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%

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.							



Game Master Reference Sheet

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econd Edition

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.

Quick Page Reference:

Optional Damage rules: Page 20 Insanity Rules/Tables: Page 25 Combat Rules: Page 43

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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	s: 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%

Play Musical Instrument 25 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

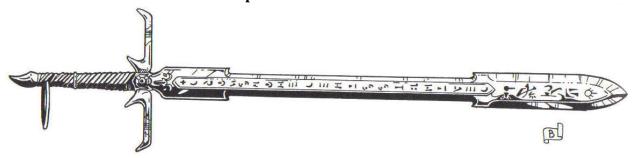
Art 35%+5%
Breed Dogs 40%/20%+5%
Gemology 25%+5%
General Repair and Maintenance 35%+5%
History 30%+5%
Language 40%+5%
Literacy 30%+5%
Lore: Demons and Monsters 25%+5%
Lore: Geomancy or Ley Lines 25%+5%
Lore: Magic 25%/15%/10%+5%
Lore: Religion 30%+5%
Masonry 30%+5%
Rope Works 30%+5%
Sailing 35%/20%+5%

Wilderness Skills

Sculpting and Whittling 30%+5%

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, 78, 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

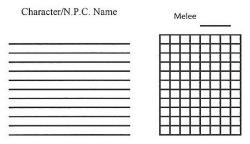
The Palladium Fantasy RPG Combat Matrix is a combination chart for keeping track of individual attacks, the number of melees, and a quick reference tool for the game master. Combat is somewhat inevitable in most games and keeping all the information organized can be a daunting task to newer game masters.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



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

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.



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.







Character/N.P.C. Name	Initiative Roll	Horror Factor Save	Magic Psion Save Sav		Prowl	Detect Detect Ambush Concealment	Locate Secret Compartments/Doors
Character/N.P.C. Name	Melee	Melee	Melee	Melee	Melee	Melee	Melee
	Melee	Melee	Melee	Melee	Melee	Melee	Melee
	Melee	Melee	Melee	Melee	Melee	Melee	Melee

Protection Circles

Circle Name		P.P.E.	Time to create	Components	Bonuses	Page #
Protection Circle: Simple	\mathcal{K}	35	5 minutes	Chalk or white or clear wax	+1 on all saving throws	138
Protection Circle: superior	SEALED WASSEL	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	Co Community	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	X	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	Communicates &	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	AND COMPONENTS	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	conference 12	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)	V A A STANCE	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	V A SEALED	120	15 - 20 minutes	Drawn with holy water or blessed ink using the quill of an angel feather and sealed with the circler makers blood.	+5 vs Horror Factor, insanity, possession, and psionics.	140
Protection from the Undead	V X	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	V X	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:						

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

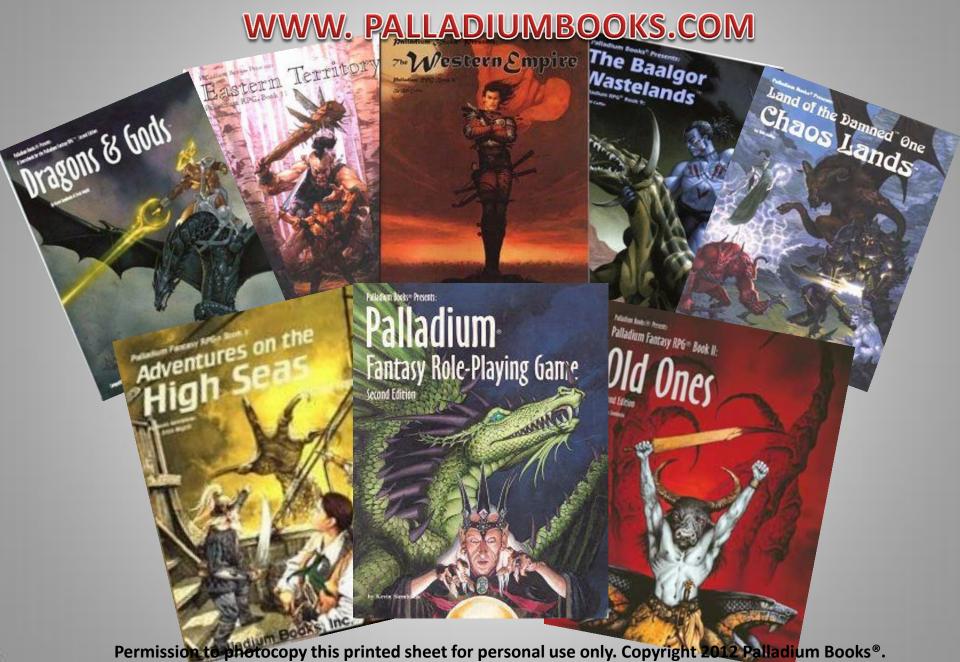
Summoner Component List

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		Powedered 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		Saphire		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 deevil 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	(A) (A)	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	P ₄	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	14	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	0 40	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 Permission to ph	30 - 60 minutes otocopy this printed she	Drawn in any substance, but the complete horn of a unicorn must be saturated in flammable oil and burned completely. Burns for 6D6 minutes. et for personal use only. Copyright 2012 Palladium Books®.	Special	155

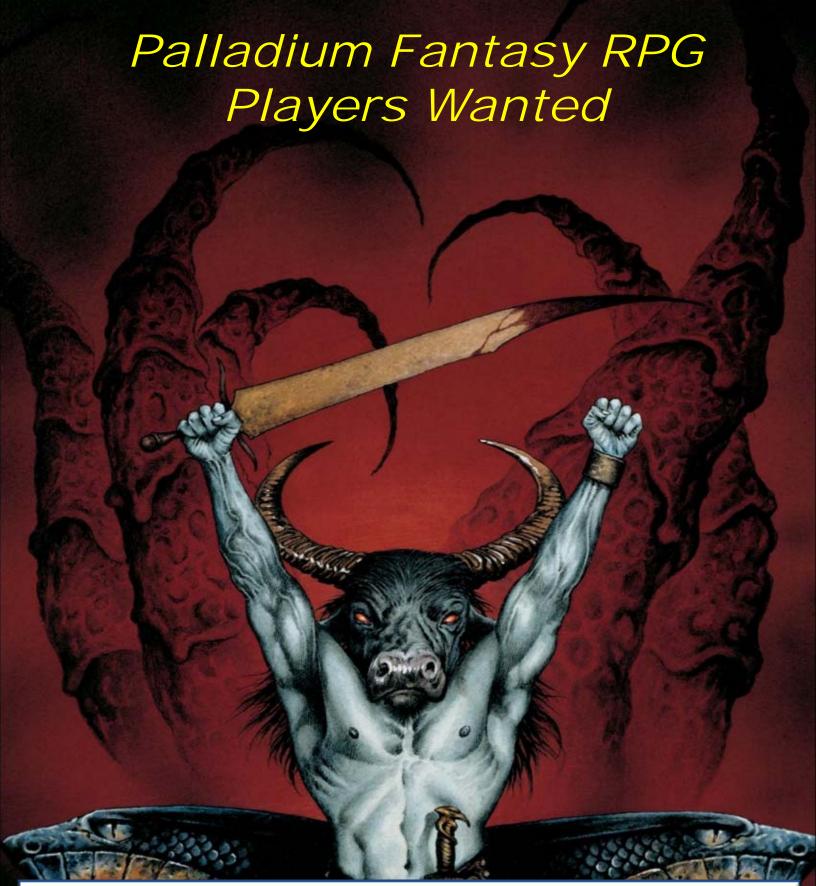
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PALLADIUM FANTASY RPG® CHARACTER SHEET RACE: NAME: TRUE NAME: ALIGNMENT: # of Attacks: Innitiative: + Damage: +_ Strike: + HIT POINTS: .D.C.(PHYSICAL): Dodge: + PARRY: + - EXPERIENCE LEVEL: Points: SAVING THROWS Roll: +__ RESTR. PUNCH: LIFESPAN: I.O.: AGE: SAVE VS. SPELL/WARD: POWER PUNCH: PUNCH:_ M.E.: Sex: SAVE VS. FUME/RITUAL: LEAP KICK: Kick: SAVE VS. PSIONICS: KNOCK OUT: **M.A.:** Height: Weight: SAVE VS. TOXINS/POISONS: CRITICAL: 20 P.S.: LAND OF ORIGIN: SAVE VS. HARMFUL DRUGS: DEATH:_ **ENVIRONMENT:** - P.P.: SAVE VS. INSANITY: FLIP: % **P.E.:** SOCIAL/FAMILY BACKGROUND: SAVE VS. Possession: LEAP: $FT. \rightarrow$ **IBS. P.B.**: RACIAL HOSTILITIES: Lift: LBS. CARRY: SAVE VS. HORROR FACTOR: + DISPOSITION: SPD.: SAVE VS. COMA/DEATH: % THROW(MAX): FT. _мрн (Мах)__ Perception Rolls: Run: _MELEES .FT/ATTACK .FT/MELEE ___ **INSANITY (IF ANY):** DAMAGE RECORD _мрн (Мах)_ _MELEES % CHARM/IMPRESS: INVOKE TRUST/INTIMIDATE: FT/ATTACK _FT/MELEE __ .D.C.:_ **SKILLS** +%/LVL. % SECONDARY SKILLS HIT POINTS: I.S.P.:__ Сні:__ P.P.E.:_ O.C.C. SKILLS +%/LVL. % 98 NATIVE LANGUAGE: Speak (+___%):_ DAMAGE/ RATE RANGE DAMAGE WEAPONS WEAPON PROFICIENCIES PARRY/ RANGE Armor: A.R.: □.D.C.:_ Weight: PROWL PENALTY:-_

P.P.E.:

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		Salary:
		VALUABLES:

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CONCEALMENT (+14%)											
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PICK LOCKS (+15%) 5											
Prowl (+10%) 5											
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PSIONICS I.S.P. Sensitive	HEALING I.S.P.		ACTER HISTORY		DIABOLIST	TITTE
☐ ASTRAL PROJECTION 8	☐ ATTACK DISEASE 12			KNOWL	EDGE & ABI Skills	LITIES
☐ CLAIRVOYANCE 4 ☐ COMMUNE W/ANIMALS 6				LITERACY: RUNES	SKILLS	1
☐ COMMUNE WITH SPIRITS 8	☐ DETECT PSIONICS 6			RECOGNIZE/UNDERST	TAND CIRCLES	4 /
☐ DISPEL SPIRITS 10	☐ Exorcism 10			USE MAGIC CIRCLES		5
□ EMPATHY 4	☐ HEALING TOUCH 6 ☐ INCREASED HEALING 10			IDENTIFY ENERGIZED		_5
☐ MEDITATION 0 ☐ MIND BLOCK 4	☐ INDUCE SLEEP 4			RECOGNIZE ENCHAN	TMENT	_5
☐ OBJECT READ 6	☐ LUST FOR LIFE 15			RECOGNIZE MAGIC		_5
☐ Presence Sense 4	PSYCHIC DIAGNOSIS 4 PSYCHIC PURIFICATION 8			Mystic Symbology Knows All Power		
☐ SEE AURA 6	PSYCHIC SURGERY 14	L		Number of War		DASES THAT CA
☐ SEE THE INVISIBLE 4 ☐ SENSE DIMEN. ANOMOLY 6	☐ RESIST FATIGUE 4		Contacts	BE ENERGIZED PE		ASES THAT CA
☐ SENSE EVIL 2	☐ SUPPRESS FEAR 8 ☐ TRANSFER I.S.P. 4+	NAME: OCCUPATION		ALL WARDS REQUI		NT FACH, EXCEPT
☐ SENSE MAGIC 3		TVAINE.	TTOTES	1 1), AND PERMANEN	
☐ SIXTH SENSE 2	DULLA	NAME: OCCUPATION	Notes:	WARDS MAY BE AC		
☐ SPEED READING 2 ☐ TELEPATHY 4	ADVANCED TRANCE STATE 10 BIO-MANIPULATION 10		1101250	P.P.E. THE ACTI	ION EQUALS ONE	MELEE ATTACK.
☐ TOTAL RECALL 2	BIO-REGEN. (SUPER) 20	NAME: OCCUPATION	Notes:	WARDS MAY BE DEA		
_	☐ CATATONIC STRIKE 40	TYAME: GCCOTATION	110125.	5 P.P.E. (10 P.	P.E. FOR THE PO	OWER WARD).
PHYSICAL	CAUSE INSANITY 30	NAME: OCCUPATION	Notes:	WARDS	Co	MPONENTS
☐ ALTER AURA 2 ☐ DEATH TRANCE 1		TYAME. OCCUPATION	TOTES:	AREA AFFECT		LISTS OWN BLOO
☐ ECTOPLASM (VARIES)	D D D	NAME: OCCUPATION	Notes:	INFLICT PERMANENCE		.WDUST OR WOO N/DEMON/GOD BON
☐ Float 8	GROUP MIND BLOCK 22	TYAME. OCCUPATION	TOTES:	Power	Hydra to	OTH/UNICORN HOR
☐ IMPERVIOUS TO COLD 2	HYDROKINESIS (VARIES) HYPNOTIC SUGGESTION 6	NAME: OCCUPATION	Notes:	PROTECTION BY INFLI PROTECTION FROM		WDUST OR WOO BEESWA
☐ IMPERVIOUS TO FIRE 4 ☐ IMPERVIOUS TO POISON 4	☐ INDUCE NIGHTMARE 15	TYAME. OCCUPATION	NOTES:	MAGIC ALARM		DEESWA
LEVITATION (VARIES)	☐ INSERT MEMORY 25	NAME: OCCUPATION	Notes:	SILENT ALARM	Any subs	TANCE, DRAWN O
☐ MIND BLOCK 4	☐ INVISIBLE HAZE 30 ☐ MENTAL ILLUSION 20	NAME: OCCUPATION.	NOTES:	Sound Alarm		CARVED
□ Nightvision 4	☐ MENT. POSSESS OTHERS 30	NAME: OCCUPATION	Notes:	Trigger Alarm		
☐ RESIST FATIGUE 4 ☐ RESIST HUNGER 2	☐ MND BLCK AUTO DEF.(SPECIAL)	NAME: OCCUPATION	INUIES:	Conditions	DURATION PER/LVL	COMPONEN
RESIST HUNGER 2 RESIST THIRST 6	MIND BOLT (VARIES)	Nange	Norms.	AGONY	2 MELEES	MERCUE
☐ SUMMON INNER STRENGTH 4	☐ MIND BOND 10 ☐ MIND WIPE (SPECIAL)	NAME: OCCUPATION	Notes:	BURNING PAIN	4 MELEES	MERCUE
SPONT. COMBUSTION 6	P.P.E. SHIELD 10	Name	Norma-	BLIND	10 MINUTES	Mercui
	PSI-SHIELD 30	NAME: OCCUPATION	Notes:	CHARM	4 MINUTES	Goi
☐ TELEKINETIC PUNCH 6 ☐ TELEKINETIC LEAP 8				COLD	1 MINUTE	Silvi
☐ TELEPORT OBJECT 10		WEAPON PROFICIENCIES	RANGE DAMAGE STR/THR PARRY RATE	CONFUSION DARK	2 MINUTES 2 MINUTES	MERCUE SILVE
I.S.P.:	☐ TELEKINETIC FORCE FIELD 30		AIM/BURST	DEATH	1 MELEE	MERCUE
	☐ TELEMECHANICS 10		1	DISPAIR	1 MINUTE	MERCUE
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	COMBAT SKILL	¬ Name:		_Race:
		TRUE NAME:		
	# of Attacks:Innitiative: +	ALIGNMENT:		
	Damage: + Strike: +	HIT POINTS:_		D.C.(Physical):
Saving Throws	PARRY: + DODGE: + ROLL: + RESTR. PUNCH: PUNCH: POWER PUNCH:	— Experience 1	LEVEL:	Points:
SAVE VS. SPELL/WARD: /	Punch: RESTR. 1 Unch. Power Punch:	— I.Q.:	_ AGE:	Lifespan:P.P.E.:
SAVE VS. FUME/RITUAL: /	Vrove I rep Vrove	VI.F.:	SEX:	CHI: WEIGHT: I.S.P.:
SAVE VS. PSIONICS:	L'your Orm	$\mathbf{M} \mathbf{A} \cdot$	Heicur.	Weight:I.S.P.:
SAVE VS. TOXINS/POISONS: / SAVE VS. HARMFUL DRUGS:	CDITICAL •	20 D C .		RIGIN:
SAVE VS. INSANITY:	DEATH: DEATH: FLIP:	<u></u>	_ Environme	NT:
SAVE VS. POSSESSION: +	LEAP: FT. T	<u>~</u> P.E.:	_ Social/Fan	MILY BACKGROUND:
SAVE VS. HORROR FACTOR: +	LIFT: LBS. CARRY: L	P.B.:	_ RACIAL HO	STILITIES:
SAVE VS. COMA/DEATH: + %	THROW(MAX): LBS.	<u>ет.</u> SPD.:	_ DISPOSITION	\:
Perception Rolls: / / /	RUN: MPH (MAX) MELI	ES		
DAMAGE RECORD	SWIM: MPH (MAX) MELI	INSANITY (IF A	NY):	0/ 0 7
D.C.::	FT/MELEE FT/ATTAC	INVOKE TRUS	T/INTIMIDATE: _	% CHARM/IMPRESS: %
D.C.::	SKILLS	+%/Lvl. %	SECONDARY SK	HLLS +%/Lvl. %
: :	†			
HIT POINTS:I.S.P.:			-	
Сн:				
P.P.E.:				
O.C.C. SKILLS +%/Lvl. %	-			
ANIMAL HUSBANDRY (+20%) ANTHROPOLOGY (+15%) 5 5	+ =			
ASTRONOMY & NAVIGATION (+15%) 5	<u> </u>			
BOTONY (+20%)	<u> </u>			
HISTORY (+20%) LAND NAVIGATION (+15%) 5 4				
NATIVE LANGUAGE: 98	<u> </u>			
SPEAK (+20%): 5] ————			
SPEAK (+20%):				
LORE: FAERIE FOLK (+20%) 5 5	 			
Basic Math (+20%)	<u> </u>			
WILDERNESS SURVIVAL (+20%) 5				
WEAPONS RANGE	DAMAGE WEAPON PROFICIENCIES	Str/Thr Aim/Burst	PARRY/ DAMAGE/ RANGE RATE	Armor:
	STAFE	1		A.R.: D.C.:/
	STAFF			WEIGHT: COST: PROWL PENALTY: %
				PROWL PENALTY:%
	· ———			-
				ARMOR:
	· ———			A.R.:D.C.:/ Weight: Cost:
				- WEIGHT: COST: - PROWL PENALTY:%
A = = = = = = = = = = = = = = = = = = =				
Ammunition();				-
Ammunition():				
F 0.7777	Congres A news			Mamma
EQUIPMENT	Special Abili	TIES/SKILLS		Notes
				Money
			GOLD:	IVACADI
			SALARY:	
			VALUABLES:	
				OUTFITS
			_	

