\_\_\_

PUNCH: \_\_\_\_\_ POWER PUNCH: \_\_\_\_\_ I.Q.: \_\_\_\_\_ AGE: \_\_\_\_\_ LIFESPAN: \_\_\_\_\_ P.P.E.: \_\_\_\_\_

KICK: \_\_\_\_\_ LEAP KICK: \_\_\_\_\_ M.E.: \_\_\_\_\_ SEX: \_\_\_\_\_ CHI: \_\_\_\_\_

KNOCK OUT: \_\_\_\_\_ M.A.: \_\_\_\_\_ HEIGHT: \_\_\_\_\_ WEIGHT: \_\_\_\_\_ I.S.P.: \_\_\_\_\_

CRITICAL: \_\_\_\_\_ 20 P.S.: \_\_\_\_\_ LAND OF ORIGIN: \_\_\_\_\_

DEATH: \_\_\_\_\_ FLIP: \_\_\_\_\_ (+) \_\_\_\_\_ % P.P.: \_\_\_\_\_ ENVIRONMENT: \_\_\_\_\_

LEAP: \_\_\_\_\_ FT. ↑ \_\_\_\_\_ FT. → \_\_\_\_\_ P.E.: \_\_\_\_\_ SOCIAL/FAMILY BACKGROUND: \_\_\_\_\_

LIFT: \_\_\_\_\_ LBS. CARRY: \_\_\_\_\_ LBS. P.B.: \_\_\_\_\_ RACIAL HOSTILITIES: \_\_\_\_\_

THROW(MAX): \_\_\_\_\_ LBS. FT. SPD.: \_\_\_\_\_ DISPOSITION: \_\_\_\_\_

RUN: \_\_\_\_\_ MPH (MAX) \_\_\_\_\_ MELEES \_\_\_\_\_

FT/MELEE \_\_\_\_\_ FT/ATTACK \_\_\_\_\_ INSANITY (IF ANY): \_\_\_\_\_

SWIM: \_\_\_\_\_ MPH (MAX) \_\_\_\_\_ MELEES \_\_\_\_\_

FT/MELEE \_\_\_\_\_ FT/ATTACK \_\_\_\_\_ 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

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

#### O.C.C. SKILLS

	+%/LV L.	%
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	+%/LV L.	%	SECONDARY SKILLS	+%/LV L.	%

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

Blank grid for character history.

CONTACTS

Table for contacts with columns: NAME, OCCUPATION, NOTES.

WEAPON PROFICIENCIES table with columns: WEAPON, RANGE, DAMAGE, STR/THR AIM/BURST, PARRY, RATE.

AMMUNITION ( ): table for listing ammunition.

PSIONICS L.S.P. table with sections: SENSITIVE, HEALING, SUPER, PHYSICAL, and L.S.P. SPENT.

MAGIC: WEAPON OBJECT table for listing magical items.

MAGIC: WEAPON OBJECT table for listing magical items.

OUTFITS table for listing clothing and gear.

SPELLS P.P.E.

Large table listing spells and their P.P.E. costs, categorized by level from Level One to Level Fifteen.

PRIEST OF LIGHT

Character sheet for Priest of Light, including Pantheon, Deity, Church Resources, Prayers, Miracles, Armor, Animal Companion, and Damage Record.









## PALLADIUM FANTASY RPG® CHARACTER SHEET

### COMBAT SKILL

**NAME:** \_\_\_\_\_ **RACE:** \_\_\_\_\_  
**TRUE NAME:** \_\_\_\_\_

**# OF ATTACKS:** \_\_\_\_\_ **INITIATIVE:** + \_\_\_\_\_ **ALIGNMENT:** \_\_\_\_\_  
**DAMAGE:** + \_\_\_\_\_ **STRIKE:** + \_\_\_\_\_ **HIT POINTS:** \_\_\_\_\_  **D.C.(PHYSICAL):** \_\_\_\_\_  
**PARRY:** + \_\_\_\_\_ **DODGE:** + \_\_\_\_\_ **EXPERIENCE LEVEL:** \_\_\_\_\_ **POINTS:** \_\_\_\_\_

**ROLL:** + \_\_\_\_\_ **RESTR. PUNCH:** \_\_\_\_\_ **I.Q.:** \_\_\_\_\_ **AGE:** \_\_\_\_\_ **LIFESPAN:** \_\_\_\_\_ **P.P.E.:** \_\_\_\_\_  
**PUNCH:** \_\_\_\_\_ **POWER PUNCH:** \_\_\_\_\_ **M.E.:** \_\_\_\_\_ **SEX:** \_\_\_\_\_ **CHI:** \_\_\_\_\_  
**KICK:** \_\_\_\_\_ **LEAP KICK:** \_\_\_\_\_ **M.A.:** \_\_\_\_\_ **HEIGHT:** \_\_\_\_\_ **WEIGHT:** \_\_\_\_\_ **I.S.P.:** \_\_\_\_\_  
**KNOCK OUT:** \_\_\_\_\_ **CRITICAL:** \_\_\_\_\_ **20** **P.S.:** \_\_\_\_\_ **LAND OF ORIGIN:** \_\_\_\_\_  
**DEATH:** \_\_\_\_\_ **FLIP:** \_\_\_\_\_ **(+ ) %** **P.P.:** \_\_\_\_\_ **ENVIRONMENT:** \_\_\_\_\_  
**LEAP:** \_\_\_\_\_ **FT.↑** \_\_\_\_\_ **FT.→** \_\_\_\_\_ **P.E.:** \_\_\_\_\_ **SOCIAL/FAMILY BACKGROUND:** \_\_\_\_\_  
**LIFT:** \_\_\_\_\_ **LBS. CARRY:** \_\_\_\_\_ **LBS.** **P.B.:** \_\_\_\_\_ **RACIAL HOSTILITIES:** \_\_\_\_\_  
**THROW(MAX):** \_\_\_\_\_ **LBS.** \_\_\_\_\_ **FT.** **SPD.:** \_\_\_\_\_ **DISPOSITION:** \_\_\_\_\_  
**RUN:** \_\_\_\_\_ **MPH (MAX)** \_\_\_\_\_ **MELEES** \_\_\_\_\_  
**FT/MELEE** \_\_\_\_\_ **FT/ATTACK** \_\_\_\_\_  
**SWIM:** \_\_\_\_\_ **MPH (MAX)** \_\_\_\_\_ **MELEES** \_\_\_\_\_  
**FT/MELEE** \_\_\_\_\_ **FT/ATTACK** \_\_\_\_\_

**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	
<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	
ANIMAL HUSBANDRY (+10%)	5	
LAND NAVIGATION (+20%)	5	
IDENTIFY PLANTS & FRUITS (+15%)	5	
SKIN/PREPARE ANIMAL HIDES (+15%)	5	
TRACK/TRAP ANIMALS (+20%)	5	
TRACK HUMANIDS (+15%)	5	
WILDERNESS SURVIVAL (+20%)	5	
<b>O.C.C. BONUSES</b>		
+2 TO SAVE VS. HORROR FACTOR		

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

WEAPONS	RANGE	DAMAGE

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

<b>ARMOR:</b>	
A.R.:	<input type="checkbox"/> D.C.:
WEIGHT:	COST:
PROWL PENALTY:- %	
<b>ARMOR:</b>	
A.R.:	<input type="checkbox"/> D.C.:
WEIGHT:	COST:
PROWL PENALTY:- %	

**EQUIPMENT**


**SPECIAL ABILITIES/SKILLS**


**NOTES**


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



PALLADIUM FANTASY RPG® CHARACTER SHEET

COMBAT SKILL

NAME: \_\_\_\_\_ RACE: \_\_\_\_\_

TRUE NAME: \_\_\_\_\_

# OF ATTACKS: \_\_\_\_\_ INITIATIVE: + \_\_\_\_\_ ALIGNMENT: \_\_\_\_\_

DAMAGE: + \_\_\_\_\_ STRIKE: + \_\_\_\_\_ HIT POINTS: \_\_\_\_\_  .D.C.(PHYSICAL): \_\_\_\_\_

PARRY: + \_\_\_\_\_ DODGE: + \_\_\_\_\_ EXPERIENCE LEVEL: \_\_\_\_\_ POINTS: \_\_\_\_\_

ROLL: + \_\_\_\_\_ RESTR. PUNCH: \_\_\_\_\_ I.Q.: \_\_\_\_\_ AGE: \_\_\_\_\_ LIFESPAN: \_\_\_\_\_ P.P.E.: \_\_\_\_\_

PUNCH: \_\_\_\_\_ POWER PUNCH: \_\_\_\_\_ M.E.: \_\_\_\_\_ SEX: \_\_\_\_\_ CHI: \_\_\_\_\_

KICK: \_\_\_\_\_ LEAP KICK: \_\_\_\_\_ M.A.: \_\_\_\_\_ HEIGHT: \_\_\_\_\_ WEIGHT: \_\_\_\_\_ I.S.P.: \_\_\_\_\_

KNOCK OUT: \_\_\_\_\_ CRITICAL: \_\_\_\_\_ 20 P.S.: \_\_\_\_\_ LAND OF ORIGIN: \_\_\_\_\_

DEATH: \_\_\_\_\_ FLIP: \_\_\_\_\_ ( + ) \_\_\_\_\_ % P.P.: \_\_\_\_\_ ENVIRONMENT: \_\_\_\_\_

LEAP: \_\_\_\_\_ FT. ↑ \_\_\_\_\_ FT. → \_\_\_\_\_ P.E.: \_\_\_\_\_ SOCIAL/FAMILY BACKGROUND: \_\_\_\_\_

LIFT: \_\_\_\_\_ LBS. CARRY: \_\_\_\_\_ LBS. P.B.: \_\_\_\_\_ RACIAL HOSTILITIES: \_\_\_\_\_

THROW(MAX): \_\_\_\_\_ LBS. FT. SPD.: \_\_\_\_\_ DISPOSITION: \_\_\_\_\_

RUN: \_\_\_\_\_ MPH (MAX) \_\_\_\_\_ MELEES \_\_\_\_\_

FT/MELEE \_\_\_\_\_ FT/ATTACK \_\_\_\_\_

SWIM: \_\_\_\_\_ MPH (MAX) \_\_\_\_\_ MELEES \_\_\_\_\_

FT/MELEE \_\_\_\_\_ FT/ATTACK \_\_\_\_\_

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  
CLIMB/SCALE WALLS (+5%): 5  
MILITARY ETIQUETTE (+20%): 5  
FORCED MARCH  
BODY BUILDING & WEIGHT LIFTING  
WEAPON PROFICIENCIES  
W.P. SHIELD  
O.C.C. BONUSES  
+1 TO PULL PUNCH, +1 TO SAVE VS. HORROR  
FACTOR AT LEVELS 1, 3, 7, 10, AND 13.

SKILLS

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

Table with columns: WEAPONS, RANGE, DAMAGE. Includes rows for various weapons and ammunition.

Table with columns: WEAPON PROFICIENCIES, STR/THR AIM/BURST, PARRY/RANGE, DAMAGE/RATE. Includes rows for various weapons and shields.

Form for ARMOR with fields for A.R., D.C., WEIGHT, COST, and PROWL PENALTY. Includes a section for MONEY with fields for GOLD, SALARY, and VALUABLES.

EQUIPMENT

SPECIAL ABILITIES/SKILLS

NOTES

Main character sheet area with horizontal lines for equipment, special abilities, and notes.