Druid Abilities	CHARACTE	r History	ANIMAL COMPANION
FIRST LEVEL			Name:
SKILLS +%/lvl %			Түре:
SECRET WRITING (OGHRUNE)			H.P D.C.: A.R.:
REGIONAL GEOGRAPHY & HISTORY 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5			A.P.M.: Strike:+ Parry:+
RECOGNIZE ENCHANTMENT ON ANIMALS 5			Dodge:+ Damage:+ Roll:+
LEVEL OF MAGIC/SPELL CONTROL			CLAWS:D MOUTH:D
MAGIC P.P.E.			:_D:_D
SEE AND USE LEY LINES 0 LEY LINE DRIFTING 0			NATURAL ABILITIES
LEY LINE DRIFTING LEY LINE REJUVENATION 0			
GLOBE OF DAYLIGHT 2			
REPEL ANIMALS 7	Cont	CACTS	
SECOND LEVEL	Name: Occupation:	Notes:	
SKILLS +%/lvl % Druid Versification 5	NAME: OCCUPATION:	NOIES:	DAMAGE RECORD
MAGIC P.P.E.	N. A. T. O. G. G. T. T. T. G.	Norma	HIT POINTS:
HEALING TOUCH (ANIMALS) 4D6 7	NAME: OCCUPATION:	Notes:	,D.C.:
Chameleon 6	N	NT	
FAERIE SPEAK 5	Name: Occupation:	Notes:	Animal Companion
THIRD LEVEL SKILLS +%/LVL %			Name:
SKILLS +%/lvl % Druid Astronomy 5	NAME: OCCUPATION:	Notes:	Туре:
WEATHER IDENTIFICATION 5			H.P D.C.: A.R.:
MAGIC P.P.E.	NAME: OCCUPATION:	Notes:	A.P.M.: Strike:+ Parry:+_
NEGATE POISONS/TOXINS 5 HEAL WOUNDS 10			Dodge:+ Damage:+ Roll:+
HEAL WOUNDS 10 CONTROL THE BEASTS 18	NAME: OCCUPATION:	Notes:	CLAWS:D MOUTH:D
Familiar Link 55			:_D:_D
Fourth Level	NAME: OCCUPATION:	Notes:	NATURAL ABILITIES
MAGIC P.P.E.			
PROPHECY 0	NAME: OCCUPATION:	Notes:	
FORECAST WEATHER CHANGE: 100 MILE DIA. 0 FIFTH LEVEL			
MAGIC P.P.E.	Name: Occupation:	Notes:	
EXTINGUISH FIRE AREA: 0			Damage Record
KINDLE FLAME 0	Name: Occupation:	Notes:	HIT POINTS:
COMMUNICATION RANGE: 0	NAME: OCCUPATION:	TOTES.	□.D.C.:
SIXTH LEVEL			
MAGIC P.P.E. METAMORPHOSIS: ANIMAL 13	WEAPON PROFICIENCIES RANG		
Summon & Control Canines 50		AIM/BURST	OUTFITS
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	Annumation().		
WITCH BOTTLE 28 NINTH LEVEL: MASTER DRUID	Ammunition():		
MAGIC P.P.E.	Anggregation (
WEATHER CONTROL 0	Ammunition():		
Spoil Faeries' Dance 55	marania ian ian	M DW DO	
Monster Insect 50/100	PSIONICS I.S.P. SENSITIVE HEALING	Magic: ☐ Weapon ☐ Object	Magic: ☐ Weapon ☐ Object
TENTH LEVEL	☐ ASTRAL PROJECTION 8 ☐ ATTACK DISEASE 12	NAME:	Name:
SELECT TWO WIZARD SPELLS FROM MAGIC LEVELS 1 THROUGH 3 PER EACH ADDITIONAL	☐ CLAIRVOYANCE 4 ☐ BIO-REGENERATE (SELF) 6	Туре:	Түре:
LEVEL OF EXPERIENCE BEYOND NINTH LEVEL.	☐ COMMUNE W/ANIMALS 6 ☐ DEADEN PAIN 4 ☐ DETECT PSIONICS 6	Abilities:	Abilities:
LEVEL OF EATERIENCE BETOND MINTH LEVEL.	☐ COMMUNE WITH SPIRITS 8 ☐ DETECT PSIONICS 6 ☐ EXORCISM 10		
T	FARDATUY 4 D HEALING TOUCH 6		
Armor:	☐ MEDITATION 0 ☐ INCREASED HEALING 10		
A.R.:/			
	☐ MIND BLOCK 4 ☐ INDUCE SLEEP 4		
Weight: Cost:	OBJECT READ OBJECT READ OBJECT READ LUST FOR LIFE Description Description 15		
WEIGHT: COST: 9/0	☐ OBJECT READ ☐ PRESENCE SENSE ☐ SER AURA ☐ PSYCHIC DIAGNOSIS ☐ PSYCHIC PURIFICATION 8		
WEIGHT: COST: PROWL PENALTY:- %	OBJECT READ LIST FOR LIFE 15	P.P.E.:(DDE (
	OBJECT READ PRESENCE SENSE SEE ALIRA SEE THE INVISIBLE SEED DMEN. ANOMOLY SEED THE	P.P.E.:()	P.P.E.:()
	OBJECT READ PRESENCE SENSE SEE AURA SEE THE INVISIBLE SENSE DIMEN, ANOMOLY SENSE EVIL. USET THE INVISIBLE SENSE DIMEN, ANOMOLY TENSE DIMEN, ANOMOLY TENSE LAR TENSE LA	P.P.E.:()	P.P.E.:():()
PROWL PENALTY:%	OBJECT READ Content Read Conte		:()
PROWL PENALTY:% ARMOR:	OBJECT READ PSYCHIC DIAGNOSIS 4 PRESENCE SENSE PSYCHIC DIAGNOSIS 4 SEE AURA PSYCHIC PUBIFICATION 8 SENSE DIMEN. ANOMOLY 6 SENSE DIMEN. ANOMOLY 6 SENSE EVIL 2 SENSE MAGIC 3 SIXTH SENSE 2 SUPER SUPER 5 TRANSFER LS.P. 4+	:()	Magic: Weapon Object
PROWL PENALTY:% ARMOR:	OBJECT READ OBJECT READ PSYCHIC DIAGNOSIS 4 SEE AURA OBJECT READ PSYCHIC DIAGNOSIS 4 SEE AURA OBJECT READ PSYCHIC PUBIFICATION 8 SENSE DIMEN. ANOMOLY OBJECT READ	:() Magic: □ Weapon □ Object	Magic: Weapon Object
ARMOR:	DOBECT READ PRESENCE SENSE PSYCHIC DIAGNOSIS 4 Description PSYCHIC DIAGN	:() Magic: □ Weapon □ Object Name:	MAGIC: WEAPON OBJECT NAME: Type:
ARMOR: A.R.:	OBJECT READ OBJECT READ PSYCHIC DIAGNOSIS 4 PSEENEE SASSE OBJECT READ PSYCHIC DIAGNOSIS 4 SEE AURA OBJECT READ OBJEC	Magic: Weapon Object Name: Type:	Magic: Weapon Object
ARMOR:	OBJECT READ OBJECT READ PSYCHIC DIAGNOSIS 4 SEE AURA OBJECT READ PSYCHIC DIAGNOSIS 4 SEE AURA OBJECT READ PSYCHIC PRIBERCATION 8 SENSE DIMEN. AVOMOLY OBJECT READ	Magic: Weapon Object Name: Type:	MAGIC: WEAPON OBJECT NAME: Type:
ARMOR: A.R.:	DOBECT READ PSYCHIC DIAGNOSIS 4 PRESENCE SENSE PSYCHIC DIAGNOSIS 4 SEE AURA PSYCHIC PLASTICATION 8 SEE ETHE INVISIBLE PSYCHIC PLASTICATION 8 SENSE DIMEN. ANOMOLY 6 SENSE DIMEN. ANOMOLY 6 SENSE EVIL 2 SENSE WAGC 3 SIXTH SENSE 2 SEED READING 2 TELEPATHY 4 TOTAL RECALL 2 PHYSICAL 2 ALTER AURA 2 CAUSE INSANITY 30	Magic: Weapon Object Name: Type:	MAGIC: WEAPON OBJECT NAME: Type:
ARMOR: A.R.:	DOBECT READ PSYCHIC DIAGNOSIS 4	Magic: Weapon Object Name: Type:	MAGIC: WEAPON OBJECT NAME: Type:
ARMOR: A.R.:	DOBECT READ PRESENCE SENSE PSYCHIC DIAGNOSIS 4 Descent Read PSYCHIC DIAGNOSIS 4 Descent Read PSYCHIC DIAGNOSIS 4 Descent Read PSYCHIC PLASTICATION 8 Descent Resident 14 Resist Faticule 4 SENSE DIMEN. ANOMOLY 6 SENSE EVIL 2 SENSE MAGC 3 SIXTH SENSE 2 SPEED READING 2 TELEPATHY 4 TOTAL RECALL 2 DEATH TRANCE 1 ALTER AURA 2 DEATH TRANCE 1 ECTOPLASM (VARIES) ELECTROKINSIS (VARIES) FLOAT 8 LINT FOR LEF 15 PSYCHIC DIAGNOSIS 4 PSYCHIC DIAGNOSIS 4 RESIST FATICULE 4 SUPPRESS FAR 8 TRANSFER LS.P. 4+ SUPPRESS FAR 8 TRANSFER LS.P. 4+ DESCRIPTION 10 BIO-REGEN (SUPER 20 CATATONIC STRIKE 40 CAUSE INSANITY 30 CURE INSANITY 30 CURE INSANITY 30 CURE INSANITY 30 EMPARTIAL TRANSMISSION 6 GROUP MIND BLOCK 22	Magic: Weapon Object Name: Type:	MAGIC: WEAPON OBJECT NAME: Type:
ARMOR: A.R.: D.C.: / WEIGHT: COST: PROWL PENALTY:- %	DESCRIPTION	Magic: Weapon Object Name: Type:	MAGIC: WEAPON OBJECT NAME: Type:
ARMOR: A.R.: D.C.: / WEIGHT: COST: PROWL PENALTY:- %	DESCRIPTION	MAGIC: WEAPON OBJECT NAME: Type: ABILITIES:	MAGIC: WEAPON OBJECT NAME: Type: ABILITIES:
PROWL PENALTY:% ARMOR: A.R.:,D.C.:/ WEIGHT: COST:% PROWL PENALTY:% ANIMAL COMPANION NAME:	DESECT READ FOR LIFE 15	MAGIC: WEAPON OBJECT NAME: Type: ABILITIES: P.P.E.:	MAGIC: WEAPON OBJECT NAME: Type:
PROWL PENALTY:% ARMOR: A.R.:D.C.: / WEIGHT:COST: PROWL PENALTY:% ANIMAL COMPANION NAME:TYPE:	DESECT READ Compared to the compared to th	MAGIC: WEAPON OBJECT NAME: Type: ABILITIES:	MAGIC: WEAPON OBJECT NAME: Type: ABILITIES:
PROWL PENALTY:% ARMOR:	DEECT READ Factor List for Lie 15	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.:(MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.:
PROWL PENALTY:	DESECT READ Content of the conte	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.: MAGIC: WEAPON OBJECT	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.:(:() MAGIC: WEAPON OBJECT
ARMOR:	Described Compared	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.: :() :() MAGIC: WEAPON OBJECT NAME:	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.: MAGIC: WEAPON OBJECT NAME:
ARMOR:	DESECT READ Compared to the compared to th	Magic: Weapon Object	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.:(:() MAGIC: WEAPON OBJECT NAME: TYPE:
ARMOR:	DESCRIPTION CONSISTION CO	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.: :() :() MAGIC: WEAPON OBJECT NAME:	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.: MAGIC: WEAPON OBJECT NAME:
ARMOR:	DESCRIPTION CONTRIBUTION CONTR	Magic: Weapon Object	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.:(:() MAGIC: WEAPON OBJECT NAME: TYPE:
ARMOR:	DESCRIPTION	Magic: Weapon Object	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.:(:() MAGIC: WEAPON OBJECT NAME: TYPE:
ARMOR:	DESCRIPTION SERVICE PROBLEM	Magic: Weapon Object	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.:(:() MAGIC: WEAPON OBJECT NAME: TYPE:
ARMOR:	Description	Magic: Weapon Object	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.:(:() MAGIC: WEAPON OBJECT NAME: TYPE:
ARMOR:	DESCRIPTION CONTRIBUTION CONTR	Magic: Weapon Object	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.:(:() MAGIC: WEAPON OBJECT NAME: TYPE:
ARMOR:	DESTRICT OF CLEE 15	Magic: Weapon Object	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.:(:() MAGIC: WEAPON OBJECT NAME: TYPE:
ARMOR: A.R.:D.C.:/ WEIGHT:	DESCRIPTION CONTRIBUTION CONTR	Magic: Weapon Object	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.:(:() MAGIC: WEAPON OBJECT NAME: TYPE:

SAVING THRO	WS STATES
SAVE VS. SPELL/WARD:	/
SAVE VS. FUME/RITUAL:	/
SAVE VS. PSIONICS:	
SAVE VS TOXINS/POISONS!	

	COMBAT SKILL	Name:		RACE:
		TRUE NAME:		
	# - A	A LIGHT CONTRACTOR		
	# of Attacks:	ALIGNMENT:		D.C.(D)
	DAMAGE: +STRIKE: +	HIT POINTS:		D.C.(PHYSICAL):
SAVING THROWS	TARKI DODGE I	H.YPERIENCE L.EX	/EL:	POINTS:
SAVE VS. SPELL/WARD: /	ROLL: +	I.Q.:	AGE:	_Lifespan:P.P.E.:
SAVE VS. FUME/RITUAL: /	Kick: Leap Kick:	M.E.:	Sex:	Сні:
Save vs. Psionics:	KNOCK OUT:	M.A.:	Height:	WEIGHT: L.S.P.:
SAVE VS. TOXINS/POISONS: /	Critical: 20	D C .	I AND OF OD	
SAVE VS. HARMFUL DRUGS:	CRITICAL: 20 DEATH: (+) % FLIP: (+) % LEAP: FT.↑	r.s.:	LAND OF OR	IGIN:
SAVE VS. INSANITY:	Fig. (+) %	P.P.:	ENVIRONMEN	NT:
SAVE VS. POSSESSION: +	LEAP: ET. T	P.E.:	SOCIAL/FAM	ILY BACKGROUND:
SAVE VS. HORROR FACTOR: +	LIFT: LBS. CARRY: LBS.	P.B.:	RACIAL HOS	TILITIES:
SAVE VS. COMA/DEATH: + %	THROW(Max): LBS. FT.	Spd.:	DISPOSITION	
Perception Rolls: / / /	RUN: MPH (MAX) MELEES			
	FT/MELEE FT/ATTACK	Tyganyery (ve any	-).	
DAMAGE RECORD	Swim:MPH (Max)MELEES	INSANITY (IF ANY	();	0/0 /
□.D.C.::		INVOKE TRUST/I	NTIMIDATE:	% CHARM/IMPRESS:%
□.D.C.::_	Skills			LLS +%/Lvl. %
	SKILLS	+70/LVL, 70 S	ECONDAKI SKI	LLS +70/LVL. 70
:: HIT POINTS:				
I.S.P.:	· -			
Сн:				
P.P.E.:				
O.C.C. SKILLS +%/Lvl. %	·			
Native Language:				
SPEAK (+15%);5				
Speak (+15%): <u>5</u>	<u> </u>			
Literacy (+20%):5	ļ 			
MILITARY ETIQUETTE (+15%)	ļ ————————————————————————————————————			
HORSEMANSHIP: KNIGHT 5 /	<u> </u>			
Heraldry (+20%) 5 /	t			
LAND NAVIGATION (+10%) 5	†			
BASIC MATH (+15%) DANCE (+15%) 5 5	t			
DANCE (+15%)	t ————			
(+10%)	† 			
(+10%)	T			
	DAMAGE WEAPON PROFICIENCIES	STR/THR P	PARRY/ DAMAGE/	
VV EAPUNS KANGE	DAMAGE VY EAPON F ROFICIENCIES	AIM/BURST I	RANGE RATE	ARMOR:
	LANCE	1		A.R.: D.C.:/
	SHIELD			WEIGHT: Cost:
				PROWL PENALTY:%
				Anyone
				ARMOR:
				A.R.: D.C.:/
·				WEIGHT: Cost:
				PROWL PENALTY:%
Ammunition():				
Ammunition():				
T0	g .	IC		% T
EQUIPMENT	Special Abilitie	S/SKILLS		Notes
			G	Money
			GOLD:	
			SALARY: VALUABLES:	
			VALUABLES:	
				Outfits



	,	LADIUM FANT COMBAT SKILL ACKS: INITIATIVE: +	NAME: True Name:		CTER SHEET _RACE: D.C.(Physical):
	DAMAGE:	+Strike: +	_ HIT POINTS: -		D.C.(PHYSICAL):
	Parry: +	Dodge: +	EXPERIENCE I	EVEL:	POINTS: LIFESPAN: CHI:
SAVING THROWS	ROLL: +_	RESTR. PUNCH:	- IO ·	ΔCF.	LIFESDAN' PPF ·
SAVE VS. SPELL/WARD: /	Punch:_	Power Punch:	- м г . ——	CEV.	CC
Save vs. Fume/Ritual: / Save vs. Psionics:	Kick:	LEAP KICK:	_ N. L	_ SEX;	CHI: WEIGHT: I.S.P.:
SAVE VS. TOXINS/POISONS: /					
SAVE VS. HARMFUL DRUGS:	CRITICAL	:	²⁰ P.S.:	_ LAND OF OF	RIGIN:
SAVE VS. INSANITY:	Fig.	(+)	P.P.:	ENVIRONME	NT:
SAVE VS. POSSESSION: +	LEAP:	<u>(+)</u> FT.↑ FT	²⁰ P.E.:	_ Social/Fan	RIGIN: NT: MILY BACKGROUND: STILLITIES:
SAVE VS. HORROR FACTOR: +	LIFT:	LBS. CARRY: LB	F.B.:	RACIAL HOS	STILITIES:
SAVE VS. COMA/DEATH: + %	THROW(N	Max): LBS. F	T. SPD.:	DISPOSITION	1:
Perception Rolls: / / /	I IKIN:	MPH UVIAX) IVIELER	SI		
DAMAGE RECORD	4	FT/MELEEFT/ATTACE	INSANITY (IF A	NV)·	
DAMAGE RECORD	Swim:	MPH (MAX) MELER	INVOKE TRUCK	r/Intermediate	% CHARM/IMPRESS: %
D.C.::	Skil	LS	+%/LVL. %	SECONDARY SK	ILLS +%/Lvl. %
: :					
HIT POINTS:					
LS.P.:	-				
P.P.E.:					
O.C.C. SKILLS +%/Lvl. %	•				
Native Language: 98 Speak (+10%): 5	1 —				
SPEAK (+10%): 5	I —				
SPEAK (+10%): 5] —				
WILDERNESS SURVIVAL(+10%) 5					
ATHLETICS (GENERAL)					<u> </u>
WEAPON PROFICIENCIES					
W.P. Archery W.P. Sniper					
W.P. SNIPER W.P. TARGETING					
SUPERIOR BOWMANSHIP					
Dodge & Parry Arrows					
DODGE PROJECTILE:+ PARRY:+					
WEAPONS RANGE	DAMACE	WEAPON PROFICIENCIES	STR/THR	PARRY/ DAMAGE/	
VEAFONS	DAMAGE	WEAFON I ROFICIENCIES	AIM/BURST		ARMOR:
		Long Bow			WEIGHT: Cost:
		Sniper	+2/		PROWL PENALTY:%
		TARGETING			TROWE I ENALIT:
					Armor:
					A.R.:D.C.:/
					WEIGHT: Cost:
					PROWL PENALTY:%
Ammunition():					
<u> </u>					
Ammunition():					
E over my		Special Abilit	ma/Cyry y a		Norma
EQUIPMENT		SPECIAL ABILIT	TES/SKILLS		Notes
					
-		-			
				_ [Money
				GOLD:	
				SALARY: VALUABLES:	
				VALUABLES:	
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				_ [5	



	7 B (1)	A	COMBAT SKILL	NAME:		RACE:
] [!	TRUE NAME:		
100000	III NEZ	# of Att/	ACKS: INITIATIVE: +	ALIGNMENT:		D.C.(PHYSICAL):
		DAMAGE:	+ Strike: +	HIT POINTS:		D.C.(PHYSICAL):
C A A A A A A A A A A A A A A A A A A A						POINTS: LIFESPAN: P.P.E.:
SAVING THROWS		ROLL: +_	RESTR. PUNCH: POWER PUNCH: LEAP KICK: DUT:	· Lapenience L - I A ,	A CE.	T TENEBLAN DDF .
SAVE VS. SPELL/WARD:		PUNCH:_	POWER PUNCH:	I.Ų.:	_ AGE;	LIFESPAN: r.r.e
SAVE VS. FUME/RITUAL:		Kick:	LEAP KICK:	M.E.:	_ SEX:	Сні:
SAVE VS. PSIONICS:		KNOCK O	UT:	_ M.A.:	_ Height:	Weight:1.S.P.:
Save vs. Toxins/Poisons:		CRITICAL:	: 20	P.S.:	LAND OF OF	RIGIN:
Save vs. Harmful Drugs:		DEATH:_	:	. P.P.:	Environme!	NT:
SAVE VS. INSANITY:		FLIP:	(+)%	DF.	SOCIAL/FAN	MILY BACKGROUND:
SAVE VS. POSSESSION: +		LEAP:	FT.↑ FT.→	1.12	_ SUCIAL/I AM	
Save vs. Horror Factor: +			LBS. CARRY:LBS.	P.B.:	_ RACIAL HOS	STILITIES:
SAVE VS. COMA/DEATH: +	%			Spd.:	_ DISPOSITION	:
Perception Rolls: /	/ /		MPH (MAX)MELEES			
DAMAGE RECORD		<u>' ا</u>	FT/MELEEFT/ATTACK		NY):	
D.C.::			MPH (MAX)MELEES	LIVE TRUCK	r/Intimidate:	% Charm/Impress:%
		1	FT/MELEEFT/ATTACK	•		
D.C.::		Skili	LS	+%/Lvl. %	SECONDARY SKI	ILLS +%/Lvl. %
::_		1				
HIT POINTS:		1 —				
[I.S.P.:		↓ —				
Сн: P.P.E.:		┥ —				
	/* _ 0/ ₋	<u> </u>				
	/Lvl. %	- <u> </u>				
NATIVE LANGUAGE:		↓				
	5	1				
		↓				
CLIMB/SCALE WALLS (+10%) WILDERNESS SURVIVAL (+10%)	5	┦				
WILDERNESS SURVIVAL (+10%) ATHLETICS (GENERAL)	5	┦ —				
ATHLETICS (GENERAL) WEAPON PROFICIENCIE	100	l —				
W.P. SHIELD	25	l —				
W.P. SHIELD W.P. Sword	I					
O.C.C. Bonuses	I	l <u> </u>				
+2 TO PULL PUNCH, +1 TO SAVE VS.	HORROR	.				
FACTOR AT LEVELS 1, 3, 6, 9, ANI	10 mon	1 —				
		J				
WEAPONS	RANGE	DAMAGE	WEAPON PROFICIENCIES	Str/Thr Aim/Burst	PARRY/ DAMAGE/ RANGE RATE	Armor:
				•	A Constant	A.R.:
			SHIELD SWORD			WEIGHT: Cost:
			SWORD	<u> </u>		PROWL PENALTY:%
			-			
						Armor:
						A.R.:
						WEIGHT:COST:
						PROWL PENALTY:%
Ammunition():						
AMMUNITION(
Ammunition():						
EQUIPMENT			Special Abilitie	ES/SKILLS		Notes
					<u> </u>	
					<u> </u>	
					_	Money
					GOLD:	
					SALARY:	
					VALUABLES:	
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-					_	OUTFITS
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	PALLADIUM FAN COMBAT SKILL	¬ Name:	CHARACTER SHEETRACE:
		TRUE NAME:	
MARIANDA	# of Attacks:Innitiative: +	ALIGNMENT:	D.C.(PHYSICAL):
	DAMAGE: +STRIKE: +	Hit Points:	D.C.(Physical):
Saving Throws	PARRY: + Dodge: +	— Experience Lev	EL: POINTS: AGE: LIFESPAN: P.P.E.: SEX: CHI: HEIGHT: WEIGHT: I.S.P.:
SAVE VS. SPELL/WARD: /	ROLL: + RESTR. PUNCH:	— I.O.:	AGE: LIFESPAN: P.P.E.:
SAVE VS. SI ELE/ VVARD.	PUNCH:POWER PUNCH:	— M.E.: ——	Sex: CHI:
Save vs. Psionics:	KNOCK OUT	$-\frac{11121}{M\Delta}$.	HEIGHT: WEIGHT: ISP:
SAVE VS. TOXINS/POISONS: /	Critical:	20 D S ·	LAND OF ORIGIN:
SAVE VS. HARMFUL DRUGS:	DEATH:		LAND OF ORIGIN: ENVIRONMENT: SOCIAL/FAMILY BACKGROUND: RACIAL HOSTILITIES: DISPOSITION:
Save vs. Insanity:	FLIP: (+)	P.P.:	ENVIRONMENT:
Save vs. Possession: +	LEAP: FT.↑ FT	<u> </u>	SOCIAL/FAMILY BACKGROUND:
SAVE VS. HORROR FACTOR: +	Lift: LBS, CARRY:	P.B.:	RACIAL HOSTILITIES:
SAVE VS. COMA/DEATH: + %	THROW(MAX): LBS.	FT. SPD.:	DISPOSITION:
Perception Rolls: / / /	RUN: MPH (MAX) MEL	EES	
	FT/MELEEFT/ATTA	CK TNCANITES (TE ANSZ)•
DAMAGE RECORD	SWIM: MPH (MAX) MEL	EES T T /T.);
	FT/MELEEFT/ATTA	CK INVOKE I RUST/IN):
□.D.C.::	Skills		ECONDARY SKILLS +%/Lvl. %
	OKILLO	1 /0/L1L1 /0 D	ECOMPARI DRILLES
HIT POINTS:	-		
I.S.P.:			
Сн:			
P.P.Ē.:			
O.C.C. SKILLS +%/Lvl. %			
NATIVE LANGUAGE: 98 SPEAK (+15%): 5			
SPEAK (+15%): 5			
SPEAK (+15%): 5			
BASIC MATH (+20%) TWO WEAPON PROFICIENCIES OF CHOICE			
ENHANCED I.S.P. RECOVERY			
•Two per hour of activity			
•T WELVE PER HOUR OF REST/MEDITATION			
Bonuses			
•+6 vs. Mind Control/Magic Charms			
•+5 vs. Possession •+3 vs. Horror Factor			
SEE PSIONICS ON SECOND SHEET			
	D	STR/THR P.	ARRY/ DAMAGE/
WEAPONS RANGE	DAMAGE WEAPON PROFICIENCIES		ANGE RATE ARMOR:
		/	A.R.:D.C.:/
			WEIGHT: Cost:
			PROWL PENALTY:%
			ARMOR:
			ARMOR:D.C.:/
			Weight: Cost:
			WEIGHT COST
			TROWLT ENALIT.
Ammunition():			
Angrymov()			
Ammunition():			
EQUIPMENT	Special Abil	ities/Skii i s	Notes
EQUI MENT	OI ECIAL INDIL	TTTES/ SKILLS	HOLES
-	 -		-
			Money
			GOLD:
			SALARY:
			VALUABLES:
			Outfits

PSIONICS I.S.P. I.S.P.	CHARACT	ER HISTORY	MAGIC: WEAPON OBJECT
SENSITIVE HEALING ASTRAL PROJECTION 8 ATTACK DISEASE 12			Name:
☐ CLAIRVOYANCE 4 ☐ BIO-REGENERATE (SELF) 6			Туре:
☐ COMMUNE W/ANIMALS 6 ☐ DEADEN PAIN 4 ☐ COMMUNE WITH SPIRITS 8 ☐ DETECT PSIONICS 6			ABILITIES:
☐ COMMUNE WITH SPIRITS 8 ☐ DETECT PSIONICS 6 ☐ EXORCISM 10			
EMPATHY 4 HEALING TOUCH 6			
MEDITATION 0 INCREASED HEALING 10 INDUCE SLEEP 4			
☐ MIND BLOCK ☐ OBJECT READ ☐ LIST FOR LIFE ☐ 15			
D Program C Program 4 Psychic Diagnosis 4			
☐ PRESENCE SENSE 4 ☐ PSYCHIC PURIFICATION 8 ☐ PSYCHIC SURGERY 14			DDE (
SEE THE INVISIBLE 4 RESIST FATIGUE 4			P.P.E.:()
CENTRE EVIII 2 DOFFRESS I EAR 6			
☐ Sense Magic 3	Cor	NTACTS	MAGIC: WEAPON OBJECT
☐ SIXTH SENSE 2 SUPER ☐ SPEED READING 2 DADVANCED TRANCE STATE 10	NAME: OCCUPATION:	Notes:	Name:
☐ SPEED READING 2 ☐ ADVANCED TRANCE STATE 10 ☐ BIO-MANIPULATION 10	TVAME: OCCUPATION:	TOTES.	Туре:
☐ TOTAL RECALL 2 ☐ BIO-REGEN. (SUPER) 20	Name: Occupation:	Notes:	ABILITIES:
PHYSICAL CATATONIC STRIKE 40 CAUSE INSANITY 30		- 1.0 0.0	
PHYSICAL □ Cause Insanity 30 □ Alter Aura 2 □ Cure Insanity 30	NAME: OCCUPATION:	Notes:	
☐ DEATH TRANCE 1 ☐ ELECTROKINESIS (VARIES)			
☐ ECTOPLASM (VARIES) ☐ EMPATHIC TRANSMISSION 6 ☐ FLOAT 8 ☐ GROUP MIND BLOCK 22	NAME: OCCUPATION:	Notes:	
☐ IMPERVIOUS TO COLD 2 ☐ HYDROKINESIS (VARIES)			
☐ IMPERVIOUS TO FIRE 4 ☐ HYPNOTIC SUGGESTION 6	NAME: OCCUPATION:	Notes:	
☐ IMPERVIOUS TO POISON 4 ☐ INDUCE NIGHTMARE 15 ☐ INSERT MEMORY 25			P.P.E.:()
MIND BLOCK (VARIES) INVISIBLE HAZE 30	Name: Occupation:	Notes:	
□ NIGHTVISION 4 □ MENTAL ILLUSION 20	-		Magic: ☐ Weapon ☐ Object
RESIST FATIGUE MND BLCK AUTO DEF.(SPECIAL)	Name: Occupation:	Notes:	NAME:
□ RESIST HUNGER 2 □ MIND BOLT (VARIES) □ RESIST THIRST 6 □ MIND BOND 10	N	Nome	Type:
☐ SUMMON INNER STRENGTH 4 ☐ MIND WIPE (SPECIAL)	NAME: OCCUPATION:	Notes:	ABILITIES:
☐ SPONT. COMBUSTION 6 ☐ P.P.E. SHIELD 10	Name: Occupation:	Notes:	
☐ TELEKINESIS (VARIES) ☐ PSI-SHIELD 30 ☐ PSI-SWORD 30	TYAME. OCCUPATION.	NOTES.	
☐ TELEKINETIC LEAP 8 ☐ PYROKINESIS (VARIES)	Name: Occupation:	Notes:	
☐ TELEFORT OBJECT 10 ☐ TELEKINESIS (SUPER) 10+ ☐ TELEKINETIC FORCE FIELD 30	THE STATE OF THE S	110120	
I.S.P.: IELEKINETIC FORCE FIELD 30 TELEMECHANICS 10			
I.S.P. AT/ON OR WITHIN ONE MILE OF A LEY LINE:	WEAPON PROFICIENCIES RA	INGE DAMAGE STR/THR PARRY RATE AIM/BURST	
I.S.P. AT OR NEAR A LEY LINE NEXUS: I.S.P. SPENT:		Alla DUKS1	P.P.E.:()
IIII I I I I I I I I I I I I I I I I I			:()
A			MAGIC: WEAPON OBJECT
ARMOR:			Name:
A.R.:/			Type:
		,	
WEIGHT:COST:			Abilities:
WEIGHT:COST:% PROWL PENALTY:%			Abilities:
			ABILITIES:
			ABILITIES:
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PROWL PENALTY:% ARMOR:			ABILITIES:
ARMOR:	Ammunition():		
ARMOR: ARMOR: USE OF THE COST: AROUTE OF THE COST: AROUTE OF THE COST: AROUTE OF THE COST: AROUTE OF THE COST: WEIGHT: COST:			P.P.E.:()
ARMOR:	Ammunition(): Ammunition():		P.P.E.:():()
ARMOR: ARMOR: USE OF THE COST: AROUTE OF THE COST: AROUTE OF THE COST: AROUTE OF THE COST: AROUTE OF THE COST: WEIGHT: COST:	Ammunition():		P.P.E.:():() Animal Companion
ARMOR: ARMOR: USE OF THE COST: AROUTE OF THE COST: AROUTE OF THE COST: AROUTE OF THE COST: AROUTE OF THE COST: WEIGHT: COST:			P.P.E.:():() ANIMAL COMPANION NAME:
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ARMOR: AR:	Ammunition():		P.P.E.:():() ANIMAL COMPANION NAME: TYPE: H.P.
PROWL PENALTY:%	Ammunition(): Ammunition(): Ammunition():		P.P.E.:():() ANIMAL COMPANION NAME: Type: H.P D.C.:A.R.: A.P.M.: Strike:+PARRY:+
PROWL PENALTY:%	AMMUNITION(): AMMUNITION():		P.P.E.:() :()
PROWL PENALTY:%	Ammunition(): Ammunition(): Ammunition(): Ammunition():	MAGIC! DWEADON DODIECT	P.P.E.:() :() :() :() :() :() :() :()
PROWL PENALTY:%	AMMUNITION(): AMMUNITION(): AMMUNITION(): AMMUNITION(): MAGIC: □ WEAPON □ OBJECT		P.P.E.:() :()
PROWL PENALTY:%	Ammunition(): Ammunition(): Ammunition(): Ammunition():	Name: Type:	P.P.E.:() :() :() :() :() :() :() :()
PROWL PENALTY:%	AMMUNITION(): AMMUNITION(): AMMUNITION(): AMMUNITION(): Magic: □ Weapon □ Object Name:	Name:	P.P.E.:() :() :() :() :() :() :() :()
PROWL PENALTY:%	AMMUNITION(): AMMUNITION(): AMMUNITION(): AMMUNITION(): Magic: □ Weapon □ Object Name: Type:	Name: Type:	P.P.E.:():() ANIMAL COMPANION NAME: TYPE: H.PD.C.:A.R.: A.P.M.:STRIKE:+PARRY:+ DODGE:+DAMAGE:+ROLL:+_ CLAWS:DMOUTH:_D:D:D NATURAL ABILITIES
ARMOR:	AMMUNITION(): AMMUNITION(): AMMUNITION(): AMMUNITION(): Magic: □ Weapon □ Object Name: Type:	Name: Type:	P.P.E.:() :() ANIMAL COMPANION NAME: TYPE: H.P.
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ARMOR: ARMOR: ARMOR: ARMOR: PROWL PENALTY:% ARMOR: AR.:D.C.:/ WEIGHT:COST:% ARMOR:	AMMUNITION(): AMMUNITION(): AMMUNITION(): AMMUNITION(): Magic: □ Weapon □ Object Name: Type:	Name: Type:	P.P.E.:() :() ANIMAL COMPANION NAME: TYPE: H.P.
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ARMOR: ARMOR: ARMOR: PROWL PENALTY:% ARMOR: PROWL PENALTY:% ARMOR: A.R.:D.C.:/_ WEIGHT:COST: PROWL PENALTY:% ARMOR: A.R.:D.C.:/_ PROWL PENALTY:%	AMMUNITION(): AMMUNITION(): AMMUNITION(): MAGIC: □ WEAPON □ OBJECT NAME: TYPE: ABILITIES: P.P.E.:() :()	NAME:	P.P.E.:(
ARMOR: ARMOR: A.R.: D.C.: /_ PROWL PENALTY: % ARMOR: A.R.: D.C.: /_ WEIGHT: COST: PROWL PENALTY: % ARMOR: A.R.: D.C.: /_ WEIGHT: COST: PROWL PENALTY: % ARMOR: A.R.: D.C.: /_ WEIGHT: COST: PROWL PENALTY: % OUTFITS	AMMUNITION(): AMMUNITION(): AMMUNITION(): AMMUNITION(): MAGIC:	NAME: TYPE: ABILITIES: P.P.E.:(P.P.E.:(
ARMOR: ARMOR: A.R.: D.C.: /_ PROWL PENALTY: % ARMOR: A.R.: D.C.: /_ WEIGHT: COST: PROWL PENALTY: % 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: TYPE:	NAME: TYPE: ABILITIES: P.P.E.:(:() MAGIC: WEAPON OBJECT NAME: TYPE:	P.P.E.:() :() ANIMAL COMPANION NAME: Type: H.P.
ARMOR: ARMOR: A.R.: D.C.: /_ PROWL PENALTY: % ARMOR: A.R.: D.C.: /_ WEIGHT: COST: PROWL PENALTY: % 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: TYPE:	NAME: TYPE: ABILITIES: P.P.E.:(:() MAGIC: WEAPON OBJECT NAME: TYPE:	P.P.E.:(
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ARMOR: ARMOR: A.R.: D.C.: /_ PROWL PENALTY: % ARMOR: A.R.: D.C.: /_ WEIGHT: COST: PROWL PENALTY: % 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: TYPE:	NAME: TYPE: ABILITIES: P.P.E.:(:() MAGIC: WEAPON OBJECT NAME: TYPE:	P.P.E.:(
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	PALLADIUM FANT	ASY RPG® C	HARACTEI RACE	R SHEET :
		TRUE NAME:	KACE	•
	# of Attacks: Initiative: +	ALIGNMENT:		
	DAMACE: + STRIKE: +	Цт роме		Physicai)•
	PARRY: + DODGE: +	_ Fydedience Leve	D.C.(I	OINTS!
SAVING THROWS SAVE VS. SPELL/WARD: /	ROLL: + RESTR. PUNCH:	- I.O.:	AGE: LIFE	SPAN: P.P.E.:
SAVE VS. SPELL/ WARD: SAVE VS. FUME/RITUAL: /	PARRY: + DODGE: + ROLL: + RESTR. PUNCH: PUNCH: POWER PUNCH: KICK: LEAP KICK: KNOCK OUT: CRITICAL:	- M.E.:	Sex:	Сні:
SAVE VS. PSIONICS:	KNOCK OUT:	- M.A.:	HEIGHT: WE	LS.P.:
SAVE VS. TOXINS/POISONS: /	Critical:	20 P.S.:	LAND OF ORIGIN:	
SAVE VS. HARMFUL DRUGS:	D EATH:	– P.P.:	Environment:	
SAVE VS. INSANITY:	CRITICAL;	% P.E.:	SOCIAL/FAMILY B	ACKGROUND:
Save vs. Possession: + Save vs. Horror Factor: +	LEAP: FT. FT.	P.B.:	RACIAL HOSTILITI	ES:
SAVE VS. COMA/DEATH: + %	THROW(MAX): LBS.	SPD.: 1	DISPOSITION:	
Perception Rolls: / / /	I IKUN: MPH (IVIAX) IVIELE	EST		
DAMAGE RECORD	FT/MELEE FT/ATTAC	K INSANITY (IF ANY)	•	
_D.C.::	SWIM:MPH (MAX)MELEFT/MELEEFT/ATTAC	NEGOTE PRIOR/NE	TIMIDATE: %	CHARM/IMPRESS:%
□.D.C.: :	SKILLS	IX.	CONDARY SKILLS	
	SKILLS	+70/LVL, %0 SE	CONDAKY SKILLS	+%/LVL. %
HIT POINTS:				
I.S.P.:				
Сн:_ P.P.E.:				
O.C.C. SKILLS +%/Lvl. %				
Native Language: 98				
SPEAK (+15%): 5				
SPEAK (+15%): 5 LITERACY (+20%): 5				
LAND NAVIGATION (+10%) 5				
HORSEMANSHIP: PALLADIN 5 /				
HERALDRY (+20%) <u>5</u> /				
BASIC MATH (+15%) DANCE (+10%) 5 5				
DANCE (+10%)				
(+10%) (+10%)				
(+10%)	-			
WEAPONS RANGE	DAMAGE WEAPON PROFICIENCIES		RRY/ DAMAGE/ A PANG	D.
TURNO TERROR		AIM/BURST RAI	NGE RATE ARMO	
	LANCE			HT: Cost:
	SHIELD		— — <u>P</u> 1	ROWL PENALTY:%
			ARMO	R:
			A.R.:	
				т: Cost:
			— — <u>P</u> 1	ROWL PENALTY:%
Ammunition():				
Anguagasi				
AMMUNITION():				
EQUIPMENT	SPECIAL ABILIT			Notes
	DEMON DEA			
	•AUTOMATICALLY PENETR. •INFLICTS 1/2 DAMAGE AG.			
	THAT ARE ONLY AFFECTE	D BY MAGIC		
	•VICTIM CANNOT REGENER	ATE FOR 1D4 HOURS!		
	•Limitations - Against supernatural	OPPONENTS ONLY	-	
	- Intent must be pure o	F SPIRIT		
	EQUALS TWO ATTACKS		a	Money
	- NOT APPLICABLE TO PRO	DJECTILE WEAPONS	GOLD: SALARY:	
			VALUABLES:	
	·			OUTFITS
-	· ·			
			l -	