**PALLADIUM FANTASY RPG® CHARACTER SHEET**

**COMBAT SKILL**

**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):** \_\_\_\_\_

**VOKE TRUST/INTIMIDATE:** \_\_\_\_\_ % **CHARM/IMPRESS:** \_\_\_\_\_ %

--

# OF ATTACKS: \_\_\_\_\_ INITIATIVE: + \_\_\_\_\_

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:	_____	<b>98</b>
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	WEAPON PROFICIENCIES	STR/THR AIM/BURST	PARRY/RANGE	DAMAGE/RATE	ARMOR:
				/			A.R.:
				/			A.R.: <input type="checkbox"/> D.C.: _____ /
				/			WEIGHT: _____ COST: _____
				/			PROWL PENALTY:- _____ %
				/			
				/			
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				/			

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"/>

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PSIONICS I.S.P.		I.S.P.	
<b>SENSITIVE</b>		<b>HEALING</b>	
<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	4	<input type="checkbox"/> LIST 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	<b>SUPER</b>	
<input type="checkbox"/> SPEED READING	2	<input type="checkbox"/> ADVANCED TRANCE STATE	10
<input type="checkbox"/> TELEPATHY	4	<input type="checkbox"/> BIO-MANIPULATION	10
<input type="checkbox"/> TOTAL RECALL	2	<input type="checkbox"/> BIO-REGEN. (SUPER)	20
<b>PHYSICAL</b>		<input type="checkbox"/> CATATONIC STRIKE	40
<input type="checkbox"/> ALTER AURA	2	<input type="checkbox"/> CAUSE INSANITY	30
<input type="checkbox"/> DEATH TRANCE	1	<input type="checkbox"/> CURE INSANITY	30
<input type="checkbox"/> ECTOPLASM (VARIES)	8	<input type="checkbox"/> ELECTROKINESIS (VARIES)	6
<input type="checkbox"/> FLOAT	8	<input type="checkbox"/> EMPATHIC TRANSMISSION	22
<input type="checkbox"/> IMPERVIOUS TO COLD	2	<input type="checkbox"/> GROUP MIND BLOCK	6
<input type="checkbox"/> IMPERVIOUS TO FIRE	4	<input type="checkbox"/> HYDROKINESIS (VARIES)	6
<input type="checkbox"/> IMPERVIOUS TO POISON	4	<input type="checkbox"/> HYPNOTIC SUGGESTION	6
<input type="checkbox"/> LEVITATION (VARIES)	4	<input type="checkbox"/> INDUCE NIGHTMARE	15
<input type="checkbox"/> MIND BLOCK	4	<input type="checkbox"/> INSERT MEMORY	25
<input type="checkbox"/> NIGHTVISION	4	<input type="checkbox"/> INVISIBLE HAZE	30
<input type="checkbox"/> RESIST FATIGUE	4	<input type="checkbox"/> MENTAL ILLUSION	20
<input type="checkbox"/> RESIST HUNGER	2	<input type="checkbox"/> MENT. POSSESS OTHERS	30
<input type="checkbox"/> RESIST THIRST	6	<input type="checkbox"/> MIND BLCK AUTO DEF. (SPECIAL)	10
<input type="checkbox"/> SUMMON INNER STRENGTH	4	<input type="checkbox"/> MIND BOLT (VARIES)	10
<input type="checkbox"/> SPONT. COMBUSTION	6	<input type="checkbox"/> MIND BOND	10
<input type="checkbox"/> TELEKINESIS (VARIES)	6	<input type="checkbox"/> MIND WIPE (SPECIAL)	30
<input type="checkbox"/> TELEKINETIC PUNCH	6	<input type="checkbox"/> P.P.E. SHIELD	10
<input type="checkbox"/> TELEKINETIC LEAP	8	<input type="checkbox"/> PSI-SHIELD	30
<input type="checkbox"/> TELEPORT OBJECT	10	<input type="checkbox"/> PSI-SWORD	30
<b>I.S.P.:</b> _____		<input type="checkbox"/> PYROKINESIS (VARIES)	10+
<b>I.S.P. AT/ON OR WITHIN ONE MILE OF A LEY LINE:</b> _____		<input type="checkbox"/> TELEKINESIS (SUPER)	10+
<b>I.S.P. AT OR NEAR A LEY LINE NEXUS:</b> _____		<input type="checkbox"/> TELEKINETIC FORCE FIELD	30
<b>I.S.P. SPENT:</b> _____		<input type="checkbox"/> TELEMECHANICS	10

OUTFITS	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	

<b>ARMOR:</b> _____
<b>A.R.:</b> _____ <b>D.C.:</b> _____ / _____
<b>WEIGHT:</b> _____ <b>COST:</b> _____
<b>PROWL PENALTY:</b> - _____ %

<b>ARMOR:</b> _____
<b>A.R.:</b> _____ <b>D.C.:</b> _____ / _____
<b>WEIGHT:</b> _____ <b>COST:</b> _____
<b>PROWL PENALTY:</b> - _____ %

ANIMAL COMPANION	
<b>NAME:</b> _____	
<b>TYPE:</b> _____	
<b>H.P.:</b> _____ <b>D.C.:</b> _____ <b>A.R.:</b> _____	
<b>A.P.M.:</b> _____ <b>STRIKE:+</b> _____ <b>PARRY:+</b> _____	
<b>DODGE:+</b> _____ <b>DAMAGE:+</b> _____ <b>ROLL:+</b> _____	
<b>CLAWS:</b> <b>D</b> <b>MOUTH:</b> <b>D</b>	
<b>          :</b> <b>D</b> <b>          :</b> <b>D</b>	
NATURAL ABILITIES	
_____	
_____	
_____	

DAMAGE RECORD	
<b>HIT POINTS:</b> _____	
<b>D.C.:</b> _____	

**CHARACTER HISTORY**


CONTACTS		
<b>NAME:</b> _____	<b>OCCUPATION:</b> _____	<b>NOTES:</b> _____
<b>NAME:</b> _____	<b>OCCUPATION:</b> _____	<b>NOTES:</b> _____
<b>NAME:</b> _____	<b>OCCUPATION:</b> _____	<b>NOTES:</b> _____
<b>NAME:</b> _____	<b>OCCUPATION:</b> _____	<b>NOTES:</b> _____
<b>NAME:</b> _____	<b>OCCUPATION:</b> _____	<b>NOTES:</b> _____
<b>NAME:</b> _____	<b>OCCUPATION:</b> _____	<b>NOTES:</b> _____
<b>NAME:</b> _____	<b>OCCUPATION:</b> _____	<b>NOTES:</b> _____
<b>NAME:</b> _____	<b>OCCUPATION:</b> _____	<b>NOTES:</b> _____
<b>NAME:</b> _____	<b>OCCUPATION:</b> _____	<b>NOTES:</b> _____
<b>NAME:</b> _____	<b>OCCUPATION:</b> _____	<b>NOTES:</b> _____
<b>NAME:</b> _____	<b>OCCUPATION:</b> _____	<b>NOTES:</b> _____
<b>NAME:</b> _____	<b>OCCUPATION:</b> _____	<b>NOTES:</b> _____

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

<b>AMMUNITION</b> ( _____ ): _____ / _____
<b>AMMUNITION</b> ( _____ ): _____ / _____

COMPONENT LIST	

<b>MAGIC:</b> <input type="checkbox"/> WEAPON <input type="checkbox"/> OBJECT
<b>NAME:</b> _____
<b>TYPE:</b> _____
<b>ABILITIES:</b> _____
<b>P.P.E.:</b> ( _____ )
<b>          :</b> ( _____ )

<b>MAGIC:</b> <input type="checkbox"/> WEAPON <input type="checkbox"/> OBJECT
<b>NAME:</b> _____
<b>TYPE:</b> _____
<b>ABILITIES:</b> _____
<b>P.P.E.:</b> ( _____ )
<b>          :</b> ( _____ )

<b>MAGIC:</b> <input type="checkbox"/> WEAPON <input type="checkbox"/> OBJECT
<b>NAME:</b> _____
<b>TYPE:</b> _____
<b>ABILITIES:</b> _____
<b>P.P.E.:</b> ( _____ )
<b>          :</b> ( _____ )

<b>MAGIC:</b> <input type="checkbox"/> WEAPON <input type="checkbox"/> OBJECT
<b>NAME:</b> _____
<b>TYPE:</b> _____
<b>ABILITIES:</b> _____
<b>P.P.E.:</b> ( _____ )
<b>          :</b> ( _____ )

SUMMONER	
KNOWLEDGE & ABILITIES	
SKILLS	
DECIPHER CIRCLES	4
MYSTIC SYMBOLOLOGY	1
RECOGNIZE WARDS/RUNES	5
RECOGNIZE ENCHANTMENT	5
RECOGNIZE MAGIC	5
<b>KNOWS ALL POWER WORDS</b>	
<b>NUMBER OF LESSER CREATURES THAT CAN BE CONTROLLED:</b> _____	
<b>NUMBER OF GREATER CREATURES THAT CAN BE CONTROLLED:</b> _____	
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.
<input type="checkbox"/> ALL SEEING	400/100
<input type="checkbox"/> ANIMATE DEAD	200
<input type="checkbox"/> COMMAND	200
<input type="checkbox"/> DEATH	300
<input type="checkbox"/> DIMENSIONAL RIFT	500
<input type="checkbox"/> DOMINATION/CONTROL	200
<input type="checkbox"/> FORCE	200
<input type="checkbox"/> HEALING	200/75
<input type="checkbox"/> INVISIBILITY	200
<input type="checkbox"/> INSANITY	300
<input type="checkbox"/> KNOWLEDGE	250/50
<input type="checkbox"/> PAIN	200
<input type="checkbox"/> PASSION	200
<input type="checkbox"/> POWER	400
<input type="checkbox"/> POWER LEECH	300
<input type="checkbox"/> POWER MATRIX	500/100
<input type="checkbox"/> TELEPORT	30
<input type="checkbox"/> WONDER	300
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	
<input type="checkbox"/>	

SUBSERVANT CREATURE	
<b>NAME:</b> _____	
<b>TYPE:</b> _____	
<b>H.P.:</b> _____ <b>D.C.:</b> _____ <b>A.R.:</b> _____	
<b>A.P.M.:</b> _____ <b>STRIKE:+</b> _____ <b>PARRY:+</b> _____	
<b>DODGE:+</b> _____ <b>DAMAGE:+</b> _____ <b>ROLL:+</b> _____	
<b>CLAWS:</b> <b>D</b> <b>MOUTH:</b> <b>D</b>	
<b>          :</b> <b>D</b> <b>          :</b> <b>D</b>	
NATURAL ABILITIES	
_____	
_____	
_____	
DAMAGE RECORD	
<b>HIT POINTS:</b> _____	
<b>D.C.:</b> _____	





# PALLADIUM FANTASY RPG® CHARACTER SHEET

## COMBAT SKILL

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

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

### WEAPONS

WEAPONS	RANGE	DAMAGE

### WEAPON PROFICIENCIES

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

AMMUNITION( ): _____
AMMUNITION( ): _____

### 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		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/>		

CHARACTER HISTORY

Empty table for character history.

CONTACTS

CONTACTS table with columns: NAME, OCCUPATION, NOTES.

WEAPON PROFICIENCIES table with columns: WEAPON, RANGE, DAMAGE, STR/THR, PARRY, RATE.

PSIONICS I.S.P. table with columns: SENSITIVE, HEALING, PHYSICAL, I.S.P.

OUTFITS table with columns: MAGIC, WEAPON, OBJECT, NAME, TYPE, ABILITIES, P.P.E.

MAGIC: WEAPON OBJECT table with columns: NAME, TYPE, ABILITIES, P.P.E.

MAGIC: WEAPON OBJECT table with columns: NAME, TYPE, ABILITIES, P.P.E.