		COMBAT SKILL	NAME:		RACE:	
- STALMEN			TRUE NAME:			
	# of At	TTACKS:INNITIATIVE: +	ALIGNMENT:			
	DAMAGE	e: +Strike: +	HIT POINTS:		D.C.(Physical):	•
C. Typesy Typesy	PARRY:	+Dodge: +	- Experience I	LEVEL:	Points:	
SAVING THROWS	KOLL. T	T KESTK, I UNCH,	- I.Q.:	A CE.	LIFESPAN:	P.P.E.:
SAVE VS. SPELL/WARD: /		Power Punch:	1.Q., - N T E .	- AGE.	_Lifestan•	
SAVE VS. FUME/RITUAL: /	Кіск:_	LEAP KICK:	M.E.:	_ SEX:	Weight:	_CHI:
SAVE VS. PSIONICS:	KNOCK	Оит:	M.A.:	_ Height:	WEIGHT:	_I.S.P.:
SAVE VS. TOXINS/POISONS: /	CRITICA	AL: 20	2 P.S.:	_ LAND OF OR	RIGIN:	
SAVE VS. HARMFUL DRUGS:	DEATH:	(+) % FT ↑ FT →	- P.P.:	Environmen	NT:	
SAVE VS. INSANITY:	FLIP:	(+) %	P.E.:	_ a	IILY BACKGROUN	
SAVE VS. POSSESSION: +	131311 •	11.	DR.	RACIAL HOS		
Save vs. Horror Factor: +	LIFT:_	LBS. CARRY: LBS. (MAX): LBS. FT.	C.D	_ NACIAL HOS DISPOSITION	·	
SAVE VS. COMA/DEATH: +	% THROW((Max): LBS. FT. MPH (Max) MELEES	SPD	- Distosition	√:	
Perception Rolls: //		MPH (IVIAX) IVALUED ET/ATTACK				
DAMAGE RECORD	— Swim:	FT/MELEEFT/ATTACKMPH (MAX)MELEES	INSANITY (IF A	ANY):	~ ~	
D.C.::		MPH (MAX)NIELEESFT/MELEEFT/ATTACK		T/INTIMIDATE: _	% Charm/In	MPRESS: %
D.C.::	SKI		_	SECONDARY SKI		
	OKI	LLS	+70/LVL. /U	SECUNDARI DEL	iLLS	+70/LVL• /u
HIT POINTS:				-		
I.S.P.:	-					
Сн:						
P.P.Ē.:						
O.C.C. SKILLS +%/Lvl.						
Native Language:	98 —					
SPEAK (+20%): 5						
SPEAK (+20%): 5						
Literacy (+20%): 5						
BASIC MATH (+20%) Laboratory & Movember (+159/)	_ _					
LORE: DEMONS & MONSTERS (+15%) 5	\dashv $-$					
LORE: RELIGION (+20%) LAND NAVIGATION (+10%) 5 4	\dashv $-$					
Land Navigation (+10%) $\frac{4}{4}$ Streetwise (+10%)	\dashv \equiv					
STREETWISE (+10%) WILDERNESS SURVIVAL (+10%) 5	\dashv $\underline{}$					
One Weapon Proficiency of Cho						
SEE PRIEST ABILITIES ON SECOND SH	I					
				' Birriant		
WEAPONS RAN	GE DAMAGE	WEAPON PROFICIENCIES	STR/THR AIM/BURST	PARRY/ DAMAGE/ RANGE RATE	Armor:	
		-	,		A.R.:D.C	
		<u> </u>			WEIGHT:	
					PROWL PENAL	LTY:%
					.	
					ARMOR:	~
				. — —	A.R.:D.C	
		·			WEIGHT: PROWL PENAL	Cost:%
		·			PROWL I ENAL	TY:70
Ammunition():		l				
* \-					,	
Ammunition():					. ———	
EQUIPMENT		Special Abilitie	FS/SKILLS		Notes	
		——————————————————————————————————————				
		<u> </u>			-	
		-				
		-				
					Money	
				GOLD:		
				SALARY:		
		-		VALUABLES:		
				- H		
					OUTFITS	
				_ [
				_		
				— <u> </u>		
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PRIEST OF DARKNESS	Characte	R HISTORY	SPELLS P.P.E.	P.P.E.
PANTHEON: DEITY: HEALING TOUCH: 1D6 H.P./S.D.C.(EVERY 2 MELEES)			LEVEL ONE BLINDING FLASH 1	LEVEL SEVEN AGONY 20
EXORCISM: 1D6 H.P./S.D.C. (EVERY 2 MELEES) EXORCISM: 1D6 HRS OF PRAYER +7 %			☐ CLOUD OF SMOKE 2	☐ Animate/Control Dead 20
REMOVE CURSE:1D4x10 MINUTES +7%			☐ DEATH TRANCE 1 ☐ DECIPHER MAGIC 4	☐ CIRCLE OF CONCEALMENT 15 ☐ CONSTRAIN BEING 20
RESURRECTION:STARTING AT 5TH LEVEL +3%			GLOBE OF DAYLIGHT 2	
TURN DEAD: 2 MELEE ROUNDS +5%			☐ INCREASE WEIGHT 4 ☐ SEE AURA 6	☐ FLY AS THE EAGLE 25 ☐ GLOBE OF SILENCE 20
PRAYERS PRAYER OF STRENGTH OF THE DAMNED +8 %			SEE THE INVISIBLE 4	☐ HEAL SELF 20
• +6 vs Horror Factor, +2 on ALL other saving throws			SENSE EVIL 2	□ DISPEL MAGIC BARRIER 20 □ FLY AS THE EAGLE 25 □ GLOBE OF SLIENCE 20 □ HEAL SELF 20 □ IMMOBILIZE 25 □ INVISIBILITY: SUPERIOR 20
•+10% to Turn Dead •+1 Spell Strength •+4 to Damage			☐ Sense Magic 4 ☐ Thunderclap 4	☐ Invisibility: Superior 20 ☐ Invulnerability 25
+1 TO PARRY & DODGE ++8% TO SUMMON MINIONS OF DARKNESS LASTS 3 MINUTES PER LEVEL OF EXPERIENCE			□ VENTRILOQUISM 3	☐ LIFE DRAIN 25
PRAYER OF COMMUNION +8 %	Cov	D.A. COTEG	LEVEL TWO	□ INVULNERABILITY 25 □ LIFE DRAIN 25 □ METAMORPHOSIS: A NIMAL 25 □ PURIFY FOOD & WATER 20
•60% CHANCE OF DIVINATION OR RECIEVING AN OMEN	Cont		☐ BEFUDDLE 6 ☐ CHAMELEON 6	☐ SECOND SIGHT 25
SUMMON MINIONS OF DARKNESS •SUMMON ONE LESSER DEEVIL DEMON OR GARGOYLE PER LEVEL	NAME: OCCUPATION:	Notes:	☐ CLIMB 3	☐ WIND RUSH 20 ☐ WINK-OUT 20+
WILL STAY FOR 5 MINUTES PER LEVEL OF THE PRIEST	NAME: OCCUPATION:	Notes:	☐ CONCEALMENT 6 ☐ DETECT CONCEALMENT 6	☐ WITCH BOTTLE 28
CAN BE ATTEMPTED TWICE PER 24 HOUR PERIOD	NAME: OCCUPATION:	NOTES:	☐ Extingish Fire 4	☐ X-RAY VISION 25
Curses +6%	NAME: OCCUPATION:	Notes:	☐ FEAR 5 ☐ HEAVY BREATHING 5	LEVEL EIGHT Commune With Spirits 25
POX CURSE *BODY BREAKS OUT IN ITCHY PUSS-FILLED SORES WITHIN 24 HOURS	NAME. OCCUPATION.	NOTES.	LEVITATION 5	☐ EXORCISM 25
•P.B. & S.D.C. ARE REDUCED BY HALF, P.E3	NAME: OCCUPATION:	Notes:	☐ Mystic Alarm 5 ☐ Turn Dead 6	☐ EYES OF THE WOLF 25 ☐ HALLUCINATION 30
LASTS 1D6 MONTHS	TYAME: OCCUPATION:	TOTES:	☐ TURN DEAD 6 ☐ WEIGHTLESSNESS 6	☐ LOCATE 30
FEVER CURSE •COMBAT BONUSES -1 •SPD25% •ALL SKILLS -10%	NAME: OCCUPATION:	Notes:	LEVEL THREE	□ LOVE CHARM 40
LASTS 1D6 MONTHS	TAME: Occurring	TOTES	ARMOR OF ITHAN 10	□ COMMUNE WITH SPIRITS 25 □ EXORCISM 30 □ EYES OF THE WOLF 25 □ HALLICHNATION 30 □ LOCATE 30 □ LOUCE CHARM 40 □ LUCK CURSE 40 □ METAMORPH.: HUMAN 40 □ METAMORPH.: HUMAN 30 □ ORACLE 30 □ SENSE DIMENS. ANOMALY 30
Luck Curse	NAME: OCCUPATION:	Notes:	☐ BREATHE WITHOUT AIR 5 ☐ ENERGY BOLT 5	☐ MINOR CURSE 35
•NO COMBATBONUSES •NO CRITICAL STRIKE •KNOCKOUT/ DEATHBLOW DO 1D4 •KICK ATTACKS - 60% FALL DOWN		- 1.0 - 2 - 2 - 2	☐ FAERIE SPEAK 5	☐ NEGATE MAGIC 30 ☐ ORACLE 30
•Prowl=Clumsy •All skills -40% at critical times	NAME: OCCUPATION:	Notes:	☐ FINGERS OF THE WIND 5 ☐ FLOAT IN AIR 5	Sense dimens. Anomaly 30
LASTS 24 HOURS PER LEVEL OF THE PRIEST			☐ FUEL FLAME 5	☐ SICKNESS 50 ☐ SPOIL FOOD & WATER 30
MINOR CURSE •GAS - FARTS EVERY 2 MELEES, -2 ON INITIATIVE	NAME: OCCUPATION:	Notes:	☐ IGNITE FIRE 6 ☐ IMPERVIOUS TO FIRE 6	STONE TO FLESH 30
•Headache - All skills -10%, saving throws -1			☐ IMPERVIOUS TO POISON 5	□ SICKNESS 50 □ SPOIL FOOD & WATER 30 □ STONE TO FLESH 30 □ TIME CAPSULE 30 □ WISPS OF CONFUSION 40
•HICCUPS - LANGUAGE SKILLS -15%, M.A. 1/2, NO PROWL	Name: Occupation:	Notes:	☐ INVISIBILITY: SIMPLE 6 ☐ NEGATE POISONS/TOXINS 5	LEVEL NINE
•INGROWN TOENAIL - S PD - 1/2, PROWL - 10% CLIMB - 15% •ITCHING AND RASH - M.A 1/2, -4 ON INIT., -1 ATTACK			☐ PARALYSIS: LESSER 5	
•PIMPLES - REDUCE PHYSICAL BEAUTY BY ONE HALF	NAME: OCCUPATION:	Notes:	☐ RESIST FIRE 3 ☐ SEE WARDS 8	☐ CURSE: PHOBIA 40 ☐ FAERIES' DANCE 55
•Nausea - Spd -1/2, 60% chance of inducing vomiting			☐ SENSE TRAPS 7	☐ FAMILIAR LINK 55
OR DIARRHEA FROM SUDDEN MOVEMENTS AND/OR HIGH SPEED •RUNNY NOSE & COUGH - P.B25%, PROWL IMPOSSIBLE	WEAPON PROFICIENCIES RANG	GE DAMAGE STR/THR PARRY RATE	☐ TELEKINESIS 8	HAVOK 50 METAMORPHOSIS: INSECT 60
•Vertigo - Affected when faster than Spd.: 8 or at	WEATON I ROFICIENCIES	AIM/BURST	LEVEL FOUR ASTRAL PROJECTION 10	☐ MONSTER INSECT 50/100
HEIGHTS: 1 APM, NO INIT., -8 TO STRIKE, PARRY & DODGE LASTS 24 HOURS PER LEVEL OF THE PRIEST		1	BLIND 8	☐ MONSTER INSECT 50/100 ☐ MUTE 50 ☐ PROT. CIRCLE: SIMPLE 45
OPTIONAL CURSES FOUND IN ALCHEMIST SECTION			CARPET OF ADHESION 10	PROT. CIRCLE: SIMPLE 45 SPEED OF THE SNAIL 50
COLD CURSE P.263			☐ CHARISMATIC AURA 10 ☐ CURE MINOR DISORDER 10	□ SPEED OF THE SNAIL 50 □ SUMMON/CONT. CANINES 50 □ SWORDS TO SNAKES 50 □ TRANSFERAL 50
INSECT ATTRACTION CURSE P.264			☐ ENERGY FIELD 10	☐ SWORDS TO SNAKES 50 ☐ TRANSFERAL 50
STINK CURSE P.264 SPOILAGE CURSE P.264			☐ FIRE BOLT 10 ☐ FOOL'S GOLD 10	☐ WATER TO WINE 40
		_ 	☐ LEY LINE TRANSMISSION 30	LEVEL TEN
OUTFITS		<i>j</i>	☐ Magic Net 7 ☐ Multiple Images 7	☐ BANISHMENT 65 ☐ CNTRL/ENSLAVE ENTITY 80
U	Ammunition():		☐ REPEL ANIMALS 7	☐ DIMENS. POCKET 30/140
		/	☐ SEAL 7 10 SHADOW MELD 10	☐ METAMORPH.: SUPERIOR 100 ☐ MYSTIC PORTAL 60
	Ammunition():		☐ SWIM AS A FISH 6	☐ PHANTOM HORSE 60
			☐ Trance 10	☐ SUMM./CONT. RODENTS 70 ☐ SUMMON SHADOW BEAST 140
	PSIONICS I.S.P. LS.P.	Magic: ☐ Weapon ☐ Object	LEVEL FIVE CALLING 8	LEVEL ELEVEN
	SENSITIVE HEALING □ ASTRAL PROJECTION 8 □ ATTACK DISEASE 12	Name:	☐ CHARM 12	☐ ANTI MAGIC CLOUD 140
	☐ CLAIRVOYANCE 4 ☐ BIO-REGENERATE (SELF) 6	Туре:	☐ CIRCLE OF FLAME 10 ☐ DOMINATION 10	CREATE MAGIC SCROLL 100+
	☐ COMMUNE W/ANIMALS 6 ☐ DEADEN PAIN 4	Abilities:	☐ DOMINATION 10 ☐ ENERGY DISRUPTION 15	☐ CREATE MUMMY 160 ☐ FINGER OF LICTALON 150
	☐ COMMUNE WITH SPIRITS 8 ☐ DETECT PSIONICS 6 ☐ EXORCISM 10			
Armor:			☐ ESCAPE 8	☐ REMOVE CURSE 140
	□ EMPATHY 4 □ HEALING TOUCH 6		☐ EYES OF THOTH 8	REMOVE CURSE 140 SUMM./CONT. ANIMALS 125
	☐ EMPATHY 4 ☐ HEALING TOUCH 6 ☐ INCREASED HEALING 10 ☐ INCREASED HEALING 10 ☐ INCREASED HEALING 10		 □ Eyes of Thoth □ Fly □ Heal Wounds 10 	□ REMOVE CURSE 140 □ SUMM./CONT. ANIMALS 125 □ SUMMON FOG 140
A.R.:D.C.:/	☐ EMPATHY 4 ☐ HEALING TOUCH 6 ☐ INCREASED HEALING 10 ☐ INDUCE SLEEP 4		☐ EYES OF THOTH 8 ☐ FLY 15 ☐ HEAL WOUNDS 10 ☐ HORRIFIC ILLUSION 10	□ REMOVE CURSE 140 □ SUMM./CONT. ANIMALS 125 □ SUMMON FOG 140
A.R.:D.C.:/ Weight:Cost:	EMPATHY		□ Eyes of Thoth 8 □ Fly 15 □ Heal Wounds 10 □ Horrific Illusion 10 □ Mend Cloth 12 □ Size of the Behemoth 12	□ REMOVE CURSE 140 □ SUMM./CONT. ANIMALS 125 □ SUMMON FOG 140
A.R.:D.C.:/	EMPATHY		EYES OF THOTH	□ REMOVE CURSE 140 □ SUMM./CONT. ANIMALS 125 □ SUMMON FOG 140
A.R.:D.C.:/ Weight:Cost:	BAPATHY	P.P.E.:()	□ Eyes of Thoth 8 □ Fly 15 □ Heal Wounds 10 □ Horrific Illusion 10 □ Mend Cloth 12 □ Size of the Behemoth 12	□ REMOVE CURSE 140 □ SUMM./CONT. ANIMALS 125 □ SUMMON FOG 140
A.R.:D.C.:/ Weight:Cost:	EMPATHY	P.P.E.:():()	EVES OF THOTH 8	Remove Curse
A.R.:D.C.:/ Weight:Cost:	BAPATHY	:()	EVES OF THOTH	REMOVE CURSE 140
A.R.: D.C.: / WEIGHT: COST: PROWL PENALTY: % ARMOR:	BAPATHY	Magic: Weapon Object	EVES OF THOTH	REMOVE CURSE
A.R.: D.C.: / WEIGHT: COST: PROWL PENALTY: % ARMOR:	Bapathy Healing Touch 6 November 10 November 10	MAGIC: WEAPON OBJECT NAME:	EVES OF THOTH 8 FLY 15 HEAL WOUNDS 10 HORRIFIC ILLISION 10 MISBO CLOTH 12 SIZE OF THE BEHEMOTH 12 SUEEP 10 SUPERHUMAN SPEED 10 SUPERHUMAN STRENGTH 10 LEVEL SIX ANNATE OBJECT 15 APPARTION 20 CALL LIGHTNINN 15 COMPUSION 20	REMOVE CURSE
A.R.: D.C.: / WEIGHT: COST: PROWL PENALTY:- % ARMOR:	Meditation Med	Magic: Weapon Object	EVES OF THOTH	REMOVE CURSE
A.R.:D.C.:/ WEIGHT:COST:	BAPATHY	Magic: Weapon Object Name: Type:	EVES OF THOTH 8 FLY 15 HEAL WOUNDS 10 HORRIFIC ILLISION 10 MEND CLOTH 12 SUZE OF THE BEHEMOTH 12 SUEEP 10 SUPERHUMAN SPEED 10 SUPERHUMAN STEENGTH 10 LEVEL SIX ANNATE OBJECT 15 APPARITION 20 CALL LIGHTINING 15 COMPROLITIES 18 CURE ILLINESS 18 CURE ILLINES	REMOVE CURSE 140
A.R.: D.C.: / WEIGHT: COST: PROWL PENALTY:- % ARMOR: A.R.: D.C.: / WEIGHT: COST:	BAPATHY	Magic: Weapon Object Name: Type:	EVES OF THOTH	REMOVE CURSE 140
A.R.:D.C.:/ WEIGHT:COST:	BAPATHY	Magic: Weapon Object Name: Type:	EVES OF THOTH 8	REMOVE CURSE
A.R.:D.C.:/ WEIGHT:COST:	BAPATHY	Magic: Weapon Object Name: Type:	EVES OF THOTH	REMOVE CURSE
A.R.:D.C.:/ WEIGHT:COST:	BAPATHY	Magic: Weapon Object Name: Type:	EVES OF THOTH	REMOVE CURSE
A.R.:D.C.:/ WEIGHT: COST:	BADATHY	Magic: Weapon Object Name: Type:	EVES OF THOTH	□ REMOVE CURSE 140 SIMM/CONT. ANIMAIS 125 SOMMON FOG 140 LEVEL TWELVE □ AMILIET 290+ □ CALM STORME 250 □ CREATE ZOMBIE 250 □ METAMORPHOSIS MIST 250 □ SIMMON ENTITY 250 □ TIME HOLE 210 □ TEATE TOOL 700/1000 □ PROT. CRECE SUPERIOR 250 □ SAMCTUM 260 □ TALEMAN 500 □ TALEMAN 500 □ TALEMAN 700/1000 □ MEPN, WALL OF FORCE 600 □ MEPN, WALL OF FORCE 600 □ RESTORATION 750 LEVEL FIFTEEN □ DIBENSIONAL PORTAL 1000
A.R.: D.C.: / WEIGHT: COST: PROWL PENALTY:- % ARMOR: A.R.: D.C.: / WEIGHT: COST: PROWL PENALTY:- % ANIMAL COMPANION	BAPATHY	Magic: Weapon Object Name: Type:	EVES OF THOTH	REMOVE CURSE
A.R.:D.C.:/ WEIGHT: COST:	Meditation Med	MAGIC: WEAPON OBJECT NAME: Type: ABILITIES:	EVES OF THOTH 8 FLY 15 HEAL WOUNDS 10 HORRIFIC ILLISSION 10 MISSO CLOTH 12 SUEEP 10 SUEEP 10 SUPERRIMAN SPEED 10 SUPERRIMAN SPEED 11 SUPERRIMAN SPEED 11 SUPERRIMAN SPEED 12 CAUL LIGHTINING 15 APPARTION 20 CALL LIGHTINING 15 COMPRULISON 15 CORPULISON 15 CREATE BEAD & MILK 15 DETECT POISON 10 FIRE BALL 10 FIRE BALL	REMOVE CURSE 140
A.R.: D.C.: / WEIGHT: COST: PROWL PENALTY:- % ARMOR: A.R.: D.C.: / WEIGHT: COST: PROWL PENALTY:- % ANIMAL COMPANION NAME:	BAPATHY	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.:(:() :()	EVES OF THOTH	REMOVE CURSE
A.R.:	BAPATHY	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.: () MAGIC: WEAPON OBJECT	EVES OF THOTH	REMOVE CURSE
A.R.:D.C.:/ WEIGHT: COST:	BAPATHY	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.: :() :() MAGIC: WEAPON OBJECT NAME:	EVES OF THOTH	REMOVE CURSE 140
A.R.:D.C.:/ WEIGHT: COST:	BADATHY	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.: :() :() MAGIC: WEAPON OBJECT NAME: TYPE:	EVES OF THOTH 8	REMOVE CURSE 140
A.R.:D.C.:/ WEIGHT: COST:	BAPATHY	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.: :() :() MAGIC: WEAPON OBJECT NAME:	EVES OF THOTH	REMOVE CURSE 140
A.R.:D.C.:/ WEIGHT: COST:	BADPATHY	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.: :() :() MAGIC: WEAPON OBJECT NAME: TYPE:	EVES OF THOTH	REMOVE CURSE
A.R.:D.C.:/ WEIGHT: COST:	BAPATHY	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.: :() :() MAGIC: WEAPON OBJECT NAME: TYPE:	EVES OF THOTH	□ REMOVE CURSE 140 SUMM/CONT. ANIMALS 125 SUMMON FOG 140 LEVEL TWELVE □ AMILIET 290+ □ CALM STORME 250 □ CREATE ZOMBIE 250 □ SUMMON ENTITY 250 □ TIME HOLE 210 □ CREATE GOLEM 700/1000 □ CREATE GOLEM 700/1000 □ CREATE GOLEM 700/1000 □ SUMM / CONT. STORM 260 □ SUMM / CONT. STORM 260 □ MEMON TO THE STORM 750 □ LEVEL FOURTEEN □ CREATE GOLEM 700/1000 □ MEMON TO THE STORM 260 □ MEMON TO THE STORM 750 □ LEVEL FOURTEEN □ DIMENSIONAL TREPORT 1000 □ MESTORAL TREPORT 1000 □ MESTORAL TREPORT 1000 □ RESTORAL TREPORT 1000 □ RESTORAL TREPORT 1000 □ SUMM. GREATE FAMILIAT 580 □ TREPORT SUPPERIOR 600 □ TREANSFORMATION 2000 □ TRESTORAL TREPORT 1000 □ SUMM. GREATE FAMILIAT 580 □ TREPORT SUPPERIOR 600 □ TREANSFORMATION 2000 □ TREANSFORMATION
A.R.:D.C.:/ WEIGHT: COST:	BADATHY HEALING TOUCH 6 NCREASE HEALING 10 NADICE SLEEP 4 NODE SLEEP 4 NO	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.: :() :() MAGIC: WEAPON OBJECT NAME: TYPE:	EVES OF THOTH 8 FLY 15 HEAL WOUNDS 10 HORRIFIC ILLISION 10 MEND CLOTH 12 SIZE OF THE BEHEMOTH 12 SLEEP 10 SUPERHUMAN SPEED 10 SUPERHUMAN SPEED 10 SUPERHUMAN SPEED 11 SUPERHUMAN SPEED 11 LEVEL SIX	REMOVE CURSE
A.R.:	BAPATHY	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.: :() :() MAGIC: WEAPON OBJECT NAME: TYPE:	EVES OF THOTH	REMOVE CURSE
A.R.:	BADATHY HEALING TOUCH 6 NCREASED HEALING 10 NADIOR SLOCK 4 NORTH TOWN OF THE PROPERTY OF THE PRO	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.: :() :() MAGIC: WEAPON OBJECT NAME: TYPE:	EVES OF THOTH 8 FLY 15 HEAL WOUNDS 10 HORRIFIC ILLISION 10 MEND CLOTH 12 SIZE OF THE BEHEMOTH 12 SLEEP 10 SUPERHUMAN SPEED 10 SUPERHUMAN SPEED 10 SUPERHUMAN SPEED 11 SUPERHUMAN SPEED 11 LEVEL SIX	REMOVE CURSE
A.R.:	BAPATHY	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.: :() :() MAGIC: WEAPON OBJECT NAME: TYPE:	EVES OF THOTH 8 FLY 15 HEAL WOUNDS 10 HORRIFIC ILLISION 10 MEND CLOTH 12 SIZE OF THE BEHEMOTH 12 SLEEP 10 SUPERHUMAN SPEED 10 SUPERHUMAN SPEED 10 SUPERHUMAN SPEED 11 LEVEL SIX	REMOVE CURSE



		/	COMBAT SKILL	NAME:		RACE:		
-01		:	I	TRUE NAME:				
		# OF ATTAC	CKS:INNITIATIVE: +	ALIGNMENT:				
		DAMAGE: 4	+STRIKE: +			D.C.(PHYSICAL):		
	<u>#</u> #	PARRY: +	Dodge: +	THE TORVINGE	T			
SAVING THROWS		ROLL: +	RESTR. PUNCH:	EXPERIENCE I		Points:	DDE	
SAVE VS. SPELL/WARD:	1	PUNCH:	Down Draw	- I.Q.:	AGE:		P.P.E.:	
SAVE VS. FUME/RITUAL:			LEAP KICK:	M.E.:	Sex:		Сні:	
SAVE VS. PSIONICS:			JT:	M.A.:	HEIGHT:	WEIGHT:	I.S.P.:	
SAVE VS. TOXINS/POISONS:	1			P.S.:	- I AND OF OF		_1.0.1	
SAVE VS. HARMFUL DRUGS:		DEATH:			_ LAND OF OR	RIGIN:		
SAVE VS. HARMFUL DRUGS: SAVE VS. INSANITY:		FLIP:	(+) %	P.P.: P.E.:	Environmen	NT:		
			(<u>†) /u</u>	P.E.:	SOCIAL/FAM	IILY BACKGROUN	D:	
SAVE VS. POSSESSION: +			F1. F1. /	ıPR:	RACIAL HOS			
SAVE VS. HORROR FACTOR: +			LBS. CARRY:LBS.	c —	_			
Save vs. Coma/Death: +	%	THROW(NL	AX): LBS FT.		_ DISPOSITION	:		
Perception Rolls: /	/ /	KUN:	MPH (MAX)MELEES					
DAMAGE RECORD		'⊫—	FT/MELEEFT/ATTACK	INSANITY (IF	ANY):			
DAWAGE RECORD		7 Swiм:	MPH (MIAX)NIELEES	INVOKE TRUS	TATIMIDATE.	% Charm/In	ADDECC.	%
		1	FT/MELEEFT/ATTACK	INVUKE I KUS	71/INTHVIIDATE	/0 UTAKWI/IIV	Trkess.	
D.C.::		Skills	.s	+%/LvL, %	SECONDARY SKI	ПLS	+%/Lvl.	0/0
			3	1/0/11111 /0	DECOMPANI DA	LLS	1 / 0/ 14 1 14	/0
HIT POINTS:					-			
HIT POINTS: I.S.P.:		-						
Сні:		1			·			
P.P.Ē.:		1			·			
	6/Lvl. %	·			·			
DANCE (+20%)	5	ı <u> </u>						
Dance (+20%) Native Language:	98				· 			
					·			
	5	↓			· -			
	5	↓ <u> </u>						
LITERACY (+20%):	<u>5</u>	J			<u> </u>			
` ′	5	J						
	5	1						
Lore: Religion (+20%)	5	1			<u> </u>			
LAND NAVIGATION (+10%)	4	1 —			-			
	5	1 —						
ONE WEAPON PROFICIENCY OF		1 —			-			
SEE PRIEST ABILITIES ON SECON		r ——	·		. -			
WEAPONS	RANGE	DAMAGE	WEAPON PROFICIENCIES	Str/Thr Aim/Burst	PARRY/ DAMAGE/ RANGE RATE	Armor:		
				i blive as	NANGE	A.R.: D.C.	: /_	
						WEIGHT:		
						PROWL PENALT		%
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						A		\longrightarrow
						ARMOR:		
			-			A.R.: D.C.		
							Cost:	
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Ammunition():	. ——	-						
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EQUIPMENT	1		Special Abilitie	FC/SKILLS		Notes		
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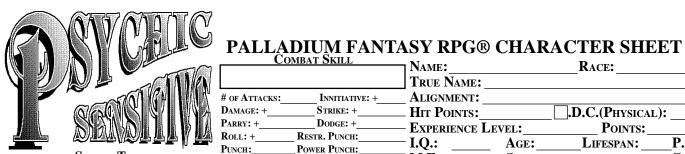
PRIEST OF LIGHT	CHARACTI	ER HISTORY	SPELLS P.P.E.	P.P.E. LEVEL SEVEN
PANTHEON: DEITY: CHURCH RESOURCES:			☐ BLINDING FLASH 1	☐ AGONY 20
CHURCH RESOURCES:			☐ CLOUD OF SMOKE 2 ☐ DEATH TRANCE 1	☐ ANIMATE/CONTROL DEAD 20 ☐ CIRCLE OF CONCEALMENT 15
			□ Decipher Magic 4	☐ CONSTRAIN BEING 20
			☐ GLOBE OF DAYLIGHT 2 ☐ INCREASE WEIGHT 4	
HEALING TOUCH: 2D4 H.P./S.D.C.(EVERY 2 MELEES)			☐ SEE AURA 6 ☐ SEE THE INVISIBLE 4	☐ FLY AS THE EAGLE 25 ☐ GLOBE OF SILENCE 20 ☐ HEAL SELF 20 ☐ IMMOBILIZE 25 ☐ INVISIBILITY: SUPERIOR 20
Exorcism:1D6 hrs of Prayer +7%			☐ SENSE EVIL 2	☐ IMMOBILIZE 25
REMOVE CURSE:1D4x10 MINUTES +7% RESURRECTION:STARTING AT 5TH LEVEL +3%			☐ SENSE MAGIC 4 ☐ THUNDERCLAP 4	☐ Invisibility: Superior 20 ☐ Invulnerability 25
TURN DEAD: 2 MELEE ROUNDS +5%			□ VENTRILOQUISM 3	☐ INVULNERABILITY 25 ☐ LIFE DRAIN 25 ☐ METAMORPHOSIS: ANIMAL 25
PENANCE & SACRIFICE •RESIST THIRST DAYS	Con	TACTS	LEVEL TWO ☐ BEFUDDLE 6	☐ PURIFY FOOD & WATER 20
•RESIST HUNGERDAYS	Name: Occupation:	Notes:	☐ CHAMELEON 6 ☐ CLIMB 3	☐ WIND RUSH 20
PRAYERS BLESSINGS (LAST 2D4 WEEKS)	N O	NY	☐ CONCEALMENT 6	☐ WINK-OUT 20+ ☐ WITCH BOTTLE 28
• CREATE HOLY WATER - 3D6 DAMAGE TO VAMPIRES/GHOULS	Name: Occupation:	Notes:	☐ DETECT CONCEALMENT 6 ☐ EXTINGISH FIRE 4	☐ X-RAY VISION 25
•Bless Person: +1 to save vs. Disease/Possession •Bless Home: Ghosts & Faeries roll 14 or higher to enter	Name: Occupation:	Notes:	☐ FEAR 5 ☐ HEAVY BREATHING 5	LEVEL EIGHT Commune With Spirits 25
INHABITANTS: +1 vs Possession	THE STATE OF THE S	110120	LEVITATION 5	EXORCISM 30
*Bless Food: +1 to save vs. Spoiling Magic/Disease/Decay Fresh for one extra day	NAME: OCCUPATION:	Notes:	☐ MYSTIC ALARM 5 ☐ TURN DEAD 6	☐ EYES OF THE WOLF 25 ☐ HALLUCINATION 30
PRAYER OF STRENGTH +7% • +6 vs Horror Factor, +1 on ALL other saving throws			☐ WEIGHTLESSNESS 6	☐ LOCATE 30 ☐ LOVE CHARM 40
•+10% to Turn Dead •+20% to Exorcism •+1 Spell Strength	Name: Occupation:	Notes:	LEVEL THREE ARMOR OF ITHAN 10	□ Luck Curse 40
•+1 TO PARRY & DODGE •LASTS 2 MINUTES PER LEVEL PRAYER OF COMMUNION ±7%	NAME: OCCUPATION:	Notes:	☐ Breathe Without Air 5 ☐ Energy Bolt 5	☐ METAMORPH.: HUMAN 40 ☐ MINOR CURSE 35
•60% CHANCE OF DIVINATION OR RECIEVING AN OMEN	TYAME. OCCUPATION.	TOTES.	☐ FAERIE SPEAK 5	□ COMMUNE WITH SPIRITS 25 □ EXORCISM 30 □ EVES OF THE WOLF 25 □ HALLICINATION 30 □ LOCATE 30 □ LOVE CHARM 40 □ LOCK CURSE 40 □ METAMORPH: HUMAN 40 □ MINOR CURSE 35 □ NEGATE MAGIC 30 □ ORACLE 30
Prayer of Intervention (grants one of the following)	NAME: OCCUPATION:	Notes:	☐ FINGERS OF THE WIND 5 ☐ FLOAT IN AIR 5	□ Sense dimens. Anomaly 30
•CAST ANY ONE SPELL OF ANY LEVEL THAT HIS GOD(S) KNOWS EQUAL			☐ FUEL FLAME 5 ☐ IGNITE FIRE 6	☐ SICKNESS 50 ☐ SPOIL FOOD & WATER 30
TO HIS OWN EXPERIENCE +5 LEVELS. NO P.P.E. COST <u>+7</u> % •Create Magic Scroll once per 24 hour period	Name: Occupation:	Notes:	☐ IMPERVIOUS TO FIRE 6	☐ STONE TO FLESH 30
SPELL MUST BE KNOWN BY GOD(S) & POTENCY IS LIMITED BY PRIESTS	Name O ==========	Notes:	☐ IMPERVIOUS TO POISON 5 ☐ INVISIBILITY: SIMPLE 6	☐ TIME CAPSULE 30 ☐ WISPS OF CONFUSION 40
LEVELS. LIMITED TO 6TH LEVEL OR HIGHER PRIESTS +9% •SUPER HEALING TWO HEALING TOUCHES RESTORE 2D4x10	NAME: OCCUPATION:	NOTES:	□ NegatePoisons/Toxins 5 □ Paralysis: Lesser 5	LEVEL NINE Age 50
HIT POINTS/S.D.C. (OR 4D6 M.D.C.) <u>+7</u> %	Name: Occupation:	Notes:	☐ RESIST FIRE 3	Curse: Phobia 40
MIRACLES +2% MIRACLE OF LUCK	THE STATE OF THE S	1101201	☐ SEE WARDS 8 ☐ SENSE TRAPS 7	☐ AGE 50 ☐ CURSE: PHOBIA 40 ☐ FAERIES' DANCE 55 ☐ FAMILIAR LINK 55
•+4 Init. •+10 to Roll & save vs H.F. •+8 to dodge & save vs	WEAPON PROFICIENCIES RAN	NGE DAMAGE STR/THR PARRY RATE	☐ TELEKINESIS 8	☐ HAVOK 50 ☐ METAMORPHOSIS: INSECT 60
POISON *+3 TO SAVE VS MAGIC *IMPERVIOUS TO CHARMS/CURSES *PRIEST + 1 FOLLOWER PER LEVEL *1 MINUTE PER LEVEL	WEATON I ROFICIENCIES	AIM/BURST	LEVEL FOUR ASTRAL PROJECTION 10	☐ Monster Insect 50/100
SUPERNATURAL STRENGTH		/	☐ BLIND 8	☐ MUTE 50 ☐ PROT. CIRCLE: SIMPLE 45
•HIT POINTS/S.D.C. ARE TRIPPLED P.S. +2D4 & IS SUPERNATURAL •+1 TO INIT, STRIKE, PARRY, DODGE AND ALL SAVING THROWS			☐ CARPET OF ADHESION 10 ☐ CHARISMATIC AURA 10	Speed of the Snail 50 Summon/Cont. Canines 50
•Aura of Awe = H.F.:12 •Lasts 1 minute per level			☐ CURE MINOR DISORDER 10☐ ENERGY FIELD 10☐	☐ SWORDS TO SNAKES 50
PURIFICATION •50 LBS OF FOOD OR 10 GALLONS OF WATER			☐ FIRE BOLT 10	☐ Transferal 50 ☐ Water to Wine 40
GREAT MIRACLE OF INCREASED POWER			☐ FOOL'S GOLD 10 ☐ LEY LINE TRANSMISSION 30	Level Ten
•Spells/Prayers are double Duration & Strength/Power Lasts 1 minute per level		/	☐ MAGIC NET 7 ☐ MULTIPLE IMAGES 7	☐ BANISHMENT 65 ☐ CNTRL/ENSLAVE ENTITY 80
GREAT MIRACLE OF CONTROL OVER NATURE	Ammunition():		☐ REPEL ANIMALS 7	□ DIMENS. POCKET 30/140
CREATION OF NATURAL FORCES: 1 HR. PER/LVL CONTROL OVER DESTRUCTIVE FORCES: 1 MIN. PER/LVL			SEAL 7 SHADOW MELD 10	☐ METAMORPH.: SUPERIOR 100 ☐ MYSTIC PORTAL 60
MIRACULOUS HEALING (TOUCH OR GLANCE)	AMMUNITION():		☐ SWIM AS A FISH 6 ☐ TRANCE 10	☐ PHANTOM HORSE 60 ☐ SUMM./CONT. RODENTS 70
•HEAL THE CRIPPLED •RESTORE VISION TO BLIND •GIVE VOICE TO THE MUTE •GIVE HEARING TO THE DEAF •CURE SICKNESS AND DISEASE	PSIONICS LS.P. I.S.P.	M. casa D. Warrana D. Oannese	Level Five	Summon Shadow Beast 140
•DISPEL POSSESSING ENTITIES, MAGIC CURSES AND SICKNESS •NEGATE POISON (AS MUCH AS A LAKE) •RESTORE FULL H.P./S.D.C. TO ONE	SENSITIVE HEALING	Magic: □ Weapon □ Object Name:	☐ CALLING 8	LEVEL ELEVEN
PERSON PER LEVEL (M.D.C. CREATURES ARE RESTORED TO HALF)	☐ ASTRAL PROJECTION 8 ☐ ATTACK DISEASE 12 ☐ BIO-REGENERATE (SELF) 6	Type:	☐ CHARM 12 ☐ CIRCLE OF FLAME 10	☐ ANTI MAGIC CLOUD 140 ☐ CREATE MAGIC SCROLL 100+
HAVE THE ABILITY FOR ONE MELEE/15 SECONDS GREAT MIRACLE OF CONTROL OVER MAGIC	☐ COMMUNE W/ANIMALS 6 ☐ DEADEN PAIN 4	Abilities:	☐ DOMINATION 10 ☐ ENERGY DISRUPTION 15	☐ CREATE MUMMY 160 ☐ FINGER OF LICTALON 150
HAVE THE ABILITY FOR ONE MELEE PER/LVL OF EXPERIENCE	☐ COMMUNE WITH SPIRITS 8 ☐ DETECT PSIONICS 6 ☐ EXORCISM 10		☐ ESCAPE 8	☐ REMOVE CURSE 140
	☐ EMPATHY 4 ☐ HEALING TOUCH 6		☐ Eyes of Thoth 8 ☐ Fly 15	☐ SUMM./CONT. ANIMALS 125 ☐ SUMMON FOG 140
Armor:	☐ Meditation 0 ☐ Increased Healing 10 ☐ Mind Block 4 ☐ Induce Sleep 4		HEAL WOUNDS 10 HORRIFIC ILLUSION 10	LEVEL TWELVE
A.R.: D.C.: / Weight: Cost:	ODJECT READ 6 LUST FOR LIFE 15		☐ MEND CLOTH 12	☐ AMULET 290+ ☐ CALM STORM 200
PROWL PENALTY:- %	Presence Sense 4 D Psychic Purification 8		☐ SIZE OF THE BEHEMOTH 12 ☐ SLEEP 10	☐ CREATE ZOMBIE 250 ☐ METAMORPHOSIS: MIST 250 ☐ SUMMON ENTITY 250
FROWL FENALTY:70	SEE AURA 6 PSYCHIC SURGERY 14	P.P.E.:()	☐ SUPERHUMAN S PEED 10 ☐ SUPERHUMAN S TRENGTH 10	Summon Entity 250
	Sense Dimen. Anomoly 6 Suppress Fear 8		LEVEL SIX	☐ TIME HOLE 210
	☐ SENSE EVIL 2 ☐ TRANSFER I.S.P. 4+	Maga DW	☐ Animate Object 15	LEVEL THIRTEEN CREATE GOLEM 700/1000
Armor:	☐ SIXTH SENSE 2 SUPER	Magic: ☐ Weapon ☐ Object Name:	☐ APPARITION 20 ☐ CALL LIGHTNING 15	☐ PROT. CIRCLE: SUPERIOR 250 ☐ SANCTUM 390
A.R.: D.C.: /	☐ SPEED READING ☐ TELEPATHY ADVANCED TRANCE STATE 10 ☐ BIO-MANIPULATION 10	Type:	☐ COMPULSION 20 ☐ CONTROL THE BEASTS 18	☐ SUMM./CONT. STORM 260
Weight: Cost:	☐ TOTAL RECALL 2 ☐ BIO-REGEN. (SUPER) 20	Abilities:	☐ CURE ILLNESS 15	LEVEL FOURTEEN
PROWL PENALTY:- %	PHYSICAL CATATONIC STRIKE 40 CAUSE INSANITY 30		☐ CREATE BREAD & MILK 15 ☐ DETECT POISON 10	☐ CLOSE RIFT 2 + 200
	☐ ALTER AURA 2 ☐ CURE INSANITY 30		☐ Fire Ball 10	☐ ID BARRIER 600 ☐ IMPEN, WALL OF FORCE 600
	□ DEATH TRANCE 1 □ ELECTROKINESIS (VARIES) □ ECTOPLASM (VARIES) □ EMPATHIC TRANSMISSION 6		☐ FIRE FIST 15 ☐ IMPERVIOUS TO ENERGY 20	RESTORATION 750
	☐ FLOAT 8 ☐ GROUP MIND BLOCK 22		☐ Magic Pigeon 20 ☐ Memory Bank 12	LEVEL FIFTEEN DIMENSIONAL PORTAL 1000
A Communication	☐ IMPERVIOUS TO COLD 2 ☐ IMPERVIOUS TO FIRE 4 ☐ HYDROKINESIS (VARIES) ☐ HYPROTIC SUGGESTION 6		☐ REDUCE SELF 20	☐ DIMENSIONAL TELEPORT 800
ANIMAL COMPANION NAME:	I IMPERATIONS TO POISON 4 INDUCE NIGHTMARE 15	P.P.E.:()	SWIM AS A FISH: SUP. 12 TELEPORT: LESSER 15	RESURRECTION 2000 Summ. Greater Familiar 580
Type:	LEVITATION (VARIES) INVISIBLE HAZE 30	:()	☐ TIME SLIP 20	☐ TELEPORT: SUPERIOR 600 ☐ TRANSFORMATION 2000
H.P	□ NIGHTVISION 4 □ MENTAL ILLUSION 20		☐ TONGUES 12 ☐ WORDS OF TRUTH 15	P.P.E.:
A.P.M.: STRIKE:+ PARRY:+ POLICE	RESIST FATIGUE RESIST HUNCER MND BLCK AUTO DEF. (SPECIAL)	OUTFITS	P.P.E. AT/ON OR WITHIN ONE	MILE OF A LEY LINE:
Dodge:+ Damage:+ Roll:+ Claws: D Mouth: D	RESIST THIRST 6 MIND BOND (VARIES)	-	P.P.E. AT OR NEAR A LEY I P.P.E. SPENT:	LINE NEXUS:
CLAWS. D WOUTH. D D	Summon Inner Strength 4			
NATURAL ABILITIES	☐ TELEKINESIS (VARIES) ☐ PSI-SHIELD 30			
	☐ TELEKINETIC PUNCH 6 ☐ PSI-SWORD 30		Spells of Legi	END P.P.E.
	☐ TELEPORT OBJECT 10 ☐ TELEKINESIS (SUPER) 10+		☐ BARRIER OF THO	тн 3000
	I.S.P.: TELEKINETIC FORCE FIELD 30 TELEMECHANICS 10		☐ CRIMSON WALL	of Lictalon 5000
DAMAGE RECORD	LS.P. AT/ON OR WITHIN ONE MILE OF A LEY LINE:		☐ DOPPLEGANGER:	Superior 1000
HIT POINTS:	L.S.P. AT OR NEAR A LEY LINE NEXUS:	 -	☐ METAMORPHOSIS	: Dragon 2000
	LS.P. Spent:		☐ Sanctuary	1500



	PALLADIUM FANTA COMBAT SKILL	SY RPG® Name:		_
		TRUE NAME:		
	# of Attacks: Innitiative: +			
~-	Damage: + Strike: +	HIT POINTS.		D.C.(Physical):
	PARRY: + DODGE: +	EADEDIENCE I	F23/E21 0	Donwes
C T owg	PARRY: + DODGE: + ROLL: + RESTR. PUNCH: PUNCH: POWER PUNCH:	EXPERIENCE L	ÆVEL;	TOINTS: DDF.
SAVING THROWS SAVE VS. SPELL/WARD: /	PUNCH: POWER PUNCH: KICK: LEAP KICK: KNOCK OUT:	I.Ų.:	AGE;	LlfESPAN:r.r.e.:
SAVE VS. SPELL/WARD: / SAVE VS. FUME/RITUAL: /	KICK:LEAP KICK:	M.E.:	SEX:	Сн:
SAVE VS. FUME/RITUAL: SAVE VS. PSIONICS:	KNOCK OUT:	. M.A.:	HEIGHT:	WEIGHT: I.S.P.:
SAVE VS. PSIONICS: SAVE VS. TOXINS/POISONS: /	l ('DITICAL'	1) (.	AND OF IT	RIGIN:
SAVE VS. TOXINS/FOISONS: SAVE VS. HARMFUL DRUGS:	DEATH:	P.P.:	Environmen	NT:
Save vs. Insanity:	FLIP:(±	P.E.:	SOCIAL/FAM	IILY BACKGROUND:
SAVE VS. POSSESSION: +	LEAP; FI. FI. 7	P.B.:	RACIAL HOS	STILITIES:
SAVE VS. HORROR FACTOR: +	THROW(Max): LBS. FT.	SPD.:	DISPOSITION	:
SAVE VS. COMA/DEATH: + %	Run; MPH (MAX) MELEES			•
Perception Rolls: / / /	FT/MELEEFT/ATTACK	TNGANITY (IF A	w).	
DAMAGE RECORD	SWIM:MPH (IVIAX)IVIELEES	INSANIII (II A	NI /•	% CHARM/IMPRESS: %
DAMAGE RECORD	FT/MELEEFT/ATTACK	INVOKE I RUST	/INTIMIDATE: _	
	SKILLS	+%/Lvl. %	SECONDARY SKI	ILLS +%/Lvl. %
□.D.C.::_				
<u> </u>				
HIT POINTS:				
I.S.P.: Сн:				
сн: P.P.E.:			-	
O.C.C. SKILLS +%/Lvl. %				
Native Language: 98	1			
Speak (+15%): 5				
Speak (+15%): 5				
BASIC MATH (+10%) 5				
Соок (+10%)				
Biology (+15%) <u>5</u>				
HOLISTIC MEDICINE (+20%) 5				· · · · · · · · · · · · · · · · · · ·
IDENTIFY PLANTS & FRUITS (+10%) 5				
PRESERVE FOOD (+10%) 5 TWO WEAPON PROFICIENCIES OF CHOICE				
SEE PSIONICS ON SECOND SHEET				
WEAPONS RANGE	DAMAGE WEAPON PROFICIENCIES	Str/Thr Aim/Burst	PARRY/ DAMAGE/ RANGE RATE	Armor:
			Kanoe	A.R.:/
				Weight: Cost:
				PROWL PENALTY:%
				A
				ARMOR:
				A.R.:
				WEIGHT: COST:% PROWL PENALTY:%
				FRUWL I ENALIT/U
Ammunition();				
Ammunition():				
Ammunition(j;				
EQUIPMENT	Special Abilitie	ES/SKILLS		Notes
				1101E5
-	 -		_	
			_	Money
			GOLD: SALARY:	
			VALUABLES:	
			_	
			- L	OUTFITS
			_ <u>_</u>	
			_ 6	