MAGIC: WEAPON OBJECT table with columns: NAME, TYPE, ABILITIES, P.P.E.

ELEMENTAL MAGIC table with columns: AIR, P.P.E., EARTH, P.P.E., FIRE, P.P.E., WATER, P.P.E. and sub-sections for levels 1-8.

ARMOR table with columns: ARMOR, A.R., D.C., WEIGHT, COST, PROWL PENALTY.

ANIMAL COMPANION table with columns: NAME, TYPE, H.P., D.C., A.R., STRIKE, DAMAGE, ROLL, CLAWS, MOUTH, NATURAL ABILITIES, DAMAGE RECORD, HIT POINTS.

MAGIC: WEAPON OBJECT table with columns: NAME, TYPE, ABILITIES, P.P.E.

MAGIC: WEAPON OBJECT table with columns: NAME, TYPE, ABILITIES, P.P.E.



PALLADIUM FANTASY RPG® CHARACTER SHEET

COMBAT SKILL

NAME: \_\_\_\_\_ RACE: \_\_\_\_\_
TRUE NAME: \_\_\_\_\_

# OF ATTACKS: \_\_\_\_\_ INITIATIVE: + \_\_\_\_\_ ALIGNMENT: \_\_\_\_\_
DAMAGE: + \_\_\_\_\_ STRIKE: + \_\_\_\_\_ HIT POINTS: \_\_\_\_\_ D.C.(PHYSICAL): \_\_\_\_\_
PARRY: + \_\_\_\_\_ DODGE: + \_\_\_\_\_ EXPERIENCE LEVEL: \_\_\_\_\_ POINTS: \_\_\_\_\_
ROLL: + \_\_\_\_\_ RESTR. PUNCH: \_\_\_\_\_ I.Q.: \_\_\_\_\_ AGE: \_\_\_\_\_ LIFESPAN: \_\_\_\_\_ P.P.E.: \_\_\_\_\_
PUNCH: \_\_\_\_\_ POWER PUNCH: \_\_\_\_\_ M.E.: \_\_\_\_\_ SEX: \_\_\_\_\_ CHI: \_\_\_\_\_
KICK: \_\_\_\_\_ LEAP KICK: \_\_\_\_\_ M.A.: \_\_\_\_\_ HEIGHT: \_\_\_\_\_ WEIGHT: \_\_\_\_\_ I.S.P.: \_\_\_\_\_
KNOCK OUT: \_\_\_\_\_ P.S.: \_\_\_\_\_ LAND OF ORIGIN: \_\_\_\_\_
CRITICAL: \_\_\_\_\_ 20 P.P.: \_\_\_\_\_ ENVIRONMENT: \_\_\_\_\_
DEATH: \_\_\_\_\_ P.E.: \_\_\_\_\_ SOCIAL/FAMILY BACKGROUND: \_\_\_\_\_
FLIP: \_\_\_\_\_ (+ ) \_\_\_\_\_ % P.B.: \_\_\_\_\_ RACIAL HOSTILITIES: \_\_\_\_\_
LEAP: \_\_\_\_\_ FT. ↑ \_\_\_\_\_ FT. → \_\_\_\_\_ SPD.: \_\_\_\_\_ DISPOSITION: \_\_\_\_\_
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

Table with 2 columns: Skill Name, Value. Rows include 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 table with columns: Skill Name, +% / Lvl., %

SKILLS table with columns: Skills, +% / Lvl., %, Secondary Skills, +% / Lvl., %

WEAPONS table with columns: WEAPONS, RANGE, DAMAGE

WEAPON PROFICIENCIES table with columns: WEAPON PROFICIENCIES, STR/THR Aim/BURST, PARRY/RANGE, DAMAGE/RATE

ARMOR form with fields: ARMOR, A.R., D.C., WEIGHT, COST, PROWL PENALTY

EQUIPMENT table with columns: EQUIPMENT

SPECIAL ABILITIES/SKILLS section containing STICK FIGHTING and TEMPLE SKILLS descriptions.

NOTES section with MONEY and OUTFITS sub-sections.



PALLADIUM FANTASY RPG® CHARACTER SHEET

COMBAT SKILL

NAME: RACE: TRUE NAME: ALIGNMENT: HIT POINTS: D.C.(PHYSICAL): EXPERIENCE LEVEL: POINTS:

# OF ATTACKS: INITIATIVE: + 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 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:

SAVING THROWS

Table with 2 columns: Skill name and value. Rows: 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.: HIT POINTS: I.S.P.: CHI: P.P.E.:

O.C.C. SKILLS +% /LVL. % NATIVE LANGUAGE: 98 SPEAK (+10%): 5 SPEAK (+10%): 5 LORE: DEMONS & MONSTERS (+20%): 5 LORE: FAERIE FOLK (+10%): 5 TWO WEAPON PROFICIENCIES OF CHOICE WITCH ABILITIES THE PACT: THE GIFT: MAJOR PACT BONUS POWER: DEMON FAMILIAR: ANIMAL TYPE:

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

Table with 2 columns: Skills and Secondary Skills. Each column has 20 rows for entering skill names and levels.

Table with 4 columns: WEAPONS, RANGE, DAMAGE, WEAPON PROFICIENCIES. Includes AMMUNITION( ):

Table with 4 columns: WEAPON PROFICIENCIES, STR/THR AIM/BURST, PARRY/RANGE, DAMAGE/RATE.

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

EQUIPMENT table with multiple rows for listing equipment.

SPECIAL ABILITIES/SKILLS table with multiple rows for listing special abilities.

NOTES MONEY GOLD: SALARY: VALUABLES: OUTFITS



PALLADIUM FANTASY RPG® CHARACTER SHEET

COMBAT SKILL

NAME: \_\_\_\_\_ RACE: \_\_\_\_\_

TRUE NAME: \_\_\_\_\_

ALIGNMENT: \_\_\_\_\_

HIT POINTS: \_\_\_\_\_

EXPERIENCE LEVEL: \_\_\_\_\_ POINTS: \_\_\_\_\_

I.Q.: \_\_\_\_\_

M.E.: \_\_\_\_\_

M.A.: \_\_\_\_\_

P.S.: \_\_\_\_\_

P.P.: \_\_\_\_\_

P.E.: \_\_\_\_\_

P.B.: \_\_\_\_\_

SPD.: \_\_\_\_\_

AGE: \_\_\_\_\_ LIFESPAN: \_\_\_\_\_ P.P.E.: \_\_\_\_\_

SEX: \_\_\_\_\_ CHI: \_\_\_\_\_

HEIGHT: \_\_\_\_\_ WEIGHT: \_\_\_\_\_ I.S.P.: \_\_\_\_\_

LAND OF ORIGIN: \_\_\_\_\_

ENVIRONMENT: \_\_\_\_\_

SOCIAL/FAMILY BACKGROUND: \_\_\_\_\_

RACIAL HOSTILITIES: \_\_\_\_\_

DISPOSITION: \_\_\_\_\_

INSANITY (IF ANY): \_\_\_\_\_

INVOKE TRUST/INTIMIDATE: \_\_\_\_\_ % CHARM/IMPRESS: \_\_\_\_\_ %

SAVING THROWS

Table with 2 columns: Skill Name, Value. Includes Save vs. Spell/Ward, Fume/Ritual, Psionics, Toxins/Poisons, Harmful Drugs, Insanity, Possession, Horror Factor, Coma/Death, Perception Rolls.

DAMAGE RECORD

Table with 2 columns: D.C., Value. Includes Hit Points, I.S.P., CHI, P.P.E.

O.C.C. SKILLS

Table with 2 columns: Skill Name, Value. Includes Native Language, Speak, Literacy, Basic Math, Lore, Convert Magic Scroll, Enchanted Cauldron, Recognize Enchantment, Recognize Magic.

SKILLS

+%/lvl. %

SECONDARY SKILLS

+%/lvl. %

WEAPONS

Table with 3 columns: Weapon Name, Range, Damage. Includes Ammunition section.

WEAPON PROFICIENCIES

Table with 3 columns: Weapon Name, Str/Thr Aim/Burst, Parry/Range

STR/THR AIM/BURST

PARRY/RANGE

DAMAGE/RATE

ARMOR:

Table with 2 columns: A.R., D.C., Weight, Cost, Prowl Penalty.

ARMOR:

Table with 2 columns: A.R., D.C., Weight, Cost, Prowl Penalty.

EQUIPMENT

Table for equipment listing.

SPECIAL ABILITIES/SKILLS

Table for special abilities listing.

NOTES

MONEY

Table with 3 rows: Gold, Salary, Valuables.

OUTFITS

Table with 5 rows for outfit selection.

CHARACTER HISTORY

PSIONICS I.S.P. table with columns for SENSITIVE, HEALING, PHYSICAL, and I.S.P. values for various powers like Astral Projection, Clairvoyance, etc.

Character History table with columns for NAME, OCCUPATION, and NOTES.

CONTACTS

CONTACTS table with columns for NAME, OCCUPATION, and NOTES.

WEAPON PROFICIENCIES table with columns for RANGE, DAMAGE, STR/THR, PARRY, and RATE.

AMMUNITION table with columns for AMMUNITION and RATE.

MAGIC: WEAPON OBJECT table with fields for NAME, TYPE, ABILITIES, and P.P.E.

MAGIC: WEAPON OBJECT table with fields for NAME, TYPE, ABILITIES, and P.P.E.

MAGIC: WEAPON OBJECT table with fields for NAME, TYPE, ABILITIES, and P.P.E.

MAGIC: WEAPON OBJECT table with fields for NAME, TYPE, ABILITIES, and P.P.E.

MAGIC: WEAPON OBJECT table with fields for NAME, TYPE, ABILITIES, and P.P.E.

MAGIC: WEAPON OBJECT table with fields for NAME, TYPE, ABILITIES, and P.P.E.

ARMOR table with fields for A.R., D.C., WEIGHT, and COST.

OUTFITS table with checkboxes for various items.

ANIMAL COMPANION table with fields for NAME, TYPE, H.P., A.P.M., DODGE, DAMAGE, CLAWS, MOUTH, and NATURAL ABILITIES.

DAMAGE RECORD table with fields for HIT POINTS and D.C.

SPILLS P.P.E. table with columns for LEVEL ONE through LEVEL FIFTEEN and P.P.E. values for various spells like Blinding Flash, Cloud of Smoke, etc.

SPILLS OF LEGEND table with columns for SPELLS and P.P.E. values for Barrier of Thoth, Crimson Wall, etc.



# Sir Elroy Toomes

Sir Elroy Toomes was born to a family that had recently been ennobled (thanks to their affiliations with the Church of Dragonwright). When Elroy turned 21, he was knighted and sent out on his first quest by the church. Sir Elroy has been serving the Church faithfully ever since, traveling about the world, battling evil and protecting the innocent.

**Race:** Human.

**Alignment:** Principled.

**Attributes:** I.Q. 13, M.E. 12, M.A. 14, P.S. 10, P.P. 12, P.E. 14, P.B. 9, Spd 17.

**Disposition:** Sir Elroy is a natural leader but will often consult (and defer to) clerics on non-military issues that need resolving. Although an accomplished fighter, Sir Elroy is on the smallish side (for a Knight). As such, he relies more on cleverness and agility than sheer raw strength.

**Experience Level:** 4th level Knight.

**Hit Points:** 31

**S.D.C.:** 12

**P.P.E.:** 6

**Age:** 31

**Height:** 5 feet, 9 inches (1.75 m).

**Weight:** 151 lbs (68 kg).

**Special Abilities:** 1. The Way of the Horse.

2. The Way of the Lance.

**Skills of Note:** Speaks Northern 98%, Elven and Wolfen each at 70%, Eastern 55%; Literate in Northern 65%, Astronomy & Navigation 55%, Dance 60%, First Aid 45%, Forgery 47%, Heraldry 50/55%, Horsemanship: Knight 55/45%, Land Navigation 52%, Lore: Demons & Monsters 50%, Religion 60%; Mathematics: Basic 75%, Advanced 65%; Military Etiquette 65%, Play Musical Instrument (zither) 50%, Public Speaking 55%, Sailing 60/45%, Sign Language 50%, Surveillance 50%, Wilderness Survival 45%.

**Weapon Proficiencies:** Sword (+2 to strike and parry, +1 to throw), Shield (+1 to strike, +2 to parry), Knife (+2 to strike, parry, or throw), Lance (see Way of the Lance), Paired Weapons.

**Hand to Hand Combat:** Expert.

**Attacks per Melee Round:** Five.

**Bonuses:** +1 on initiative, +2 to strike, +3 to parry and dodge, +2 to roll with punch or fall, +4 to pull punch, +2 to save vs Horror Factor.

**Armor:** Full Scale Mail (A.R. 15, S.D.C. 75).

**Weapons:** Lance (2D6+2 damage), short sword (Kobold-made, +1 to strike and parry, 2D4+1 damage), dagger (1D6 damage), small iron shield (27 S.D.C.).

**Equipment:** Two sets of clothing, boots, a pair of gloves, belt, bedroll, backpack, 2 large sacks, 2 small sacks, a water skin, a tinder box, a silver religious symbol (Dragonwright), a zither, and a horse (see below) with full tack (saddle, bridle, blanket, and saddlebag).

**Horse:** An excellent quality riding horse named Kayard (given to Sir Elroy by a grateful lord he once aided). 21 Hit Points, 41 S.D.C. Kayard is worth around 3,800 gold pieces.

**Money:** 111 gold pieces.

# Gerrick

Gerrick was born and raised in the Northern Hinterlands. The third child of the clan's shaman, Gerrick was apprenticed to one of the local Rangers at the age of 14. The next few years were spent learning how to hunt, trap, fish and survive in the wild as Gerrick and his master traveled through the Great Northern Wilderness. After six years, his mentor deemed Gerrick ready to go off on his own. For the past few years, Gerrick has done just that, hunting, trapping, and occasionally hiring himself out as a guide.

**Race:** Human.

**Alignment:** Scrupulous.

**Attributes:** I.Q. 9, M.E. 11, M.A. 14, P.S. 10, P.P. 18, P.E. 13, P.B. 8, Spd 14.

**Disposition:** For the most part, Gerrick is pretty quiet and laid-back (almost introspective). However, anyone who does not show proper respect for nature quickly draws his scorn.

**Experience Level:** 4th level Ranger.

**Hit Points:** 25

**S.D.C.:** 11

**P.P.E.:** 10

**Age:** 24

**Height:** 5 feet, 10 inches (1.78 m).

**Weight:** 160 lbs (72 kg).

**Skills of Note:** Speaks Northern 98%, Gobblely and Wolfen, each at 75%, Southern 55%; Animal Husbandry 60%, Carpentry 50%, Cooking 55%, Detect Ambush 50%, Forced March, Holistic Medicine 45/35%, Identify Plants & Fruits 55%, Land Navigation 62%, Lore: Demons & Monsters and Faerie Folk each at 50%; Prowl 40%, Sign Language 40%, Skin & Prepare Animal Hides 60%, Track & Trap Animals 55/65%, Track Humanoids 55%, Use & Recognize Poison 42/34%, Wilderness Survival 65%.

**Weapon Proficiencies:** Archery (+2 to strike, Rate of Fire is 5 per melee round), Sword (+2 to strike and parry, +1 to throw), Knife (+2 to strike, parry, or throw).

**Hand to Hand Combat:** Expert.

**Attacks per Melee Round:** Five.

**Bonuses:** +4 to strike, +5 to parry and dodge, +2 to roll with punch or fall, +2 to pull punch, +2 to save vs Horror Factor.

**Armor:** Studded leather (A.R. 13, S.D.C. 38).

**Weapons:** Longbow and quiver of 15 arrows (2D6 damage each), Falchion (2D6 damage), small hand axe (mainly for chopping wood; 1D6 damage), dagger (1D6 damage).

**Equipment:** Two sets of clothing, a hooded cloak, boots, a pair of soft leather gloves, belt, bedroll, backpack, 2 large sacks, 2 small sacks, a water skin, fishing line and hooks, 4 snares, a pair of medium-sized metal "jaw" traps, a set of skinning/tanning knives, a six foot (1.8 m) length of light chain, 30 feet (9 m) of rope, 3 wooden spikes, a small mallet, a small mirror, a lantern, frying pan and a tinder box.

**Money:** 88 gold pieces.

# Folan

Folan was born to wealth and status. When he demonstrated a talent for magic, his parents had no problem with having him tutored to become a Wizard. Unfortunately, a streak of bad investments (and rotten luck) wiped out the family's wealth and forced Folan from being a dilettante to go out and earn a living with his magic. Folan has since become a freelance magician, offering his services to whomever he feels has a noble cause (and offers a chance to make a profit).

**Race:** Human.

**Alignment:** Principled.

**Attributes:** I.Q. 14, M.E. 11, M.A. 10, P.S. 7, P.P. 10, P.E. 10, P.B. 12, Spd 8.

**Disposition:** Folan is a man who really enjoys his creature comforts. Although he somewhat begrudges adventuring (because of the hardships it entails), he realizes that this is his best shot to obtain the wealth he needs to retire and live in luxury. For now, he will do his best to aid his comrades but not go out of his way to put himself in peril.

**Experience Level:** 4th level Wizard.

**Hit Points:** 26

**S.D.C.:** 4

**P.P.E.:** 172

**Age:** 37

**Height:** 6 feet, 2 inches (1.88 m).

**Weight:** 181 lbs (81 kg).

**Magic Abilities:** 1. Recognize Enchantment 50%, Recognize Magic 35%.

2. Enchanted Cauldron 32%.

3. Can See & Use Ley Lines, Ley Line Drifting, Ley Line Rejuvenation.

4. Knows the following spells: Armor of Ithan (10), Cloud of Slumber (4), Death Trance (1), Decipher Magic (4), Detect Concealment (6), Extinguish Fire (4), Fear (5), Fire Bolt (10), Globe of Daylight (2), Repel Animals (7), See Aura (6), Sense Magic (2), Tongues (12), Ventriloquism (3), Wind Rush (20).

**Skills of Note:** Speaks Northern 98%, Elven and Wolfen at 75%, Southern at 55%; Literate in Northern and Elven at 60%, Southern at 30%; Archaeology 45%, Art (Painting) 50%, First Aid 45%, Forg-

ery 40%, Horsemanship: General 50/35%, Lore: Geomancy & Ley Lines 55%, Magic 60/50/45%; Mathematics: Basic 80%, Palming 35%, Sailing 60/45%, Wilderness Survival 45%.

**Weapon Proficiencies:** Knife (+2 to strike, parry, or throw), Staff (+2 to strike).

**Hand to Hand Combat:** Basic.

**Attacks per Melee Round:** Three physical or by magic.

**Bonuses:** +2 to parry and dodge, +2 to roll with punch or fall, +2 to pull punch, kick attacks, +2 to save vs magic, +2 to spell strength, +4 to save vs Horror Factor.

**Armor:** Soft leather (A.R. 10, S.D.C. 20).

**Weapons:** Quarterstaff (2D6 damage), dagger (1D6 damage).

**Equipment:** Two sets of clothing, a hooded robe, boots, a pair of soft leather gloves, belt, bedroll, backpack, a medium-sized satchel, 2 small sacks, a water skin, 7 sheets of parchment paper, a 100 page notebook, 3 crow-quill pens, 2 bottles of ink, 4 sticks of graphite, 4 sticks of chalk, 4 candles, a wooden cross, a small mirror, and a tinder box.

**Money:** 56 gold pieces.

# Haloric

Haloric was orphaned at an early age and joined a street gang in order to survive. Running with the gang taught him his thieving skills, which he plied well until he and his comrades botched a burglary of a house belonging to an important official. With things too hot for him to remain in his hometown, Haloric caught the next outbound ship and has been traveling ever since.

**Race:** Human.

**Alignment:** Anarchist.

**Attributes:** I.Q. 11, M.E. 14, M.A. 9, P.S. 11, P.P. 13, P.E. 9, P.B. 9, Spd 10.

**Disposition:** Haloric is strictly a city boy. As long as he is in an urban environment of some kind, he is fairly confident and self-assured. However, in a rural or wilderness setting, he becomes nervous and ill at ease.

**Experience Level:** 3rd level Thief.

**Hit Points:** 18

**S.D.C.:** 11

**P.P.E.:** 5

**Age:** 29

**Height:** 5 feet, 6 inches (1.68 m).

**Weight:** 145 lbs (65 kg).

**Skills of Note:** Speaks Western 98%, Gobblely and Wolfen at 60%, Southern at 50%; Brewing 35/40%, Concealment 28%, Detect Concealment & Traps 35%, Escape Artist 45%, Horsemanship: General 45/30%, Intelligence 48%, Locate Secret Compartments/Doors 40%, Mathematics: Basic 65%, Advanced 55%; Pick Locks 55%, Pick Pockets 50%, Prowl 45%, Streetwise 42%.

**Weapon Proficiencies:** Knife (+1 to strike, +2 to parry or throw), Chain (+2 to strike), Throwing Weapons (+2 to throw), Paired Weapons.

**Hand to Hand Combat:** Basic.

**Attacks per Melee Round:** Four.

**Bonuses:** +2 to parry and dodge, +2 to roll with punch or fall, +2 to pull punch, kick attacks.

**Armor:** Soft leather (A.R. 10, S.D.C. 20).

**Weapons:** 2 daggers (1D6 damage each), a nunchaku (2D4 damage), 7 throwing knives (1D4 damage each).

**Equipment:** Two sets of clothing, a hooded cloak (with 7 inside pockets), boots, a pair of soft leather gloves, belt, bedroll, purse, backpack, a large sack, a medium-sized sack, 3 small sacks, a water skin, a set of skeleton keys and lock picking tools, 50 feet (15.2 m) of rope, grappling hook, 5 wooden spikes, a small hammer, a pocket mirror, and a tinder box.

**Money:** 59 gold pieces.

# Multoon

After Multoon's psionic abilities manifested, he learned to use them for profit. Ultimately, Multoon decided to see what was beyond the borders of his hometown, and if there was money to be made out there. He has been traveling through the world as a freelancer ever since.

**Race:** Human.

**Alignment:** Unprincipled.

**Attributes:** I.Q. 12, M.E. 15, M.A. 11, P.S. 7, P.P. 9, P.E. 11, P.B. 11, Spd 15.

**Disposition:** Like many Mind Mages, Multoon is proud and cocky about his psionic abilities. As long as he's dealing with those (or anything else he has a talent for), Multoon can be friendly, helpful, and even a tad charming. If forced to deal with something that he is less competent at, Multoon can be terse and surly (and will usually try to change the subject).