SAVING THRO	STIC ws
SAVE VS. SPELL/WARD:	/
SAVE VS. FUME/RITUAL:	

		COMBAT SKILL	NAME:		RACE:	
			TRUE NAME:			
		<u> </u>				
		cks:Innitiative: +			_ ~ ~	
<u></u>	DAMAGE:	+Strike: +			D.C.(Physical): _	
Sayng Tunows		Dodge: +	EXPERIENCE	LEVEL:	POINTS:	
SAVING THROWS	ROLL: +_	MESTR. I UNCH.	I.Q.:	ΔCE.	LIFESPAN:	P.P.E.:
SAVE VS. SPELL/WARD: /	Punch:	I OWER I UNCH.	1.Q M.E.	_ AGE		
Save vs. Fume/Ritual: /	Kick:	LEAP KICK:	M.E.:	_ SEX:	WEIGHT:	Сні:
Save vs. Psionics:	KNOCK O	UT:	M.A.:	Height:	Weight:	I.S.P.:
Save vs. Toxins/Poisons: /	CRITICAL:	20	P.S.:	LAND OF OF	RIGIN:	
Save vs. Harmful Drugs:	DEATH.		D.D	- Examples on the		
Save vs. Insanity:	FLIP:	FT.↑ (+) %	P.P.:	ENVIRONME		
SAVE VS. POSSESSION: +	LEAP:	ET ↑ ET →	P.E.:	SOCIAL/FAM	IILY BACKGROUNDS	:
SAVE VS. HORROR FACTOR: +	LEAP.	LBS. CARRY: LBS.	P.B.:	RACIAL HOS	STILITIES:	
		LBS. CARRY:LBS. [AX): LBSFT.	Spp.			
SAVE VS. COMA/DEATH: + %			SPD	_ DISPOSITION	:	
Perception Rolls: / / /	J KUN:	MPH (MAX)MELEES				
DAMAGE RECORD	_	FT/MELEEFT/ATTACK	Insanity (if	ANY):		
D.C.::		MPH (IVIAX)IVIELEES	INVOKE TRUS	T/INTIMIDATE•	% Charm/Imi	PRESS: %
]	FT/MELEEFT/ATTACK	INVOKE I KUS	I/IIIIIIIDATE•_	/U CHARM/IMI	KESS•
D.C.::	Skili	S	+%/LVL. %	SECONDARY SKI	ILLS	+%/Lvl. %
	-	-~	.,,,,	2-0011-11-1		. , , ,
HIT POINTS:						
I.S.P.:	1 —					
Сні:]					
P.P.Ē.:						
O.C.C. SKILLS +%/LVL. %						
Native Language: 98	1				·	
SPEAK (+15%): 5	t					
	 					
	 					
BASIC MATH (+20%) 5	 					
Dowsing (+5%) 5	l					
Land Navigation (+10%) 5	ļ					
Two Weapon Proficiencies of Choice						
Bonuses						
•+2 vs. Mind Control/Magic Charms						
•+4 vs. Possession •+2 vs. Horror Factor						
SEE PSIONICS ON SECOND SHEET	l —					
SEE MAGIC ON SECOND SHEET						
	J					
WEAPONS RANGE	DAMAGE	WEAPON PROFICIENCIES	Str/Thr Aim/Burst	PARRY/ DAMAGE/ RANGE RATE	Armor:	
			TIMBORSI	RANGE RATE	A.R.:	1
					WEIGHT: C	
					PROWL PENALTY	
					I ROWL I ENALIT	/0
					Armor:	
					A.R.: D.C.:_	
						OST:
					PROWL PENALTY	:%
<u> </u>						
Ammunition():						
Ammunition():						
AWIMUNITION(
FOURD COM		Special Abilitie	ec/SvII I c		Norma	
EQUIPMENT		SPECIAL ABILITIE	25/3KILLS		Notes	
						
		-		_		
		-				
				_	Money	
		-		GOLD:	MONEI	
				SALARY:		
				VALUABLES:		
					OUTFITS	
				_	Coming	
				_ -		
				_ -		
						



		COMBAT SKILL	NAME:		_Race:
y DI CITIA	1				TACE:
		т	ALIGNAMIE.		
	# OF ATTA	ACKS:INNITIATIVE: +	- ALIGNMENT: _		D.C.(Physical):
	DAMAGE:	+STRIKE: +	. HIT POINTS:_		D.C.(Physical):
	PARRY: +	DODGE: +	- Experience L	LEVEL:	POINTS:
	KOLL: +_	KESTR. PUNCH:	I.O.:	AGE:	LIFESPAN: P.P.E.:
SAVING THROWS	PUNCH:	POWER PUNCH: LEAP KICK: UT:	MF ·	SEV.	
SAVE VS. SPELL/WARD: /	1 Kick:	LEAP KICK:	N. A .		Сні:
SAVE VS. SI EEL/ WARD. / SAVE VS. FUME/RITUAL: /	KNOCK U	UT:	M.A.:	_ HEIGHT:	
SAVE VS. PSIONICS:	CRITICAL	20	2 P.S.:	_ LAND OF OF	RIGIN:
SAVE VS. T SIONICS. SAVE VS. TOXINS/POISONS: /	DEATH:_		- P.P.:	Environme	RIGIN: NT: MILY BACKGROUND: STILITIES:
Save vs. Harmful Drugs:	FLIP:	(+) %	P.E.:	SOCIAL/FAV	HLY BACKGROUND:
	LEAP:	FT.↑ FT.→ LBS. CARRY: LBS.	P.B.:	RACIAL HOS	etii ities•
SAVE VS. INSANITY:	LIFT:	LBS. CARRY:LBS.	Cnn .	Drapogravou	STILITIES:
SAVE VS. POSSESSION: +	THROW(N	IAX): LBS. FT MPH (MAX) MELEES	SPD.:	_ DISPOSITION	:
SAVE VS. HORROR FACTOR: +	Run:	MPH (MAX)MELEES			
SAVE VS. COMA/DEATH: + %	P =====	FT/MELEEFT/ATTACK	Insanity (if a	NY):	
Perception Rolls: ///	J Swim:—	MPH (MAX) MELEES	INVOKE TRUST	/INTIMIDATE:	% CHARM/IMPRESS: %
DAMAGE RECORD	_	FT/MELEEFT/ATTACK			
D.C.::	Skill	LS	+%/Lvl. %	SECONDARY SK	ILLS +%/Lvl. %
□.D.C.::	-				
p.c.::	-				
: :	j —				
HIT POINTS:					
I.S.P.:					· · · · · · · · · · · · · · · · · · ·
Сні:					
O.C.C. SKILLS +%/Lvl. %	_			_	
Native Language: 98					
Speak (+15%):	_				
Speak (+15%):5	↓ —				
Lore (+10%):	↓ —				
Lore (+10%):	<u> </u>				· · · · · · · · · · · · · · · · · · ·
Dowsing (+15%)	1 —				
SENSE PSYCHIC/MAGIC ENERGY 5	↓ —				
SENSE SUPERNATURAL BEING 5	_				
Two Weapon Proficiencies of Choice					
SEE PSYCHIC ABILITIES ON SECOND SHEET					<u> </u>
WEAPONS RANGE	DAMAGE	WEAPON PROFICIENCIES	STR/THR	PARRY/ DAMAGE/ RANGE RATE	Armor:
		VV Zini div z norrezzivezze	AIM/BURST	RANGE RATE	A.R.: D.C.:/_
					Weight:Cost:
					PROWL PENALTY:%
		· -			TROWL I ENALIT:/0
-	· ———	-			
					Armor:
					A.R.:/
-		_			WEIGHT: Cost:
					PROWL PENALTY:%
					I ROWL I ENALITY/0
Ammunition():					
Ammunition():					
E arven enve		Constant April 1999	-a/C		N I
EQUIPMENT		Special Abilitii	ES/SKILLS		Notes
				— _c	Money
				GOLD:	
				SALARY:	
				VALUABLES:	
				_	
					Outfits
				_ 📮	
				_ 片	

	Сомват		NAME:		RACE:	
			TRUE NAM	ME :		
	# of Attacks:	Initiative: +	ALIGNMEN	NT:		
	DAMAGE: +	Strike: +	HIT POIN	rs:	D.C.(PHYSICAL	L):
SAVING THROWS	PARRY: +	Dodge: +	- Experien	CE LEVEL:	Points:	
SAVE VS. SPELL/WARD: /	ROLL: + REST	R. PUNCH:	I.Q.:	AGE:	POINTS:LIFESPAN:	P.P.E.:
SAVE VS. FUME/RITUAL: /	Kick: I FAI	ER PUNCH;	M.E.:	Sex:	LIFESPAN:	Сні:
Save vs. Psionics:	KNOCK OUT:	KICK.	M.A.	HEIGHT	· WEIGHT:	LS.P.:
Save vs. Psionics: Save vs. Toxins/Poisons: /	CRITICAL:	20	PS:	I AND O	E ODICIN:	
SAVE VS. HARMFUL DRUGS:	D еатн:		DD.	LAND O	r Okigin.	
SAVE VS. INSANITY:	FLIP:	(+) %	F.F.:	ENVIRO	NMENT:	
SAVE VS. POSSESSION: +	LEAP:	FT.↑ FT.→	P.E.: _	SOCIAL	FAMILY BACKGRO	U ND:
SAVE VS. HORROR FACTOR: +	LIFT: LBS. C	CARRY: LBS.	P.B.: _	RACIAL	HOSTILITIES:	
SAVE VS. COMA/DEATH: + %				Disposi	TION:	
Perception Rolls: / / /	Drive More (M.	v) Merene	1			
DAMAGE RECORD	FT/MELEE_	FT/ATTACK	INSANITY	(IF ANY):		
D.C.::	SWIM:MPH (MA	X)MELEES	INVOKE T	RUST/INTIMIDAT	TE:% CHARM	/IMPRESS:
□.D.C.: :	FT/MELEE_	FT/ATTACK			~	
L.D.C.::	SKILLS		+%/L VL.	% SECONDAR	y Skills	+%/Lvl.
::						
HIT POINTS:						
Снг						
P.P.E.:	-					
O.C.C. SKILLS +%/Lvl. %						
NATIVE LANGUAGE: 98						
Native Language: 98 Speak (+15%): 5 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%) TRACK HUMANOIDS (+15%)

WILDERNESS SURVIVAL (+20%) O.C.C. BONUS: +2 TO SAVE VS. HORROF] _					
Ammunition():	RANGE	DAMAGE	WEAPON PROFICIENCIES	STR/THR AIM/BURST	PARRY/ RANGE	DAMAGE/ RATE	ARMOR: A.R.:
Еоиірм	ENT		SPECIAL ABILITIES/	SKILLS			Notes

COLDIBA	PALLADIUM FANTA COMBAT SKILL	Name:		RACE:
		TRUE NAME: _		
	# of Attacks: Initiative: +	ATICNMENT:		
	Damage: + Strike: +	HIT POINTS!		D.C.(Physical.):
C. T.				
SAVING THROWS	ROLL: +	LAPERIENCE L	ÆVEL.	IUINIS
SAVE VS. SPELL/WARD: /	PUNCH: POWER PUNCH:	I.Q.:	AGE:	_LIFESPAN:P.P.E.:
SAVE VS. FUME/RITUAL: /	Kick:Leap Kick:	M.E.:	SEX:	Сні:
SAVE VS. PSIONICS:	KNOCK OUT:	M.A.:	Height:	Weight: I.S.P.:
SAVE VS. TOXINS/POISONS:/	CRITICAL: 20	P.S.:	LAND OF CE	PICIN!
SAVE VS. HARMFUL DRUGS:	DEAID.	י ע ע	H'AIX/ID ONIME!	TITE •
SAVE VS. INSANITY:	DEATH:	DF:	SOCIAL/FAN	HI V RACKCDOUND!
SAVE VS. POSSESSION: +	Leap: ft.↑ ft.→	F.E.:	_ SUCIAL/FAN	IILY DACKGROUND:
SAVE VS. HORROR FACTOR: +	Lift: Lbs. Carry: Lbs.	P.B.:	RACIAL HOS	STILITIES:
SAVE VS. COMA/DEATH: + %	THROW(MAX): LBS FT.	SPD.:	_ D ISPOSITION	:
Perception Rolls: / / /	Run:MPH (MAX)MELEES			
DAMAGE RECORD	FT/MELEEFT/ATTACK	Insanity (if a	NY):	
D.C.::	GWIMIWITH (WIAX)WIELEES	INVOKE TRUST	/Intimidate:	% CHARM/IMPRESS: %
□.D.C.: :	FI/MELEEFI/ATTACK			
i.D.C.::	SKILLS	+%/Lvl. %	SECONDARY SKI	LLS +%/Lvl. %
: : :				
HIT POINTS:				
I.S.P.: Сн::			-	
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.				
WEAPONS RANGE	Damage WEAPON PROFICIENCIES	STR/THR	PARRY/ DAMAGE/	Armor:
		AIM/BURST	RANGE RATE	A.R.: D.C.:/_
	SHIELD			WEIGHT:COST:
				PROWL PENALTY:- %
				
				Armor:
				A.R.:
				Weight: Cost:
				PROWL PENALTY:%
Ammunition():				
,				
Ammunition():				
EQUIPMENT	Special Abilitie	s/Skills		Notes
				Money

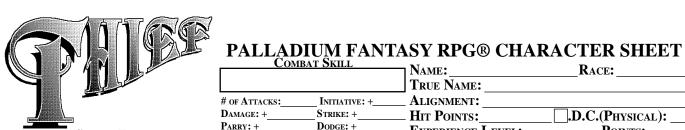
GOLD: SALARY: VALUABLES:

OUTFITS

	PALLA Co	DIUM FANTA mbat Skill		CHARAC	
			TRUE NAME:		INACE.
	# OF A TEL CYC!	INDUSTRA TRIVER			
	# OF ATTACKS:	Innitiative: +	HIT DONIES.		D C (Pinysight).
					D.C.(PHYSICAL):
SAVING THROWS	ROLL: +	RESTR. PUNCH: POWER PUNCH:	EXPERIENCE L	EVEL:	POINTS:
SAVE VS. SPELL/WARD: /	Punch:	Power Punch:	1.Q.:	AGE:	LIFESPAN: P.P.E.:
SAVE VS. FUME/RITUAL: /	Кіск:	LEAP KICK:	M.E.:	Sex:	Сні:
SAVE VS. PSIONICS:	KNOCK OUT:		VI.A.:	HEIGHT:	WEIGHT: I.S.P.:
SAVE VS. TOXINS/POISONS: /	CRITICAL:	20	P.S.:	LAND OF OF	RIGIN:
SAVE VS. HARMFUL DRUGS:	DEATH:	(+) % FT.↑ FT.→	P.P.:	Environmen	NT:
Save vs. Insanity: Save vs. Possession: +	FLIP:	(+) %	P.E.:	SOCIAL/FAM	IILY BACKGROUND:
Save vs. Possession: + Save vs. Horror Factor: +	LEAP:	FT.↑ FT.→ LBS. CARRY:LBS.	P.B.:	RACIAL HOS	
SAVE VS. COMA/DEATH: + %	THROW(MAX):	LBS. CARRY:LBS.	Spp.:	DISPOSITION	•
Perception Rolls: / / /	RUN: MP	H (MAX) MELEES			•
	FT/M	ELEEFT/ATTACK	INCANITY (IE A	NX)•	
DAMAGE RECORD D.C.: :	SWIM:MP	H (IVIAX)IVIELEES	INSANIII (IF A	/INTERMEDIATE	% CHARM/IMPRESS: 9
	FT/M	ELEEFT/ATTACK			
D.C.::	SKILLS		+%/LVL. %	SECONDARY SKI	ILLS +%/Lvl. %
: :					
HIT POINTS:					
I.S.P.: Сні:					
P.P.E.:					
O.C.C. SKILLS +%/Lvl. %	'				
	l ———				
SPEAK (+20%): 5	i ———				
SPEAK (+20%):					
Literacy (+20%): 5					
Literacy (+20%): 5					· · · · · · · · · · · · · · · · · · ·
Lore: Demons & Monsters (+20%) 5					
LORE (+15%): 5 BASIC MATH (+20%) 5					
Gemology (+15%) 5					
HISTORY (+15%) 5	l ———				
Preserve Food (+15%) 5	l ———				
SEE SUMMONER ABILITIES ON SECOND SHEET					
		, nou Draware	STR/THR	PARRY/ DAMAGE/	
WEAPONS RANGE	DAMAGE VVE	APON PROFICIENCIES	AIM/BURST	RANGE RATE	Armor:
			/		A.R.:D.C.:/
					WEIGHT: COST: PROWL PENALTY:- %
					TROWL I ENALITY:/0
					Armor:
					A.R.:/
·					Weight:Cost:
					PROWL PENALTY:%
Ammunition():					
Ammunition():					
E oxyma gayan		SPECIAL ABILITIE	-a/C		Nome
EQUIPMENT		SPECIAL ABILITIE	ES/SKILLS		Notes
				_	
					Money
				GOLD:	
				SALARY:	
				VALUABLES:	

OUTFITS

PSILONIUGS I.S.P. LS.P. CHARACTER HISTORY	SUMMONER V
□ ASTRAL PROJECTION 8 □ ATTACK DISEASE 12	Knowledge & Abilities
CLAURVOYANCE 4 BIO-REGENERATE (SELF) 6	Skills
COMMUNE W/ANMALS 6 DETECT PSIONICS 6	DECIPHER CIRCLES 4
Commune with Spirits 8 U Detect Psionics 6 Expirits 10 Expirits 10	MYSTIC SYMBOLOGY RECOGNIZE WARDS/RUNES 5
EMPATHY 4 HEALING TOUCH 6	RECOGNIZE WARDS/RUNES 5
MEDITATION 0 U INCREASED HEALING 10	Recognize Magic 5
MIND BLOCK 4 LIST FOR LIFE 15	Knows All Power Words
U OBJECT KEAD 6 Descripe Discourse 4	Number of lesser creatures that can
See Aug. Psychic Purification 8	CONTROLED:
See the Invisible 4 Deven Process	Number of greater creatures that can
Sense Damen. Anomoly 6 Superses Fear 8 CONTACTS	CONTROLED:
Sense Evil 2 Transfer I.S.P. 4. NAME: Occupation: Notes:	CIRCLES OF PROTECTION
Sense Magic Sinth Sense 2 Super	Circle P.P.
SETENT SPENSE 2 SUPER OCCUPATION: NOTES:	PROTECTION: SIMPLE
☐ TELEPATHY 4 ☐ BIO-MANDULATION 10	PROTECTION: SUPERIOR
□ TOTAL RECALL 2 □ BIO-REGEN (SUPER) 20 NAME: OCCUPATION: NOTES:	PROTECTION FROM ANGELS
PHYSICAL CATATONIC STRIKE 40 CAUSE INSANITY 30	PROTECTION FROM DEEVILS
AUTE AURA 22 COLUMNATIV 30 NAME: OCCUPATION: NOTES:	PROTECTION FROM DEMONS
□ Death Trance 1 □ □ Electrokinesis (varies)	PROTECTION FROM ELEMENTALS 10
ECTOPLASM (VARIES) GROUP MIND BLOCK 20 NAME: OCCUPATION: NOTES:	PROTECTION FROM ELEMENTAL FORCES 12
TION OF THE PROPERTY OF THE PR	PROTECTION FROM EVIL
IMPERVIOUS TO COLD 2 HYDROKINESIS (VARIES) HYPNOTIC SUGGESTION 6 NAME: OCCUPATION: NOTES:	PROTECTION FROM FAERIE FOLK PROTECTION FROM GOOD
□ IMPREDITIONS TO POISON 4 □ INDUCE NIGHTMARE 15 □	PROTECTION FROM GOOD PROTECTION FROM GHOSTS/SPIRITS
LEVITATION (VARIES) Man Brock Man Brock Invisible Haze NAME: OCCUPATION: NOTES:	PROTECTION FROM JINN
MIND BLOCK 4 Means I LUSION 20	PROTECTION FROM MAGIC (SIMPLE)
IN RIGHTYERION 4 I MENT. POSSESS OTHERS 30 NAME: OCCUPATION: NOTES:	PROTECTION FROM MAGIC (SUPERIOR) 10
D Present Hunger 2 MND BLCK AUTO DEF. (SPECIAL)	PROTECTION FROM OLD ONES 12
RESIST THEST 6 NIND BOND 10 NAME: OCCUPATION: NOTES:	PROTECTION FROM UNDEAD
□ SLAMON ÉNER STRENGTH 4 □ MIND WIPE (SPECIAL)	PROTECTION FROM WITCHES
SPONT. COMBUSTION 6 P.P.E. SHIELD 10 NAME: OCCUPATION: NOTES:	PROTECTION FROM WERE-BEASTS
TELEXINESIS (VARIES) PS-SHIELD 30 PS-SWORD 30 NAME: OCCUPATION: NOTES:	CIRCLES OF SUMMONING
TELEKINETIC LEAP 8 D PYDOKINISIS (VARIES)	CIRCLE P.P.
TELEPORT OBJECT 10 TELEPORT OBJE	1.
I.S.P.: TELEMECHANICS 10	A NIMALS 60/10 DEMONS/DEEVILS (LESSER) 10
LS.P. at/on or within one lille of a lev line:	DEMONS/DEEVILS (LESSER) DEMONS/DEEVILS (GREATER) 25
L.S.P. AT OR NEAR A LEY LINE NEXUS:	ELEMENTALS 10
I.S.P.Spent:	ELEMENTAL FORCES 1
	FAERIE FOLK 10
Outfits	GARGOYLES 1
Outfits /	GHOSTS 10
	GHOSTS 10 JINN
OUTFITS // AMMUNITION():	GHOSTS 10 JINN INSECTS 22
Ammunition():	GHOSTS 10
	GHOSTS 10
Ammunition():/ Ammunition():/	GHOSTS
Ammunition():	GHOSTS
Ammunition():/ Ammunition():/	GHOSTS
Ammunition():/ Ammunition():/	GHOSTS 110 JINN 2 INSECTS 2.2 PAWN 100/2 SERPENTS 50/100/20 SPIRITS 22 UNDEAD 10 CIRCLES OF POWER CIRCLE P.P. □ ALL SEEING 400/10
Ammunition():	GHOSTS
Ammunition():	GHOSTS 11 JINN 2 INSECTS 22 PAWN 100/2 SERPENTS 50/100/20 SPIRITS 20 UNDEAD 11 CIRCLES OF POWER CIRCLE P.P. ALL SEEING 4400/11 ANIMATE DEAD 22 COMMAND 26
Ammunition():	GHOSTS 110 JINN 2 INSECTS 2.2 PAWN 100/2 SERPENTS 50/100/20 SPIRITS 20 UNDEAD 10 CIRCLES OF POWER CIRCLE P.P. ALL SEEING 400/10 ANIMATE DEAD 21 COMMAND 220 DEATH 33
Ammunition():	GHOSTS 110 JINN 2 INSECTS 22 PAWN 100/2 SERPENTS 50/100/20 SPIRITS 22 UNDEAD 10 CIRCLES OF POWER CIRCLE P.P. ALL SEEING 400/10 ANIMATE DEAD 22 COMMAND 220 DEATH 33 DIMENSIONAL RIFT 56
Ammunition():	GHOSTS
Ammunition():	GHOSTS 110 JINN 2 INSECTS 22 PAWN 100/2 SERPENTS 50/100/20 SPIRITS 22 UNDEAD 10 CIRCLES OF POWER CIRCLE P.P. ALL SEEING 400/10 ANIMATE DEAD 22 COMMAND 220 DEATH 33 DIMENSIONAL RIFT 56
Ammunition():	GHOSTS
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Ammunition():	Ghosts 10
AMMUNITION():	GHOSTS JIN 1 JINN 1 INSECTS 2: PAWN 100/2 SERPENTS 50/100/20 SPIRITS 2: UNDEAD 110 CIRCLES OF POWER CIRCLE P.P. ALL SEEING 400/11 ANIMATE DEAD 2: DEATH 33 DEATH 33 DEATH 33 DIMENSIONAL RIFT 55 DOMINATION/CONTROL 2: FORCE 22 HEALING 200/7 DINVISIBILITY 2: NANITY 33 KNOWLEDGE 250/2 PAIN 2: PAIN 2: PAIN 2: WONDER 44 DOWER MATRIX 500/11 TELEPORT 30 WONDER 31 WONDER 33 SUBSERVIANT CREATURE NAME: TYPE: H.P. D.C.: A.R.: A.P.M.: STRIKE:+ PARRY:+ DODGE:+ DAMAGE:+ ROLL:+
Ammunition():	GHOSTS JINN INSECTS PAWN 100/2 SERPENTS 50/100/20 SPIRTIS 2(UNDEAD 10 CIRCLES OF POWER CIRCLE P.P. ALL SEEING ANIMATE DEAD DEATH DEATH DEATH DEATH DEATH DEATH SOUTH DEAD DEATH SOUTH DEAD DEATH DEATH DEATH SOUTH DEAD DEATH DEAD DEATH DEAD DEATH SOUTH DEAD DEATH DEAD DEAD DEATH DEAD DEAD DEATH DEAD DEAD DEATH DEAD DEAD DEATH DEAD DEAD DEATH DEAD DEATH DEAD DEAD DEATH DEAD DEAD DEAD DEAD DEAD DEAD DEAD DEA
Ammunition():	GHOSTS JINN INSECTS PAWN 100/2 SERPENTS 50/100/20 SPIRTIS 2(UNDEAD 10 CIRCLES OF POWER CIRCLE P.P. ALL SEEING ANIMATE DEAD DEATH DEATH DEATH DEATH DEATH DEATH SOUTH DEAD DEATH SOUTH DEAD DEATH DEATH DEATH SOUTH DEAD DEATH DEAD DEATH DEAD DEATH SOUTH DEAD DEATH DEAD DEAD DEATH DEAD DEAD DEATH DEAD DEAD DEATH DEAD DEAD DEATH DEAD DEAD DEATH DEAD DEATH DEAD DEAD DEATH DEAD DEAD DEAD DEAD DEAD DEAD DEAD DEA
ARMOR: A.R.: _D.C.: / WEIGHT: COST: PROWL PENALTY:% ARMINITION():	GHOSTS JIN 1 JINN 1 INSECTS 2: PAWN 100/2 SERPENTS 50/100/20 SPIRITS 2: UNDEAD 110 CIRCLES OF POWER CIRCLE P.P. ALL SEEING 400/11 ANIMATE DEAD 2: DEATH 33 DEATH 33 DEATH 33 DIMENSIONAL RIFT 55 DOMINATION/CONTROL 2: FORCE 22 HEALING 200/7 DINVISIBILITY 2: NANITY 33 KNOWLEDGE 250/2 PAIN 2: PAIN 2: PAIN 2: WONDER 44 DOWER MATRIX 500/11 TELEPORT 30 WONDER 31 WONDER 33 SUBSERVIANT CREATURE NAME: TYPE: H.P. D.C.: A.R.: A.P.M.: STRIKE:+ PARRY:+ DODGE:+ DAMAGE:+ ROLL:+
Ammunition():	GHOSTS JINN INSECTS PAWN 100/2 SERPENTS 50/100/20 SPIRTIS 2(UNDEAD 10 CIRCLES OF POWER CIRCLE P.P. ALL SEEING ANIMATE DEAD DEATH DEATH DEATH DEATH DEATH DEATH SOUTH DEAD DEATH SOUTH DEAD DEATH DEATH DEATH SOUTH DEAD DEATH DEAD DEATH DEAD DEATH SOUTH DEAD DEATH DEAD DEAD DEATH DEAD DEAD DEATH DEAD DEAD DEATH DEAD DEAD DEATH DEAD DEAD DEATH DEAD DEATH DEAD DEAD DEATH DEAD DEAD DEAD DEAD DEAD DEAD DEAD DEA
Ammunition():	GHOSTS JINN INSECTS PAWN 100/2 SERPENTS 50/100/20 SPIRTIS 2(UNDEAD 10 CIRCLES OF POWER CIRCLE P.P. ALL SEEING ANIMATE DEAD DEATH DEATH DEATH DEATH DEATH DEATH SOUTH DEAD DEATH SOUTH DEAD DEATH DEATH DEATH SOUTH DEAD DEATH DEAD DEATH DEAD DEATH SOUTH DEAD DEATH DEAD DEAD DEATH DEAD DEAD DEATH DEAD DEAD DEATH DEAD DEAD DEATH DEAD DEAD DEATH DEAD DEATH DEAD DEAD DEATH DEAD DEAD DEAD DEAD DEAD DEAD DEAD DEA
Ammunition():	GHOSTS JINN INSECTS PAWN 100/2 SERPENTS 50/100/20 SPIRTS 20 UNDEAD CIRCLES OF POWER CIRCLE ALL SEEING ANIMATE DEAD DEATH DIMENSIONAL RIFT DOMINATION/CONTROL FORCE HEALING NEWNISHBILITY SINKOWLEDGE PAIN PASSION POWER DOWER MATRIX DOWER MATRIX DOWER MATRIX SOUBSERVIANT CREATURE NAME: TYPE: H.P. D.D.C.: A.R.: A.P.M.: STRIKE:+ PARRY:+ DODGE:+ DAMAGE:+ ROLL:+ CLAWS: D MOUTH: D NATURAL ABILITIES
Ammunition():	GHOSTS JINN INSECTS PAWN 100/2 SERPENTS 50/100/20 SPIRITS 20 UNDEAD 10 CIRCLES OF POWER CIRCLE QHALL SEEING QHAMATD QH
Ammunition():	GHOSTS JINN INSECTS PAWN 100/2 SERPENTS 50/100/20 SPIRTS 20 UNDEAD CIRCLES OF POWER CIRCLE ALL SEEING ANIMATE DEAD DEATH DIMENSIONAL RIFT DOMINATION/CONTROL FORCE HEALING NEWNISHBILITY SINKOWLEDGE PAIN PASSION POWER DOWER MATRIX DOWER MATRIX DOWER MATRIX SOUBSERVIANT CREATURE NAME: TYPE: H.P. D.D.C.: A.R.: A.P.M.: STRIKE:+ PARRY:+ DODGE:+ DAMAGE:+ ROLL:+ CLAWS: D MOUTH: D NATURAL ABILITIES



	COMBAT SKILL	NAME:		RACE:	
		TRUE NAME:			
	# of Attacks:Initiative: +				-
	Damage: + Strike: +	HIT POINTS.		D.C.(Physical):	
	PARRY: + DODGE: + ROLL: + RESTR PUNCH:	EADEDIENCE I		DANTE:	
Saving Throws	ROLL: +RESTR. PUNCH:	EXPERIENCE LI	EVEL:	T UINIS. DDE	
SAVE VS. SPELL/WARD: /	PUNCH POWER PUNCH	I.Q.:	AGE:	LIFESPAN: P.P.E	
Save vs. Fume/Ritual: /	KICK: LEAP KICK:	M.E.:	SEX:	CHI:CHI:I.S.P.:	
Save vs. Psionics:	Knock Out:	M.A.:	HEIGHT:	WEIGHT:I.S.P.	:
Save vs. Toxins/Poisons: /	Critical: 20	P.S.:	LAND OF OR	igin:	
SAVE VS. HARMFUL DRUGS:			FAMILIANIME	NT:	
Save vs. Insanity:	Fup: (+) %	P.P.:			
Save vs. Possession: +	LEAP: FT.↑ FT.→ Lift: Lbs. Carry: Lbs.	F.F.:		ILY BACKGROUND:	
Save vs. Horror Factor: +	LIFT: LBS. CARRY: LBS.	P.B.:		TILITIES:	
SAVE VS. COMA/DEATH: + %	THROW(MAX): LBS. FT.			•	
Perception Rolls: / / /	Run: MPH (MAX) MELEES				
DAMAGE RECORD	FT/MELEEFT/ATTACK	TMCANITY (IF A)	x147) •		
DAMAGE RECORD D.C.::	SWIM (WIN)	INVOICE TRUCK	/T	% Charm/Impress:	0/2
	FT/MELEEFT/ATTACK	INVOKE I RUST/			
D.C.::	SKILLS		SECONDARY SKI	1.LS +%/L	VL. %
	J. Children and Ch	1 / 0/ 2	DECO. L.	LLG	YL.
:: Hit Points:					
I.S.P.:	I				
Сн:	ı <u> </u>			<u>-</u>	
P.P.Ē.:	ı ———				
O.C.C. SKILLS +%/Lvl. %					
Native Language: 98	i ———				
Speak (+10%): 5	l ———				
SPEAK (+10%): 5	i ————				
MATH: BASIC (+10%) 5					
PICK LOCKS (+15%) 5	<u> </u>				
PICK POCKETS (+15%) <u>5</u>	I			_	
LOCATE SECRET COMPARTMENTS/DOORS (+15%)	l				
→ 5	l ———				
Streetwise (+14%)	l ———				
Track Humanoids (+15%) 5	i —				
WILDERNESS SURVIVAL (+20%) 5	<u> </u>				
ALSO SELECT TWO WEAPON PROFICIENCIES					
WEAPONS RANGE	DAMAGE WEAPON PROFICIENCIES	STR/THR	PARRY/ DAMAGE/	Armor:	
VV EAPUNS	VI EAT UNI ROFFCIENCES	AIM/BURST	RANGE RATE		,
				A.R.:D.C.:	/
				WEIGHT: COST: PROWL PENALTY:-	%
				PROWL PENALIY;	_%
				Armor:	
		<u> </u>		ARMOR:D.C.:	1
				WEIGHT: Cost:	·/
				PROWL PENALTY:	_%
				FROWL FENALII	_70
Ammunition():					
<u> </u>					
Ammunition():					
F OURMENT	Special Abilitie	/C++++ + G		Morrag	
EQUIPMENT	SPECIAL ABILITIE	.S/SKILLS		Notes	
			- _{Corp.}	Money	
			GOLD: SALARY:		
			VALUABLES:		
			- VALUE		
			_	OUTFITS	
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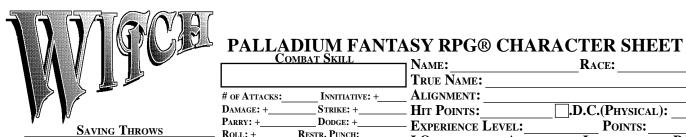
	PALLADIUM FANTA COMBAT SKILL	SY RPG® CI	HARAC	TER SHEET
		NAME:		RACE:
		TRUE NAME:		
	# of Attacks:Innitiative: +	ALIGNMENT:		
W W	DAMAGE: + STRIKE: + Popular	HIT POINTS:		D.C.(Physical):
SAVING THROWS	PARRY: +DODGE: +	EXPERIENCE LEVE	L :	Points:
SAVE VS. SPELL/WARD: /	PARRY: + Dodge: + ROLL: + RESTR. PUNCH: PUNCH: POWER PUNCH:	I.Q.: A	GE:	LIFESPAN: P.P.E.:
SAVE VS. FUME/RITUAL: /				
SAVE VS. PSIONICS:	KICK: LEAP KICK: KNOCK OUT: CRITICAL: 20 DEATH: FLIP: $(+)$ % LEAP: FT. \uparrow FT. \rightarrow LIFT: LBS. CARRY: LBS. THROW(MAX): LBS. FT.	M.A.: H	Height:	WEIGHT: I.S.P.:
SAVE VS. TOXINS/POISONS: /	Critical: 20	P.S.: I	$AND OF \overline{OR}$	IGIN:
SAVE VS. HARMFUL DRUGS:	D EATH:	P.P.:	ENVIRONMEN	NT:
SAVE VS. INSANITY:	FLIP: (+) % LEAP: FT.↑ FT.→ LIFT: LBS. CARRY: LBS. THROW(MAX): LBS. FT.	PF:	COCIAI /FAM	H V RACKCDOLIND.
SAVE VS. POSSESSION: +	Leap: ft.↑ ft.→	DD. D	DAGIAL HOS	ILI DACKGROUND.
Save vs. Horror Factor: +	LIFT:LBS. CARRY:LBS.	Съъ .	ACIAL 1108	TILITIES.
	THROW(MAX): LBS. FT. RUN: MPH (MAX) MELEES	SPD.: I	DISPOSITION	:
Perception Rolls: / / /	KUN: MPH (MAX) MELEES			
DAMAGE RECORD	SWIM: MPH (MAX) MELEES	INSANITY (IF ANY):		
□,D.C.::	FT/MELEE	INVOKE TRUST/INT	TIMIDATE:	% Charm/Impress:
D.C.::	SKILLS	+%/Lvl. % Sec		
HIT POINTS:	-			
I.S.P.:				
Сні:				
P.P.Ē.:				
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	-	<u> </u>		
SEE WARLOCK ABILITIES ON SECOND SHEET				
WEAPONS RANGE	Damage Weapon Proficiencies	STR/THR PARI AIM/BURST RAN	RRY/ DAMAGE/ IGE RATE	ARMOR: A.R.: D.C.: / WEIGHT: COST: PROWL PENALTY:- %
				Armor:
				A.R.:/
				Weight:Cost:
				PROWL PENALTY:%
Ammunition():				
Ammunition():				
EQUIPMENT	SPECIAL ABILITIE	es/Skills		Notes
-	 -		-	
				Mover
			GOLD:	Money
			SALARY:	
			VALUABLES:	