**Experience Level:** 4th level Mind Mage.

**Hit Points:** 20

**S.D.C.:** 5

**P.P.E.:** 4

**Age:** 28

**Height:** 5 feet, 4 inches (1.63 m).

**Weight:** 120 lbs (54 kg).

**Psionic Abilities:** 1. Save vs psionic attack at 10 or higher. Considered a Master Psionic.

2. Enhanced I.S.P. Recovery (2 per hour when active, 12 per hour when asleep or meditating).

3. Knows the following psionic powers: **Super:** Bio-Manipulation (10), Electrokinesis (varies), Group Mind Block (22), Insert Memory (25), Invisible Haze (30), Mind Block Auto-Defense (special), Mind Wipe (special), P.P.E. Shield (10), Psi-Shield (30), Psi-Sword (30), Telekinesis (super; 10+). **Others:** Alter Aura (2), Bio-Regeneration (self; 6), Deaden Pain (4), Impervious to Fire (4), Impervious to Poison/Toxin (4), Increased Healing (10), Meditation (0), Mind Block (4), Psychic Diagnosis (4), Psychic Purification (8), Psychic Surgery (14), Resist Fatigue (4), See Aura (6), See the Invisible (4), Speed Reading (2), Telekinetic Punch (6), Telepathy (4), Teleport Object (10).

**I.S.P.:** 133

**Skills of Note:** Speaks Northern 98%, Elven and Wolfen at 70%, Southern at 55%; Literate in Northern at 50%; Horsemanship: General 35/20%, Intelligence 52%, Lore: Religion 55%, Mathematics: Basic 80%, Public Speaking 45%, Sewing 40%.

**Weapon Proficiencies:** Knife (+2 to strike, parry, or throw), Sword (+2 to strike or parry, +1 to throw).

**Hand to Hand Combat:** Expert.

**Attacks per Melee Round:** Five physical or by psionics.

**Bonuses:** +2 to strike, +3 to parry and dodge, +2 to roll with punch or fall, +2 to pull punch, +6 to save vs mind controlling drugs, potions, and magic charms, +5 to save vs possession, +3 to save vs Horror Factor.

**Armor:** Studded leather (A.R. 13, S.D.C. 38).

**Weapons:** Short sword (2D4 damage), two daggers (one is silver coated; 1D6 damage each).

**Equipment:** Two sets of clothing, an expensive cape, expensive leather boots, belt, bedroll, backpack, 2 medium-sized sacks, six small sacks, a water skin, food rations for 4 weeks, a pocket mirror, a tin of snuff, and a tinder box.

**Money:** 85 gold pieces.

# Verlan

Verlan is originally from the Northern Mountains. Along with some friends, he was captured by slavers. Just when it seemed that they were about to be dragged off to the Western Empire, the Elves were rescued by a group of adventurers. Among these adventurers was a priest of the Church of Light and Dark who took a liking to Verlan. The persuasive priest convinced Verlan to join him as an acolyte. During his stint as the priest's acolyte, Verlan felt that he found his true calling and ultimately followed in his mentor's footsteps, becoming a priest himself. He now roams the world in the service of his gods, wherever his path may take him.

**Race:** Elf.

**Alignment:** Scrupulous.

**Attributes:** I.Q. 10, M.E. 9, M.A. 12, P.S. 7, P.P. 13, P.E. 11, P.B. 18, Spd 9.

**Disposition:** Verlan is essentially a good guy. However, he sometimes fails to act because he will often consider all the sides of an argument and finally decide that his involvement would constitute interfering with the balance of the natural order.

**Experience Level:** 4th level Priest of Light.

**Hit Points:** 20

**S.D.C.:** 6

**P.P.E.:** 45

**Age:** 212

**Height:** 6 feet, 1 inch (1.85 m).

**Weight:** 164 lbs (74 kg).

**Clerical Powers:** 1. Priestly Abilities (Palladium RPG, pages 66-67): Healing Touch, Exorcism 28%, Remove Curse 28%, Turn Dead 35%, Penance & Sacrifice (can resist thirst for 9 days and hunger for 12 days).

2. Special Prayers (Palladium RPG, pages 64-66): Strength 41%, Communion 42%, Intervention 42%, Miracles 19%.

3. Spells Granted: Tongues (12), Paralysis: Lesser (5), Sense Magic (4).

**Skills of Note:** Speaks Elven 98%, Northern and Wolfen at 75%, Dwarven at 70%, Western at 55%; Literate in Elven at 65%; Art (Painting) 75% (professional quality), Archaeology 35%, Astronomy

& Navigation 50%, Dance 65%, Heraldry 35/40%, Horsemanship: General 50/35%, Land Navigation 52%; Lore: Demons & Monsters 55%, Religion 80%; Mathematics: Basic 80%, Prowl 40%, Wilderness Survival 55%.

**Weapon Proficiencies:** Sword (+2 to strike or parry, +1 to throw), Knife (+2 to strike, parry, or throw).

**Hand to Hand Combat:** Expert.

**Attacks per Melee Round:** Five physical or by psionics.

**Bonuses:** +2 to strike, +3 to parry and dodge, +2 to roll with punch or fall, +2 to pull punch, 40% chance to charm/impress.

**Armor:** Soft leather (A.R. 10, S.D.C. 20).

**Weapons:** Short sword (2D4 damage), dagger (1D6 damage).

**Equipment:** A set of traveling clothes, a hooded robe (for traveling), a ceremonial robe, boots, belt, bedroll, backpack, a medium-sized satchel, 4 small sacks, a water skin, 2 symbols of the Church of Light, a large silver cross, 4 wooden spikes, a small mallet, 30 feet (9 m) of rope, 3 vials of holy water, a silver chalice, a small mirror, a tinder box, and food rations for 4 weeks.

**Money:** 40 gold pieces.

# Gildaron

Gildaron is originally from the Western Empire. His arrogance and sharp tongue made him too many enemies so he headed north. He now roams the world offering his expertise with a bow to anyone who is willing to pay his price.

**Race:** Elf.

**Alignment:** Anarchist.

**Attributes:** I.Q. 9, M.E. 17, M.A. 5, P.S. 16, P.P. 13, P.E. 20, P.B. 17, Spd 12.

**Disposition:** Gildaron is arrogant and full of himself. After all, as far as he's concerned, the pinnacle of evolution is the Elf warrior. However, the world doesn't seem to realize this and he is forced to accept jobs from lesser beings (i.e. non-Elves). But as long as they pay him and give him the proper respect due him, Gildaron will do his job in a professional manner.

**Experience Level:** 3rd level Longbowman.

**Hit Points:** 31

**S.D.C.:** 14

**P.P.E.:** 12

**Age:** 117

**Height:** 6 feet, 6 inches (1.98 m).

**Weight:** 213 lbs (96 kg).

**Special Abilities:** 1. Superior Bowmanship: 4 shots per melee round with a long bow, superior range (750 feet/228 m), and Special Aimed Shot possible.

2. Dodge & Parry Arrows.

**Psionics:** Gildaron possesses Minor Psionics. Knows the following powers: Mind Block (4), Spontaneous Combustion (6).

**I.S.P.:** 27

**Skills of Note:** Speaks Elven at 98%, Northern, Western and Dwarven at 60%, Southern at 50%; Athletics (general), Climb/Scale Walls 50/45%, Heraldry 25/30%, Horsemanship: General 45/30%, Land Navigation 38%, Mathematics: Basic 55%, Sign Language 35%, Sniper, Streetwise 28%, Wilderness Survival 50%.

**Weapon Proficiencies:** Archery (+2 to strike, Rate of fire = 4), Targeting (+2 to strike), Knife (+1 to

strike, +2 to parry or throw), Sword (+2 to strike, +1 to parry).

**Hand to Hand Combat:** Basic.

**Attacks per Melee Round:** Four.

**Bonuses:** +2 to parry and dodge, +3 to roll with punch or fall, +2 to pull punch, +1 to damage, kick attacks, +1 to save vs psionics, +1 to save vs insanity, +3 to save vs magic/poison, +10% to save vs coma/death, 35% chance to charm/impress.

**Armor:** Studded leather (A.R. 13, S.D.C. 38).

**Weapons:** Longbow and quiver of 32 longbow arrows (2D6 damage each), longsword (Kobold-made, 2D6+2 damage), dagger (1D6 damage).

**Equipment:** Two sets of clothing, hooded cloak, boots, a pair of gloves, belt, bedroll, backpack, one large sack, two small sacks, a quiver for arrows, a sharpening stone, a water skin, and a tinder box.

**Money:** 107 gold pieces.

# Gryff

Gryff was born in the Wolfen Empire to a clan of the Sun Child tribe. Although he tried his hand at ranching, Gryff ultimately decided that it wasn't for him. Gryff's local clan chief decided that a change of scenery (basically allowing Gryff to see how things were outside clan territory) might be good for the young Wolfen. So, with the blessing of his clan, Gryff began his travels and has been roaming the world ever since.

**Race:** Wolfen.

**Alignment:** Principled.

**Attributes:** I.Q. 11, M.E. 11, M.A. 7, P.S. 18, P.P. 10, P.E. 11, P.B. 11, Spd 13.

**Disposition:** Gryff is the type of warrior that most Wolfen mothers want their cubs to grow up and be like. Gryff is loyal to friends and comrades and respectful to adversaries who show themselves honorable and worthy. However, those who betray his trust gain an enemy for life.

**Experience Level:** 4th level Ranger.

**Hit Points:** 26

**S.D.C.:** 15

**P.P.E.:** 12

**Age:** 24

**Height:** 9 feet, 6 inches (2.9 m).

**Weight:** 403 lbs (181 kg).

**Natural Racial Abilities:** Nightvision 40 feet (12.2 m), keen senses of hearing and smell (see Palladium RPG, pages 311-312 for details).

**Skills of Note:** Speaks Wolfen at 98%, Gobblely and Elven at 70%, Eastern at 55%; Literate in Wolfen at 55%; Animal Husbandry 60%, Astronomy & Navigation 50%, Carpentry 50%, Detect Ambush 50%, Forced March, Identify Plants & Fruits 55%, Land Navigation 62%, Military Etiquette 50%, Recognize Weapon Quality 40%, Skin & Prepare Animal Hides 60%, Track & Trap Animals 55/65%, Track Humanoids 55%, Wilderness Survival 65%.

**Weapon Proficiencies:** Archery (+2 to strike, Rate of Fire = 5), Sword (+2 to strike or parry, +1 to throw), Knife (+2 to strike, parry, or throw).

**Hand to Hand Combat:** Expert.

**Attacks per Melee Round:** Five.

**Bonuses:** +2 to strike, +3 to parry and dodge, +2 to roll with punch or fall, +2 to pull punch, +3 to damage, +2 to save vs Horror Factor.

**Armor:** Studded leather (A.R. 13, S.D.C. 38).

**Weapons:** Longbow and quiver of 12 arrows (2D6 damage each), bastard sword (3D6+2 damage), small hand axe (mainly for chopping wood; 1D6 damage), dagger (Kobold-made, +1 to strike and parry, 1D6 damage).

**Equipment:** Two sets of clothing, a hooded cloak, boots, a pair of soft leather gloves, belt, bedroll, backpack, 2 large sacks, 2 small sacks, a water skin, fishing line and hooks, 4 snares, a pair of medium-sized, metal "jaw" traps, a set of skinning/tanning knives, a six foot (1.8 m) length of light chain, 30 feet (9 m) of rope, 3 wooden spikes, a small mallet, a small mirror, a lantern, frying pan and a tinder box.

**Money:** 99 gold pieces.



# Hugin Redaxe

Hugin has traveled a great deal and has seen a lot of wars and bloodshed. A mercenary who claims to sell his axe to the highest bidder, somehow Hugin always seems to wind up fighting for the side or cause that is most dear to him (even if they pay him less than the bad guys would).

**Race:** Dwarf.

**Alignment:** Scrupulous.

**Attributes:** I.Q. 12, M.E. 9, M.A. 5, P.S. 22, P.P. 11, P.E. 17, P.B. 7, Spd 11 (4 digging).

**Disposition:** The classic case of a heart of gold beating under a gruff exterior, Hugin is irascible, stubborn, grumpy, and does not suffer fools gladly. However, he is also brave, protective of his friends, and loyal to his own code of honor. Hugin would willingly lay down his life for a friend. Just don't expect him to get all mushy about it.

**Experience Level:** 4th level Mercenary.

**Hit Points:** 34

**S.D.C.:** 33

**P.P.E.:** 15

**Age:** 82

**Height:** 3 feet, 7 inches (1.09 m).

**Weight:** 163 lbs (73 kg).

**Natural Racial Abilities:** Nightvision 90 feet (27.4 m), inherent talents with metals, stone, and underground environments (see Palladium RPG, page 293 for details).

**Skills of Note:** Speaks Dwarven at 98%, Gobblely and Northern at 65%, Eastern at 55%; Athletics (general), Carpentry 45%, Climb/Scale Walls 65/60%, First Aid 45%, Fishing 45%, Forgery 40%, Horsemanship: General 50/35%, Intelligence 47%, Locate Secret Compartments/Doors 35%, Track Humanoids 45%, Wilderness Survival 55%, Wrestling.

**Weapon Proficiencies:** Sword (+2 to strike or parry, +1 to throw), Shield (+1 to strike, +2 to parry), Battle Axe (+2 to strike or parry).

**Hand to Hand Combat:** Martial Arts.

**Attacks per Melee Round:** Five.

**Bonuses:** +2 to strike, +3 to parry and dodge, +5 to roll with punch or fall, +3 to pull punch, +7 to dam-

age, kick attacks, disarm, body block/tackle, crush/squeeze, pin/incapacitate on a Natural 18-20, +1 to save vs magic/poison, +5% to save vs coma/death.

**Armor:** Chain mail (A.R. 14, S.D.C. 44).

**Weapons:** Battle Axe (Dwarven-made, +1 to strike and parry, 3D6+3 damage), Broadsword (2D4+1 damage), dagger (1D6 damage), small wood & leather shield (19 S.D.C.).

**Equipment:** Two sets of clothing, boots, a pair of gloves, belt, bedroll, backpack, 2 large sacks, 2 small sacks, a water skin, and a tinder box.

**Money:** 110 gold pieces.

# Tramon Dess

Tramon Dess was born the son of an itinerant craftsman. However, Tramon rejected the lifestyle of his father and left home to seek his fortune elsewhere. Sometime during his travels, Tramon discovered that he had the talent for contract killing. Tramon was on such an assignment when he was captured and subsequently enslaved. After escaping, Tramon fled his pursuers and has managed to elude his would-be captors ever since.

**Race:** Elf.

**Alignment:** Anarchist.

**Attributes:** I.Q. 9, M.E. 17, M.A. 5, P.S. 15, P.P. 14, P.E. 20, P.B. 17, Spd 12.

**Disposition:** Tramon is actually very talkative (but only about inconsequential matters, never about his occupation) and not a bad companion. However, he is not to be trusted.

**Experience Level:** 3rd level Assassin.

**Hit Points:** 31

**S.D.C.:** 7

**P.P.E.:** 12

**Age:** 117

**Height:** 6 feet, 6 inches (1.98 m).

**Weight:** 213 lbs (96 kg).

**Psionics:** Tramon possess Minor Psionics. Knows the following powers: Mind Block (4), Spontaneous Combustion (6).

**I.S.P.:** 27

**Skills of Note:** Speaks Elven at 98%, Western and Dwarven at 65%, Southern at 50%; Climb/Scale Walls 50/45%, Concealment 42%, Heraldry 25/30%, Horsemanship: General 45/30%, Land Navigation 38%, Mathematics: Basic 75%, Pick Locks 55%, Prowl 45%, Sign Language 35%, Streetwise 28%, Track Humanoids 45%.

**Weapon Proficiencies:** Knife (+1 to strike, +2 to parry or throw), Sword (+2 to strike, +1 to parry), Forked Weapons (+2 to strike or parry), Grappling Hook (+1 to strike or entangle).

**Hand to Hand Combat:** Assassin.

**Attacks per Melee Round:** Four.

**Bonuses:** +1 on initiative, +2 to strike, +3 to roll with punch or fall, +5 to pull punch, +1 to save vs psionics, +1 to save vs insanity, +3 to save vs magic/poison, +10% to save vs coma/death, +4 to save vs Horror Factor, 35% chance to charm/impress.

**Armor:** Studded leather (A.R. 13, S.D.C. 38).

**Weapons:** Military fork (2D4+2 damage), broadsword (2D4+1 damage), 2 daggers (1D6 damage each).

**Equipment:** Two sets of clothing, a hooded jacket (with 5 inside pockets), boots, a pair of soft leather gloves, belt, bedroll, backpack, a medium-sized sack, 3 small sacks, a water skin, a tinder box, a set of lock picking tools, 50 feet (15.2 m) of rope, grappling hook, 5 iron spikes, a small hammer, and a pocket mirror.

**Money:** 96 gold pieces.

# Ramius

Ramius was born in a large farming community. When he came of age, he decided to join the army and see the world. Unfortunately, he was taken prisoner after a battle and enslaved soon afterward. However, Ramius was freed when war broke out and the slaves of the kingdom were offered their freedom if they would take up arms and join the army. Ramius has decided to avoid going back to his homeland until some time passes and his embarrassing period of slavery is forgotten, so he has been serving as a mercenary and/or soldier ever since, awaiting the chance to return home.

**Race:** Wolfen.

**Alignment:** Anarchist.

**Attributes:** I.Q. 9, M.E. 11, M.A. 12, P.S. 22, P.P. 10, P.E. 21, P.B. 8, Spd 16.

**Disposition:** Ramius is generally courteous and friendly on the surface (even if he plans on abandoning or betraying a comrade).

**Experience Level:** 3rd level Soldier.

**Hit Points:** 31

**S.D.C.:** 30

**P.P.E.:** 12

**Age:** 22

**Height:** 9 feet, 1 inch (2.77 m).

**Weight:** 329 lbs (148 kg).

**Natural Racial Abilities:** Nightvision 40 feet (12.2 m), keen senses of hearing and smell (see Palladium RPG, pages 311-312, for details).

**Skills of Note:** Speaks Wolfen 98%, Western, Goblely and Elven each at 60%, Southern 50%; Literate in Wolfen 50%, Climb/Scale Walls 55/50%, Detect Ambush 45%, Forced March, Intelligence 43%, Land Navigation 38%, Military Etiquette 65%, Recognize Weapon Quality 45%, Swim 50%, Wilderness Survival 40%, Body Building.

**Weapon Proficiencies:** Sword (+2 to strike, +1 to parry), Knife (+1 to strike, +2 to parry or throw), Spear (+2 to strike or parry, +1 to throw), Shield (+2 to parry).

**Hand to Hand Combat:** Martial Arts.

**Attacks per Melee Round:** Three.

**Bonuses:** +1 on initiative, +2 to strike, +3 to parry and dodge, +3 to roll with punch or fall, +4 to pull punch, +7 to damage, disarm, kick attacks, +4 to save vs Horror Factor, +3 to save vs magic/poison, +12% to save vs coma/death.

**Armor:** Chain mail (A.R. 14, S.D.C. 44).

**Weapons:** Long spear (3D6 damage), bastard sword (3D6+2 damage), dagger (1D6 damage), small wood & leather shield (15 S.D.C.).

**Equipment:** Uniform, set of civilian clothing, boots, a pair of gloves, belt, bedroll, backpack, 2 small sacks, a water skin, a tinder box, and 2 weeks' worth of food rations.

**Money:** 99 gold pieces.

# Charakk

Charakk was born in a small town in the wilderness. Unpopular with the townspeople, Charakk was sold off to some recruiters for the gladiatorial games. After Charakk nearly killed one of his overseers, his masters sold him into slavery. However, after distinguishing himself one particularly noteworthy battle, Charakk was granted his freedom and has been a traveling freelancer ever since.

**Race:** Ogre.

**Alignment:** Miscreant.

**Attributes:** I.Q. 8, M.E. 11, M.A. 10, P.S. 18, P.P. 11, P.E. 17, P.B. 5, Spd 6.

**Disposition:** Charakk seems to think that size and might make right, and can be very overbearing until someone trounces him.

**Experience Level:** 3rd level Gladiator.

**Hit Points:** 27

**S.D.C.:** 30

**P.P.E.:** 12

**Age:** 27

**Height:** 7 feet, 5 inches (2.26 m).

**Weight:** 385 lbs (173 kg).

**Natural Racial Abilities:** Nightvision 40 feet (12.2 m), excellent day vision (see Palladium RPG, pages 304-306 for details).

**Skills of Note:** Speaks Gobblely at 98%, Western and Wolfen at 60%, Southern at 50%; Animal Husbandry 55%, Climb/Scale Walls 50/45%, Concealment 28%, Dance 50%, Disguise 45%, Falconry 50%, Imitate Voices & Impersonation 48/28%, Recognize Weapon Quality 65%, Sign Language 45%, Streetwise 34%, Swim 50%.

**Weapon Proficiencies:** Spear (+2 to strike or parry, +1 to throw), Sword (+2 to strike, +1 to parry), Forked Weapons (+2 to strike or parry), Net (+1 to strike, parry, or entangle), Shield (+2 to parry), Paired Weapons.

**Hand to Hand Combat:** Gladiator.

**Attacks per Melee Round:** Three.

**Bonuses:** +1 to strike, +1 to parry, +2 to roll with punch or fall, +3 to pull punch, +5 to damage, dis-

arm on 19-20, +1 to save vs magic/poison, +2 to save vs Horror Factor, +5% to save vs coma/death.

**Armor:** Half scale mail (A.R. 11, S.D.C. 35) and helmet.

**Weapons:** Trident (Kobold-made, 3D6+4 damage) with metal net, Short sword (3D4 damage), cestus (+2 to damage), small iron shield (25 S.D.C.).

**Equipment:** Two sets of street clothing, three sets of arena costumes, boots, a pair of gloves, belt, bedroll, backpack, shoulder bag, a water skin, and a tinder box.

**Money:** 61 gold pieces.

# Arktros

After leaving the monastery where he was trained, Arktros has traveled the world to experience its beauty and wonders. His travels have ultimately led him to many places in the Palladium World.

**Race:** Human.

**Alignment:** Player's choice.

**Attributes:** I.Q. 11, M.E. 13, M.A. 13, P.S. 12, P.P. 15, P.E. 13, P.B. 15, Spd 15.

**Disposition:** Player's choice.

**Experience Level:** 5th level Warrior Monk.

**Hit Points:** 33

**S.D.C.:** 26

**P.P.E.:** 51

**Height:** 6 feet, 3 inches (1.91 m).

**Weight:** 192 lbs (86 kg).

**Special Abilities:** 1. Stick Fighting (Palladium RPG, page 72).

2. Spirit Strike (Palladium RPG, page 72).

3. Temple Skills: Begging 32%, Fasting 52%, Deep Meditation 44%.

4. Recovers I.S.P. at 3x normal rate.

**Skills of Note:** Speaks Eastern at 98%, Dwarven and Western at 80%, Northern at 60%; Literate in Eastern at 65%; Climbing 70/65%, Cook 50%, Holistic Medicine 55/45%, Land Navigation 61%; Lore: Demons & Monsters 55%, Religion 65%; Mathematics: Basic 75%, Play Musical Instrument 65%, Prowl 35%, Sew 60%, Sign Language 50%, Skin/Prepare Animal Hides 50%, Swim 70%, Track & Trap Animals 35/45%, Wilderness Survival 65%.

**Weapon Proficiencies:** Spear (+3 to strike or parry, +1 to throw), Staff (+2 to strike or parry, +1 to throw), Shield (+1 to strike, +2 to parry), Targeting (+4 to strike).

**Hand to Hand Combat:** Martial Arts.

**Attacks per Melee Round:** Four.

**Bonuses:** +2 to strike, +3 to parry and dodge, +3 to roll with punch or fall, +3 to pull punch, disarm, 6 kick attacks, +2 to save vs Horror Factor, +1 to save vs disease, +1 to save vs illusions & mind control, +4 to save vs possession.

**Armor:** Soft leather (A.R. 10, S.D.C. 20).

**Weapons:** Magical spear (indestructible; 2D6 damage), dagger (1D6 damage), small iron shield (28 S.D.C.).

**Equipment:** A set of traveling clothes (including a hooded robe), a ceremonial robe, sandals, belt, bedroll, backpack, a large satchel, 4 small sacks, a water skin, a symbol of the Church of Light, a wooden cross, 6 wooden spikes, a small mallet, 30 feet (9 m) of rope, 3 vials of holy water, a small mirror, a tinder box, and food rations for 2 weeks.

**Money:** 49 gold pieces.

# Pheabod

Primarily at home in forests, Pheabod has braved the journey to cities to better understand the minds of people who come to visit and/or settle in the areas that he cares for and protects.

**Race:** Human.

**Alignment:** Player's choice.

**Attributes:** I.Q. 13, M.E. 13, M.A. 15, P.S. 13, P.P. 14, P.E. 14, P.B. 9, Spd 12.

**Disposition:** Player's choice.

**Experience Level:** 5th level Druid.

**Hit Points:** 35

**S.D.C.:** 2

**P.P.E.:** 45

**Height:** 5 feet, 9 inches (1.75 m).

**Weight:** 156 lbs (70 kg).

**Druidic Powers (Palladium RPG, pages 75-76):** 1.

Secret Writing: Oghrune 70%, Regional Geography & History 60%, Knowledge of Sacred Sites 55%, Recognize Enchantment on Animals 55%, Level of Spell Control 35%.

2. Druid Versification 50%.

3. Druid Astronomy 40%, Weather Identification 40%.

4. Prophecy 40%.

5. Spells granted: Chameleon (6), Control the Beasts (18), Extinguish Fire (4), Faerie Speak (5), Familiar Link (55), Globe of Daylight (2), Healing Wounds (10), Negate Poisons/Toxins (5), Repel Animals (7).

**Skills of Note:** Speaks Eastern at 98%, Northern and Dwarven at 80%, Southern at 60%; Literate in Eastern at 60%; Animal Husbandry 75%, Anthropology 50%, Astronomy & Navigation 65%, Athletics, Botany 65%, Camouflage 40%, Climbing 50/45%, Detect Concealment 45%, Falconry 50%, First Aid 65%, Fishing 50%, History 70%, Intelligence 46%, Land Navigation 61%, Lore: Faerie Folk 65%, Demons & Monsters 55%, Religion 45%; Mathematics: Basic 85%, Recognize & Use Poison 24/16%, Sing 60%, Wilderness Survival 70%.

**Weapon Proficiencies:** Staff (+2 to strike or parry, +1 to throw).

**Hand to Hand Combat:** Basic.

**Attacks per Melee Round:** Three physical or by magic.

**Bonuses:** +1 to strike, +2 to parry and dodge, +2 to roll with punch or fall, +2 to pull punch, 2 kick attacks, +1 to save vs magic, +4 to save vs Horror Factor, +2 to save vs disease.

**Armor:** Soft leather (A.R. 10, S.D.C. 20).

**Weapons:** Quarterstaff (2D6 damage), magical stone dagger (1D6 normal damage, tripled to demons or Deevils).

**Equipment:** A set of traveling clothes (including a hooded robe), a ceremonial white robe, moccasins, a pair of soft leather gloves, belt, bedroll, backpack, a large satchel, 4 small sacks, a water skin, a sprig of mistletoe, a clove of garlic, a silver cross, 8 wooden spikes, a small mallet, 30 feet (9 m) of rope, a small mirror, a tinder box, and food rations for 2 weeks.

**Money:** 81 gold pieces.

# Kandos Faufman

Kandos Faufman runs a ward selling business that has yet to turn a profit. For the present, Kandos continues to travel and refine his craft so that someday his fortune will be made.

**Race:** Human.

**Alignment:** Player's choice.

**Attributes:** I.Q. 17, M.E. 12, M.A. 13, P.S. 10, P.P. 10, P.E. 16, P.B. 14, Spd 14.

**Disposition:** Player's choice.

**Experience Level:** 4th level Diabolist.

**Hit Points:** 27

**S.D.C.:** 11

**P.P.E.:** 70

**Height:** 6 feet (1.83 m).

**Weight:** 177 lbs (80 kg).

**Diabolist Abilities:** 1. Knows all power words & symbols.

2. Literacy: Runes 92%.
3. Recognize & Understand Circles 34%.
4. Use Magic Circles 45%.
5. Identify Energized Wards 40%.
6. Recognize Enchantment 35%.
7. Recognize Magic 35%.

**Skills of Note:** Speaks Eastern at 98%, Elven, Gintese and Western at 78%, Northern at 55%; Literate in Elven at 98%, Eastern and Southern at 68%; Athletics, Biology 48%, First Aid 48%, Forgery 38%, Heraldry 33/38%, Lore: Magic 55/45/40%, Masonry 48%, Mathematics: Basic 88%, Advanced 73%, Prowl 28%, Rope Works 48%, Sculpting & Whittling 68%, Writing 53%.

**Weapon Proficiencies:** Knife (+2 to strike or parry, +1 to throw), Staff (+2 to strike, +1 to parry), Archery (+2 to strike, Rate of fire = 4).

**Hand to Hand Combat:** Basic.

**Attacks per Melee Round:** Three physical or by magic.

**Bonuses:** +2 to parry and dodge, +3 to roll with punch or fall, +2 to pull punch, 2 kick attacks (Karate style kick for 2D4 damage, or snap kick for 1D6 damage), +1 to save vs poison, +4% to save vs coma/

death, +2 to save vs magic, +3 to save vs Horror Factor.

**Armor:** Soft leather (A.R. 10, S.D.C. 20).

**Weapons:** Quarterstaff (2D6 damage), dagger (1D6 damage).

**Magic Items:** Ward arsenal: 6 prepared wards with up to 3 components each (Player's choice, excluding Permanence; Palladium RPG, pages 120-131).

**Equipment:** 2 sets of clothing, a cape, boots, a pair of soft leather gloves, belt, bedroll, backpack, a large satchel, 2 medium sacks, 5 small sacks, a water skin, 6 glass vials with cork tops, 4 candles, a pound of bee's wax, 8 ounces (227 g) of clear wax, 9 ounces (255 g) of gold dust, 9 ounces (255 g) of silver dust, 10 ounces (283 g) of sawdust, 14 sheets of parchment paper, a 100 page notebook (of parchment), 3 crow-quill pens, 2 bottles of ink, 8 paintbrushes (of various sizes), 3 small mixing bowls, a small brazier, 1 stick of graphite, 1 stick of chalk, 2 candles, 2 whittling knives, a set of wood-carving knives, grinding tools, a small mirror, and a tinder box.

**Money:** 111 gold pieces.

# Urry

Urry was born to a peasant family in the Eastern Territory. When he was young, his family indentured him off to a troupe of traveling entertainers, who taught Urry the skill of tumbling. Urry has since been a traveling entertainer himself – first with the troupe, then on his own after the troupe broke up.

**Race:** Human.

**Alignment:** Scrupulous.

**Attributes:** I.Q. 11, M.E. 8, M.A. 14, P.S. 17, P.P. 16, P.E. 11, P.B. 12, Spd 24.

**Disposition:** Urry is a cocky and overconfident wild man who is not afraid to take risks.

**Experience Level:** 2nd level Tumbler.

**Hit Points:** 23

**S.D.C.:** 35

**P.P.E.:** 12

**Age:** 18

**Height:** 5 feet, 10 inches (1.78 m).

**Weight:** 162 lbs (73 kg).

**Special Skill:** Tumbling: Back-Flip (+5 to dodge), Body Block 78%, Body Throw, Leap (5 feet/1.5 m long, 4 feet/1.2 m high), Pole Vault (10 feet/3 m high) 80%, Stilt Walk 80%.

**Skills of Note:** Speaks Eastern at 98%, Southern at 65%, Elven and Giantese at 55%; Literate in Eastern at 45%; Animal Husbandry 40%, Body Building, Boxing, Climb/Scale Walls 55/50%, Dance 50%, Escape Artist 40%, First aid 41%, Gemology 30%, Lore: Faerie Folk 30%, Pick Pockets 35%, Prowl 35%, Rope Works 35%, Running, Sign Language 35%, Streetwise 28%.

**Weapon Proficiencies:** Sword (+1 to strike or parry), Knife (+1 to strike, parry, or throw), Net (+1 to strike, parry, or entangle), Grappling Hook.

**Hand to Hand Combat:** Expert.

**Attacks per Melee Round:** Three.

**Bonuses:** +1 to strike, +6 to parry and dodge, +4 to damage, +3 to roll with punch or fall, +2 to pull punch.

**Armor:** Half suit of studded leather (A.R. 9, S.D.C. 30).

**Weapons:** Grappling hook with 30 feet (9.1 m) of rope, scimitar (2D6 damage), 2 daggers (1D6 damage each).

**Equipment:** One full set of street clothing (complete with cape, jacket, shirt, leggings, belt, and boots), two performing costumes (one brightly colored and the other of light grey, for night performances), well-fitting leather gloves, 200 feet (61 m) of rope, backpack, sleeping roll, and purse.

**Money:** 104 gold pieces.



# Nian Mosekiner

Nian was born to a peasant family in the Land of the South Winds. When he was a boy, his family indentured him off to a traveling Prestidigitator. After serving his apprenticeship, Nian struck off on his own to find his fortune.

**Race:** Human.

**Alignment:** Unprincipled.

**Attributes:** I.Q. 12, M.E. 14, M.A. 13, P.S. 12, P.P. 12, P.E. 11, P.B. 14, Spd 17.

**Disposition:** Nian can be a quick-tempered hothead, but is basically a nice guy.

**Experience Level:** 2nd level Prestidigitator.

**Hit Points:** 14

**S.D.C.:** 26

**P.P.E.:** 7

**Age:** 25

**Height:** 5 feet, 8 inches (1.72 m).

**Weight:** 150 lbs (68 kg).

**Special Skill:** Recognize “real” magic and enchantment 26%.

**Skills of Note:** Speaks Southern at 98%, Dwarven and Elven at 60%, Faerie at 55%; Literate in Southern at 45%; Body Building, Boxing, Card Shark 47%, Concealment 39%, Escape Artist 45%, Forgery 30%, Horsemanship: General 40/25%, Imitate Voices & Impersonation 45/25%, Juggling 70%, Locate Secret Compartments/Doors 50%, Palming 45%, Pick Locks 50%, Pick Pockets 50%, Prowl 30%, Streetwise 34%, Track Humanoids 35%, Wilderness Survival 35%, Writing 35%.

**Weapon Proficiencies:** Staff (+1 to strike or parry), Knife (+1 to strike, parry, or throw), Grappling Hook, Paired Weapons.

**Hand to Hand Combat:** Basic.

**Attacks per Melee Round:** Three.

**Bonuses:** +1 on initiative, +4 to parry and dodge, +3 to roll with punch or fall, +2 to pull punch, +1 to save vs illusions.

**Armor:** Soft leather (A.R. 10, S.D.C. 20).

**Weapons:** Quarterstaff (2D6 damage), 2 daggers (1D6 damage each).

**Equipment:** One full set of street clothing (complete with cape, jacket, shirt, leggings, belt, and boots), two performing costumes (one plain and one fancy), well-fitting leather gloves, 200 feet (61 m) of rope, backpack, bedroll, purse, three small sacks, one large sack, tinder box, and a water skin. Also has Tools of the trade: A set of 10 large coins, 8 eggs filled with smoke/flash powder, six brightly colored scarves, 4 sets of playing cards (3 normal, one marked), 2 sets of shells & peas (for the shell game), a set of lock picking tools, and a bell (for signaling); and a Special Prop: An Escape Artist Kit.

**Money:** 85 gold pieces.

# Natalya

Natalya is a girl who learned magic from her father (who used to be a duke's Court Wizard). After serving her apprenticeship, she left court life to travel and see the world and eventually found her way here.

**Race:** Human.

**Alignment:** Player's choice.

**Attributes:** I.Q. 10, M.E. 14, M.A. 13, P.S. 7, P.P. 20, P.E. 19, P.B. 10, Spd 14.

**Disposition:** Player's choice.

**Experience Level:** 5th level Wizard.

**Hit Points:** 38

**S.D.C.:** 5

**P.P.E.:** 187

**Height:** 5 feet, 5 inches (1.65 m).

**Weight:** 115 lbs (52 kg).

**Magic Abilities:** 1. Recognize Enchantment 50%, Recognize Magic 35%.

2. Enchanted Cauldron 32%.

3. Convert Magic Scrolls 16%.

4. Can See & Use Ley Lines, Ley Line Drifting, Ley Line Rejuvenation.

5. Knows the following spells: Armor of Ithan (10), Blinding Flash (1), Chameleon (6), Climb (3), Cloud of Slumber (4), Cloud of Smoke (2), Death Trance (1), Decipher Magic (4), Detect Concealment (6), Energy Field (10), Extinguish Fire (4), Fire Bolt (10), Float in Air (5), Globe of Daylight (2), Horrific Illusion (10), Mystic Alarm (5), See Aura (6), Sense Evil (4), Sense Magic (2), Shadow Meld (10), Telekinesis (8), Tongues (12), Weightlessness (6).

**Psionic Abilities:** Save vs psionic attack at 12 or higher. Considered a Minor Psychic. Knows the following psionic powers: Astral Projection (8), Telekinetic Leap (8).

**I.S.P.:** 46

**Skills of Note:** Speaks Eastern at 98%, Elven and Northern at 80%; Literate in Eastern and Elven at 70%; Archaeology 50%, Dowsing 40%, Escape Artist 50%, First Aid 50%, Fishing 50%, Holistic Medicine 45/35%, Horsemanship: General 55/40%; Lore: Demons & Monsters 45%, Geomancy & Ley

Lines 60%, Magic 66/55/50%; Mathematics: Basic 85%, Public Speaking 55%, Sew 50%, Sing 45%, Wilderness Survival 50%.

**Weapon Proficiencies:** Knife (+2 to strike, parry, or throw), Archery (+2 to strike, rate of fire = 5).

**Hand to Hand Combat:** Basic.

**Attacks per Melee Round:** Three physical or by magic.

**Bonuses:** +4 to strike, +5 to parry and dodge, +2 to roll with punch or fall, +2 to pull punch, 2 kick attacks, +3 to save vs magic, +2 to save vs poison, +8% to save vs coma/death, +2 to Spell Strength, +4 to save vs Horror Factor.

**Armor:** Quilt armor (A.R. 8, S.D.C. 15).

**Weapons:** Knife (1D6 damage), short bow & 11 arrows (1D6 damage each).

**Equipment:** 2 sets of clothing, a hooded cloak, boots, a pair of soft leather gloves, belt, bedroll, backpack, a large purse, 2 small sacks, a water skin, 8 sheets of parchment paper, a 100 page notebook, 3 crow-quill pens, 2 bottles of ink (1 black, 1 red), 3 sticks of graphite, 3 sticks of chalk, 3 candles, a wooden cross, a small mirror, and a tinder box.

Magic: 10 feet (3 m) of Cherubot rope.

**Money:** 243 gold pieces.

# Jannara the Fair

Lady Jannara left her tribe of Elves to find fortune and adventure. She was once betrothed to a noble but left him rather than be tied down to one person or place.

**Race:** Elf.

**Alignment:** Player's choice.

**Attributes:** I.Q. 13, M.E. 11, M.A. 8, P.S. 10, P.P. 11, P.E. 8, P.B. 16, Spd 14.

**Disposition:** Player's choice.

**Experience Level:** 4th level Warlock.

**Hit Points:** 20

**S.D.C.:** 6

**P.P.E.:** 104

**Height:** 6 feet, 4 inches (1.93 m).

**Weight:** 140 lbs (63 kg).

**Natural Racial Abilities:** Nightvision 60 feet (18.3 m).

**Warlock Powers (Palladium RPG, pages 108-111):**

1. Speak Elemental 92%, Sense Elementals 40%, Summon Elementals 20%.

2. Brotherhood with Elementals.

3. Sense Nature of Life Sign (Air): Can tell the direction of the wind & accurately tell/sense time by observing the heavens 74%. Can also sense the coming of rain, snow, hail, lightning, wind storms, Ley Line Storms, and other atmospheric disturbances and can also sense impurities in the air (soot and ash from fire, pollution, gas, etc.) and know if the contaminants are harmful, all at 45%.

4. Instinctively knows Astronomy at 65% and can hold breath up to 10 minutes.

5. Knows the following spells: Air Bubble (10), Ball Lightning (15), Breathe Without Air (3), Call Lightning (10), Change Wind Direction (6), Cloud of Steam (4), Create Air (6), Create Light (2), Dissipate Gases (15), Freeze Water (10), Walk the Wind (10).

**Skills of Note:** Speaks Elven at 98%, Eastern and Gobblely at 65%; Literate in Elven at 55%; Disguise 45%, First Aid 45%, Holistic Medicine 45/35%, Horsemanship: General 50/35%, Land Navigation 52%; Lore: Demons & Monsters 50%, Faerie Folk

55%, Religion 40%; Mathematics: Basic 60%, Advanced 60%; Play Musical Instrument 50%, Prowl 40%, Track & Trap Animals 35/40%, Wilderness Survival 55%.

**Weapon Proficiencies:** Sword (+2 to strike or parry, +1 to throw).

**Hand to Hand Combat:** Basic.

**Attacks per Melee Round:** Three physical or by magic.

**Bonuses:** +2 to parry and dodge, +2 to roll with punch or fall, +2 to pull punch, 2 kick attacks, 30% to charm/impress, +2 to save vs Horror Factor (+6 against elemental beings), +1 to save vs magic, +1 to save vs possession, +1 to Spell Strength.

**Armor:** Soft leather (A.R. 10, S.D.C. 20).

**Weapons:** Broadsword (magical; +2 to strike & parry, 2D4+3 damage), dagger (1D6 damage).

**Magic Item:** Amulet of Charismatic Aura – Increases Jannara's Physical Beauty (P.B.) by 8, increasing her ability to charm and impress everyone around her (in a 60 foot/18.3 m radius). Works at 12<sup>th</sup> level proficiency. Costs 5 P.P.E. per use.

**Equipment:** Two sets of clothing, a white hooded robe, bedroll, backpack, a large sack, 4 small sacks, a water skin, a tinder box, 2 candles, a wooden cross, a small mirror, 3 sticks of charcoal, and 3 symbols representing the Element of Air.

**Money:** 190 gold pieces.

# Kernan Drevag

Kernan Drevag was part of a family of Changelings who came to the Northern Wilderness for safety. They felt that by avoiding the more densely populated lands, their secret would be less likely to be uncovered. Getting the wanderlust, Kernan left his family to see more of the world and eventually fell in with a wandering Fire Warlock. The two became fast friends and adventured together. After one adventure, Kernan was seriously wounded and lost consciousness, turning back into his true Changeling form. The Warlock not only accepted Kernan as a Changeling but even nursed him back to health. This impressed Kernan so much that he decided to follow in his friend's path and become a Warlock as well. Kernan Drevag now roams the world as a human Warlock for hire.

**Race:** Changeling (currently passing for human).

**Alignment:** Unprincipled.

**Attributes:** I.Q. 15, M.E. 19, M.A. 21, P.S. 10, P.P. 8, P.E. 9, P.B. 6, Spd 6.

**Disposition:** Kernan is very cautious. He has had too many incidents where his so-called friends turned on him the moment they learned he was a Changeling.

**Experience Level:** 3rd level Air Warlock.

**Hit Points:** 17

**S.D.C.:** 4

**P.P.E.:** 106

**Age:** 158

**Height:** 7 feet (2.1 m) tall as a Changeling; currently passing himself off as 5 feet, 9 inches (1.75 m).

**Weight:** 210 lbs (95 kg).

**Natural Racial Abilities:** Shape changing ability (see Palladium RPG, page 309, for details).

**Warlock Powers:** 1. Speak Elemental 92%, Sense Elementals 35%, Summon Elementals 15%.

2. Brotherhood with Elementals.

3. Sense Nature of Life Sign (Air): Can tell the direction of the wind & accurately tell/sense time by observing the heavens 70%. Can also sense the coming of rain, snow, hail, lightning, wind storms, Ley Line Storms, and other atmospheric disturbances and can also sense impurities in the air (soot and

ash from fire, pollution, gas, etc.) and know if the contaminants are harmful, all at 40%.

4. Instinctively knows Astronomy at 65% and can hold breath up to 10 minutes.

5. Knows the following spells: Air Bubble (10), Breathe Without Air (3), Call Lightning (10), Change Wind Direction (6), Cloud of Steam (4), Create Air (6), Create Light (2), Miasma (7), Walk the Wind (10).

**Psionics:** Kernan possesses Minor Psionics. Knows the following powers: Presence Sense (4), Telepathy (6).

**I.S.P.:** 27

**Skills of Note:** Speaks Elven at 98%, Northern and Wolfen at 60%, Eastern at 50%; Literate in Elven at 50%; Escape Artist 40%, First Aid 40%, Horsemanship: General 45/30%, Identify Plants & Fruit 40%, Land Navigation 48%; Lore: Demons & Monsters 45%, Faerie Folk 40%; Mathematics: Basic 65%, Sign Language 35%, Wilderness Survival 50%, W.P. Archery (+1 to strike, rate of fire = 4), W.P. Knife (+1 to strike, +2 to parry or throw).

**Hand to Hand Combat:** Expert.

**Attacks per Melee Round:** Four physical or by psionics.

**Bonuses:** +2 to strike, +3 to parry and dodge, +2 to roll with punch or fall, +2 to pull punch, +4 to save vs Horror Factor (+6 against elemental beings), +1 to save vs magic, +1 to save vs possession, +1 to Spell Strength, +2 to save vs psionics, +2 to save vs insanity, +2 to save vs telepathic probes and mind control, 65% to inspire trust/intimidate.

**Armor:** Soft leather (A.R. 10, S.D.C. 20).

**Weapons:** Crossbow with case of 12 bolts (1D6 damage each), dagger (1D6 damage).

**Equipment:** Two sets of clothing, a white, hooded robe, bedroll, backpack, a large sack, 4 small sacks, a water skin, a tinder box, 2 candles, a wooden cross, a small mirror, and a symbol representing the Element of Air.

**Money:** 90 gold pieces.