OUTFITS

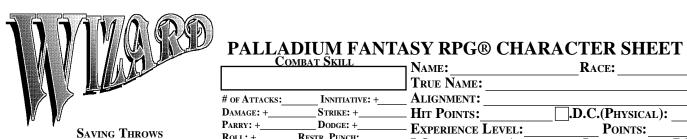
CHARACTE	r History		ELEMENT	AL MAGIC	
		AIR P.P.E. LEVEL ONE: AIR	EARTH P.P.E. LEVEL ONE: EARTH	FIRE P.P.E. LEVEL ONE: FIRE	WATER P.P.E. LEVELONE: WATER
		☐ Breathe Without Air 3 ☐ Thunderclap 2	☐ CHAMELEON 5 ☐ DOWSING 2	☐ BLINDING FLASH 1	□ CLOUD OF STEAM 10 □ COLOR WATER 2
		☐ CLOUD OF SLUMBER 4 ☐ CLOUD OF STEAM 4	DUST STORM 5 FOOL'S GOLD 5	☐ CLOUD OF SMOKE 2 ☐ CREATE COAL 5	☐ CREATE FOG 5
		CREATE LIGHT 2 CREATE MILD WIND 4	☐ IDENTIFY MINERALS 3 ☐ IDENTIFY PLANTS 3	☐ FIERY TOUCH 5 ☐ GLOBE OF DAYLIGHT 2	Dowsing 2 FLOAT ON WATER 4
C		STOP WIND 5	Rock to Mud 6 Rot Wood 4	☐ Nightvision 4	☐ PURPLE MIST 5 ☐ SALT WATER TO FRESH 4
NAME: OCCUPATION:	NOTES:	LEVEL TWO: AIR CHANGE WIND DIRECT. 6	Level Two: Earth	☐ IMPERVIOUS TO FIRE 6 ☐ STENCH OF HADES 4	SenseDirect./Underwater 4 Water to Wine 5
		☐ CREATE AIR 6	CREATE DIRT OR CLAY DIRT TO CLAY 6	LEVEL TWO: FIRE	Level Two: Water
Name: Occupation:	Notes:	☐ HEAVY BREATHING 5 ☐ HOWLING WIND 7 ☐ LEVITATE 7	DIRT TO SAND GROW PLANTS 8	☐ CLOUD OF ASH 5 ☐ DARKNESS 8	☐ Breathe Underwater 6 ☐ Change Current 8
Name: Occupation:	Notes:	☐ LEVITATE 7 ☐ MESMERISM 7 ☐ MIASMA 7	HOPPING STONES 6	☐ FLAME LICK 7	☐ FOG OF FEAR 7 ☐ FOUL WATER 6
Name: Occupation:	Notes:	NORTHWIND 7 SILENCE 10	□ WALL OF CLAY 8 □ WITHER PLANTS 10	FREEZE WATER 8 HEAT OBJ./BOIL WATER 5 RESIST COLD 5	☐ Liquids to Water 10 Resist Fire 6
Name: Occupation:	Notes:	LEVEL THREE: AIR AIR BUBBLE 10	Level Three: Earth Animate Plants 10	SPONTANEOUS COMBUSTION 5 SWIRLING LIGHTS 8	☐ RIDE THE WAVES 10 ☐ WALK THE WAVES 5 ☐ WATER SEAL 8
		☐ CALL LIGHTNING 10 ☐ FLOAT IN AIR 6	CREATE MOUND CRUMBLE STONE DIG 8	☐ TONGUE OF FLAME 6	Level Three: Water
WEAPON PROFICIENCIES RANG	GE DAMAGE STR/THR PARRY RATE AIM/BURST	DARKNESS 10 FINGERS OF THE WIND 8	EARTH RUMBLE 10 ENCASE OBJECT IN STONE 10	LEVEL THREE: FIRE CIRCLE OF COLD 10	☐ CALM WATERS 15 ☐ CIRCLE OF RAIN 20
		□ Northern Lights 12 □ Resist Cold 8	Locate Minerals 10 Wall of Stone 15	☐ CIRCLE OF FLAME 10 ☐ CREATE HEAT 8	☐ CIRCLE OF RAIN 20 ☐ COMMAND FISH 10 ☐ FREEZE WATER 8
		☐ WALK THE WIND 10 ☐ WIND RUSH 10	Level Four: Earth	☐ EXTINGUISH FIRE 8	☐ IMPERV. TO OCEAN DEPTHS 15 ☐ RESIST COLD 6
		LEVEL FOUR: AIR	ANIMATE OBJECT 12 COCOON OF STONE 15	☐ FIRE BALL 10 ☐ LOWER TEMPERATURE 8	☐ SHEET OF ICE 15
		□ BALL LIGHTNING 15 □ CALM STORMS 20 □ Programmer Cause 15	☐ MEND STONE 15 ☐ QUICKSAND 15	□ WALL OF FLAME 15	LEVEL FOUR: WATER CREATE WATER 10
	/	☐ Dissipate Gases 15 ☐ Freeze Water 10	REPEL ANIMALS 10 RUST 15	LEVEL FOUR: FIRE CLOUD OF STEAM 10	CREATE WATER 10 COMM. W/SEA CREATURE 12 HAIL 20
Ammunition():		☐ Invisibility 20 ☐ Leaf Rustler 15	SAND STORM 15 WALL OF THORNS 15	☐ FLAME FRIEND 20	Shards of Ice 15 Speak Underwater 10
Ammunition():		☐ PHANTOM FOOTMAN 20 ☐ PROTECT. FROM LIGHTNING 20	Level Five: Earth	☐ FUEL FLAME 10 ☐ HEAL BURNS 15	☐ SWIM LIKE THE DOLPHIN 15
		LEVEL FIVE: AIR	☐ CHASM 25 ☐ CLAY TO LEAD 20	☐ Mini-Fireballs 20	☐ WALL OF ICE 20 ☐ WATER WISPS 30
PSIONICS I.S.P. I.S.P. Sensitive Healing	OUTFITS	☐ Breath of Life 50 ☐ Circle of Rain 25	CLAY TO STONE 20 CLOSE FISSURES 30	LEVEL FIVE: FIRE BLUE FLAME 30	LEVELFIVE: WATER
☐ ASTRAL PROJECTION 8 ☐ ATTACK DISEASE 12 ☐ BIO-REGENERATE (SELF) 6		☐ DARKEN THE SKY 20 ☐ DETECT THE INVISIBLE 10	☐ LITTLE MUD MOUND 35 ☐ TRAVEL THROUGH EARTH 20	☐ Breathe Fire 20	☐ EARTH TO MUD 20 ☐ PROTECT. FROM LIGHTNING 25
☐ COMMUNE W/ANIMALS 6 ☐ DEADEN PAIN 4		☐ INVISIBLE WALL 30 ☐ PHANTOM 30	LEVEL SIX: EARTH	☐ Eat Fire 20 ☐ Screaming Wall/Flame 30	□ SNOW STORM 40 □ 10 FT BALL OF ICE 30
□ DISPEL SPIRITS 10 □ EXORCISM 10		☐ WHIRLWIND 30	☐ CLAY OR STONE TO IRON 40/60 ☐ MEND METAL 30	☐ WALL OF ICE 30	☐ WHIRLPOOL 40
☐ MEDITATION 0 ☐ INCREASED HEALING 10		LEVEL SIX: AIR □ ELECTRICAL FIELD 35	☐ STONE TO FLESH 30 ☐ TRAVEL THROUGH STONE 35	LEVEL SIX: FIRE	LEVEL SIX: WATER HEAL BURNS 25
NIND BLOCK 4 LUST FOR LIFE 15		☐ ELECTRO-MAGNETISM 40 ☐ MIST OF DEATH 40	☐ WOOD TO STONE 30	□ DANCING FIRES 35 □ ETERNAL FLAME 70	☐ HURRICANE 50 ☐ LITTLE ICE MONSTER 40
☐ PRESENCE SENSE ☐ PSYCHIC DIAGNOSIS 4 ☐ SEE AURA 6 ☐ PSYCHIC PURIFICATION 8		 ☐ SNOW STORM ☐ VACUUM 50 40 	LEVEL SEVEN: EARTH METAL TO CLAY 40	☐ FLAME OF LIFE 40 ☐ FIRE WHIP 30	PART WATERS 50 Summ. Shark or Whale 50
See the Invisible 4 Resist Fatigue 4		☐ WHISPER OF THE WIND 30	☐ PETRIFICATION 40 ☐ RIVER OF LAVA 50	LEVEL SEVEN: FIRE	ENCASE IN ICE 40
Sense Evil 2 Transfer I.S.P. 4+		LEVEL SEVEN: AIR Atmospheric Manip. 50	SCLPT/ANIM. CLAY ANIMAL 40 WALL OF IRON 45	☐ FIRE SPONGE 50	LEVEL SEVEN: WATER
Sense Magic Sixth Sense Super Super	Magic: ☐ Weapon ☐ Object Name:	☐ HURRICANE 60 60 RAINBOW 60	LEVEL EIGHT: EARTH	RIVER OF LAVA 50 10ft. Wheel of Flame 40	□ RAIN DANCE 60 □ SUMM./CONTROL STORM 100
☐ SPEED READING 2 ☐ ADVANCED TRANCE STATE 10 ☐ BIO-MANIPULATION 10	Туре:	☐ TORNADO 60	CAP VOLCANO 80 CREATE GOLEM 80	LEVEL EIGHT: FIRE	LEVEL EIGHT: WATER
☐ TOTAL RECALL 2 ☐ BIO-REGEN. (SUPER) 20 ☐ CATATONIC STRIKE 40	ABILITIES:	LEVEL EIGHT: AIR WIND BLAST 40	☐ EARTHQUAKE 60 ☐ MAGNETISM 40 ☐ The control of th	☐ BURST INTO FLAME 70 ☐ DROUGHT 80	DROUGHT 80 TIDAL WAVE 80
PHYSICAL □ CAUSE INSANITY 30 □ ALTER AURA 2 □ CURE INSANITY 30		☐ WIND CUSHION 50 ☐ CREATURE OF THE WIND 70	☐ Transference of Essence 50 ☐ Suspended Animation 80	PLASMA BOLT 60	☐ CREATURE OF THE WAVES 80☐ CALM WATERS 100
☐ DEATH TRANCE 1 ☐ ELECTROKINESIS (VARIES) ☐ EMPATHIC TRANSMISSION 6		P.P.E. AT/ON OR WITHIN ONE	MILE OF A LEY LINE:	P.P.E. () SPENT	•
☐ FLOAT 8 ☐ GROUP MIND BLOCK 22 ☐ IMPERVIOUS TO COLD 2 ☐ HYDROKINESIS (VARIES)		P.P.E. AT OR NEAR A LEY LIN	E NEXUS:		
☐ IMPERVIOUS TO FIRE 4 ☐ HYPNOTIC SUGGESTION 6		Armor:		Animal (COMPANION
LEVITATION (VARIES) INSERT MEMORY 25	P.P.E.:()	A.R.:D.0	C.:/	Name: Type:	
☐ MIND BLOCK ☐ NIGHTVISION ☐ MENTAL ILLUSION ☐ MENTAL ILLUSION ☐ MENT. POSSESS OTHERS 30		WEIGHT:		H.PD.C.:	
RESIST FATIGUE RESIST HUNGER A MND BLCK AUTO DEF. (SPECIAL) MND BOLT (VARIES)	Magic: ☐ Weapon ☐ Object Name:	PROWL PENAI	LTY:%		E:+ PARRY:+ AGE:+ ROLL:+
RESIST THIRST 6 MIND BOND 10	Type:			CLAWS:D	Моитн:D
□ SPONT. COMBUSTION 6 □ P.P.E. SHIELD 10	ABILITIES:			:D NATURAL	ABILITIES D
☐ TELEKINETIC PUNCH 6 ☐ PSI-SWORD 30		Armor:			TIBILITIES
☐ TELEKINETIC LEAP 8 ☐ PYROKINESIS (VARIES) ☐ TELEFORT OBJECT 10 ☐ TELEKINESIS (SUPER) 10+		A.R.: D.O Weight:			
I.S.P.: □ TELEKINETIC FORCE FIELD 30 □ TELEMECHANICS 10		PROWL PENAL			D
LS.P. AT/ON OR WITHIN ONE MILE OF A LEY LINE: LS.P. AT OR NEAR A LEY LINE NEXUS:				HIT POINTS:	E RECORD
I.S.P. Spent:	P.P.E.:()			□D.C.:	
Magic: ☐ Weapon ☐ Object Name:	Magic: ☐ Weapon ☐ Object Name:	MAGIC: WEA		Magic: □ We Name:	CAPON DOBJECT
Түре:	Түре:	Түре:		Type:	
ABILITIES:	Abilities:	ABILITIES:		ABILITIES:	
P.P.E.:()	P.P.E.:()	P.P.E.:()		P.P.E.:()	



	SA		COMBAT SKILL	NAME:		RACE:
	M = M			TRUE NAME:		KACE.
	V (C & Y	ш	T			
V YAYI (III) II	\ \ 		ACKS: INNITIATIVE: +			D. C. (D)
		DADDY	+STRIKE: + Dodge: +			D.C.(Physical):
SAVING THROWS		ROLL: +	RESTR. PUNCH:	- Experience Levi	EL:	POINTS:
SAVE VS. SPELL/WARD:		PUNCH	Power Punch:	- I.Q.:	Age:	LIFESPAN: P.P.E.:
SAVE VS. FUME/RITUAL:			LEAP KICK:	- M.E.:	Sex:	Сні:
SAVE VS. PSIONICS:		KNOCK O	UT:	M.A.:		WEIGHT: I.S.P.:
SAVE VS. TOXINS/POISONS:			:	- PS ·		EIGIN:
SAVE VS. HARMFUL DRUGS:					LAND OF OR	IIGIN•
Save vs. Insanity:		FLIP:			Environme	
Save vs. Possession: +			FT ↑ FT →			IILY BACKGROUND:
Save vs. Horror Factor: +			LBS. CARRY: LBS	P.B.:	RACIAL HOS	STILITIES:
SAVE VS. COMA/DEATH: +	%		IAX): LBS. FT	SPD.:	DISPOSITION	•
Perception Rolls: /	1 1		MPH (MAX) MELEES			
DAMAGE RECORD		⁴	FT/MELEEFT/ATTACK	INCANITY (IE ANV)	١•	
DAMAGE RECORD		Swim:	MPH (MAX) MELEES	INSANIII (IF ANI)	·	0/ Cv. p. /T. pp. gg. 0/
:::		┧┃	FT/MELEEFT/ATTACK		TIMIDATE: _	% CHARM/IMPRESS: %
D.C.::		SKIL	I S	- +%/Lvl. % Si	CONDARY SKI	LLS +%/Lvl. %
		- Similar		170/E1E 70 DI	CONDART DI	1/0/2/2: /0
HIT POINTS:		1 —				
I.S.P.:						
Сн:						
P.P.Ē.:		·				
	6/Lvl. %					
Native Language:	98] —				
Speak (+20%):	5	<u> </u>				
Speak (+20%):	5					
Literacy (+15%):	5					
Basic Math (+20%)	5					
Climbing (+10%)	5	↓				
Lore: Demons & Monsters (+15%)	<u>5</u>	↓ —				
Lore: Religion (+20%)	5	↓ —				
Land Navigation (+15%)	4	↓ —				
Play (+20%):		↓ —				
SWIM (+10%)		<u> </u>				
WILDERNESS SURVIVAL (+15%)	<u>5</u>	<u> </u>				
WEAPONS	RANGE	DAMAGE	WEAPON PROFICIENCIES	STR/THR PA	RRY/ DAMAGE/	Armor:
,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,			VV Zini GiV Z nor reizivenza	AIM/BURST R	ANGE RATE	A.R.: D.C.: /
			Staff			WEIGHT: COST:
	- —		Spear			PROWL PENALTY:%
	-					TROWE TEMPETT
			-			
			-			
						Armor:
						A.R.:
						Weight: Cost:
						PROWL PENALTY:- %
A ():	- ———		-			
Ammunition():						
Ammunition():	-					
EQUIPMENT	1		SPECIAL ABILITI	ES/SKILLS		Notes
			STICK FIGH	TING		
			•"Stick" Power Strike	DAMAGE: +1D6		
			- 01-50% CHANCE VICTEM DRO			
			- Loses innitiative & one at - Must roll an 18 or higher			
			•PARRY ARROWS (AT -2)	R TO SUCCEED		
			SPIRIT STRIKE	DAMAGE: x3!		
			•CAN ONLY BE USED AGAINST SU			
			TEMPLE SK			Money
			•Begging	3	GOLD:	
			•Fasting	_3	SALARY:	
			•DEEP MEDITATION	_6	VALUABLES:	
			- BASE MEDITATION TIME: - RECOVERS I.S.P./P.P.E. AT 3	HOURS - HOURS	<u> </u>	
			- NECOVERS 1.3.F./F.F.E. AT	JA NUKWIAL KATE		Outfits
-					lo	Collins



		COMBAT SKILL	NAME:		RACE:	
			TRUE NAME:			
	# OF ATTACI	KS:INNITIATIVE: +	ALIGNMENT:			
	Damage: +_	Strike: +	. HIT POINTS:		D.C.(Physical):	
la la	DADDY	Donger 1	_ =	.EVEI •	Points.	
Saving Throws	7 KOLL. T	KESTK. I UNCH.	·IO·	ACE:	LIFESPAN:	P.P.E.:
SAVE VS. SPELL/WARD: /			M.E.:	- AGE.	_LIFESPAN.	
SAVE VS. FUME/RITUAL: /	Кіск:	LEAP KICK:	M.E.:	SEX:		Сн:
SAVE VS. PSIONICS:	Knock Out	:	M.A.:	HEIGHT:	WEIGHT:	I.S.P.:
SAVE VS. TOXINS/POISONS: /	CRITICAL:	20	P.S.:	LAND OF OF	RIGIN:	
Save vs. Harmful Drugs:	DEATH:		P.P.:	ENVIRONME	NT:	
Save vs. Insanity:	FLIP:	(+) %	P.P.:	SOCIAL/FAN	IILY BACKGROUND	٠.
Save vs. Possession: +	LEAP:	11.	P.E.:	D. GLAL/FAN		··
Save vs. Horror Factor: +	Lift:		P.B.:	RACIAL HOS		
Save vs. Coma/Death: + %	THROW(MA	x): LBS FT.	SPD.:	DISPOSITION	[:	
Perception Rolls: ///		MPH (MAX)MELEES				
DAMAGE RECORD	_	FT/MELEEFT/ATTACK	INSANITY (IF A	NY):		
	SWIM:	MPH (NIAX)NIELEES	INVOKE TRUST	/INTIMIDATE:	% Charm/Im	PRESS: %
		FT/MELEEFT/ATTACK	•			
D.C.::	Skills		+%/Lvl. %	SECONDARY SK	ILLS	+%/Lvl. %
::						
HIT POINTS:						
I.S.P.:						
Сні: P.P.E.:						
O.C.C. SKILLS +%/Lvl. %	=					
NATIVE LANGUAGE + 70/LVL. 70	ı					
Native Language: 98 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:	1					
•Animal Type:	1					
	╛	***				
WEAPONS RANGE	DAMAGE	WEAPON PROFICIENCIES	Str/Thr Aim/Burst	PARRY/ DAMAGE/ RANGE RATE	Armor:	
			,		A.R.:	
					WEIGHT:C	Cost:
					PROWL PENALT	Y:%
•						
					Armor:	
					A.R.:D.C.:	
						Cost:
-					PROWL PENALT	Y:%
Ammunition():	-					
Ammunition():						
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EQUIPMENT		Special Abilitii	ES/SKILLS		Notes	
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				_	Money	
				GOLD:		
				SALARY:		
				VALUABLES:		
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					Outfits	
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			COMBAT SKII	L	Name:				RACE:	
					TRUE N	JANGE			_KACE	
		# A	т							
			ACKS:INNITI		ALIGN				D. C. (D.	`
V V		DAMAGE:	+STRIKE DODGE		Ніт Ро				D.C.(Physical	L):
SAVING THROWS		ROLL: +_				ENCE L			Points:_	
SAVE VS. SPELL/WARD:			Power Pun	сн.	I.Q.:		_ AG	E:	LIFESPAN:	P.P.E.:
SAVE VS. FUME/RITUAL:			LEAP KICK:		M.E.:		SEX	(:		Сні:
SAVE VS. PSIONICS:			OUT:		M.A.:				Weight:	
SAVE VS. TOXINS/POISONS:			:		P.S.:				EIGIN:	
SAVE VS. HARMFUL DRUGS:			•							
Save vs. Insanity:		FLIP:			P.P.:			VIRONMEN		
SAVE VS. POSSESSION: +			FT.↑		P.E.:				IILY BACKGROU	
SAVE VS. HORROR FACTOR: +			LBS. CARRY:		P.B. :		RAG	CIAL HOS	STILITIES:	
SAVE VS. COMA/DEATH: +	%	- I I	IAX): LBS. CARRIS	EB3.	SPD.:				:	
Perception Rolls: /	1 /		MPH (MAX)		DI D		- 210	1 00111011	•	
]	FT/MELEE		Treatment					
DAMAGE RECORD		Swim:	MPH (MAX)	MELEES	INSANII	IY (IF A	.NY):			
D.C.::		- I S	FT/MELEE	FT/ATTACK	INVOKE	TRUST	r/Intim	IIDATE: _	% Charm	/IMPRESS: %
D.C.::		SKIL			. 0/ /T v	O/	SEGO	NDARY SKI	T T C	+%/LVL. %
		SKIL	LS		+%o/L\	/L. %	SECO	NDARY SKI	LLS	+%0/LVL. %0
<u> </u>										
HIT POINTS:		_								
Сні:		1 —			-		_			
P.P.E.:										
O.C.C. SKILLS +%	6/Lvl. %									
Native Language:	98	1 —								
SPEAK (+20%):	5	1 —								
SPEAK (+20%):	5	1 —								
Literacy (+20%):	5	1 —								
Literacy (+20%):	5	1 —								
BASIC MATH (+20%)	5	1								
LORE: MAGIC(+20%)	5	1 -								
Lore (+15%):	5	1								
CONVERT MAGIC SCROLL	2	1								
ENCHANTED CAULDRON	6	1 —								
RECOGNIZE ENCHANTMENT	5	1								
RECOGNIZE MAGIC	5	1 —								
	<u> </u>	╛	***				- ·	D /		
WEAPONS	RANGE	DAMAGE	WEAPON PROF	ICIENCIES	A	STR/THR AIM/BURST	PARRY/ RANGE	DAMAGE/ RATE	Armor:	
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									Weight:	
	-								PROWL PEN	ALTY:%
	-					7				
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									Armor:	
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		·	-						Weight:	_ Cost:
									PROWL PEN	ALTY:%
Ammunition():	- —									
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Ammunition():						7				
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EQUIPMENT			SPEC	CIAL ABILITIE	s/Skills				Notes	
										
									Money	
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								ALUABLES:		
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PSIONICS I.S.P. I.S.P. Sensitive Healing	CHARACI	ER HISTORY	SPELLS P.P.E. Level One	P.P.E. LEVEL SEVEN
☐ ASTRAL PROJECTION 8 ☐ ATTACK DISEASE 12			□ BLINDING FLASH 1	☐ AGONY 20
☐ CLAIRVOYANCE 4 ☐ BIO-REGENERATE (SELF) 6			CLOUD OF SMOKE 2	ANIMATE/CONTROL DEAD 20
COMMUNE W/ANIMALS 6 DEADEN PAIN 4			☐ DEATH TRANCE 1 ☐ DECIPHER MAGIC 4	CIRCLE OF CONCEALMENT 15 CONSTRAIN BEING 20
☐ COMMUNE WITH SPIRITS 8 ☐ DETECT PSIONICS 6 ☐ EXORCISM 10			GLOBE OF DAYLIGHT 2	DISPEL MAGIC BARRIER 20
□ DISPEL SPIRITS □ EMPATHY 10 □ EMPATHY 10 □ HEALING TOUCH 6			☐ INCREASE WEIGHT 4	☐ FLY AS THE EAGLE 25
MEDITATION 0 INCREASED HEALING 10			☐ SEE AURA 6 ☐ SEE THE INVISIBLE 4	GLOBE OF SILENCE 20 HEAL SELF 20
☐ MIND BLOCK 4 ☐ INDUCE SLEEP 4			☐ Sense Evil. 2	☐ IMMOBILIZE 25
OBJECT READ OBJECT READ PSychic Diagnosis			☐ SENSE MAGIC 4	☐ Invisibility: Superior 20
PRESENCE SENSE 4 PSychic Publisher ATION 9	•		☐ THUNDERCLAP 4 ☐ VENTRILOQUISM 3	☐ INVULNERABILITY 25 ☐ LIFE DRAIN 25
SEE AURA 6 PSYCHIC SURGERY 14	Con	VTACTS		METAMORPHOSIS: ANIMAL 25
See the Invisible 4 Resist Fatigue 4 Sense Dimen. Anomoly 6 Suppless Fear 8	NAME: OCCUPATION:	Notes:	LEVEL TWO Befuddle 6	☐ PURIFY FOOD & WATER 20
Sense Evil. Sense Evil. Suppress Fear Transfer I.S.P.		- 1.0 - 2.0	☐ CHAMELEON 6	SECOND SIGHT 25 WIND RUSH 20
Sense Magic 3	Name: Occupation:	Notes:	☐ CLIMB 3	WINK-OUT 20+
☐ SIXTH SENSE 2 SUPER	TVAME: OCCUPATION:	TOTES:	☐ CONCEALMENT 6 ☐ DETECT CONCEALMENT 6	☐ WITCH BOTTLE 28
☐ SPEED READING 2 ☐ ADVANCED TRANCE STATE 10	N	Nomes	Extingish Fire 4	☐ X-RAY VISION 25
☐ TELEPATHY 4 ☐ BIO-MANIPULATION 10 ☐ TOTAL RECALL 2. ☐ RIO-REGEN (SUPER) 20	Name: Occupation:	Notes:	☐ FEAR 5	LEVEL EIGHT
TOTAL RECALL 2 BIO-REGEN. (SUPER) 20 CATATONIC STRIKE 40	N 0	.,	☐ HEAVY BREATHING 5 ☐ LEVITATION 5	☐ COMMUNE WITH SPIRITS 25 ☐ EXORCISM 30
PHYSICAL CAUSE INSANITY 30	Name: Occupation:	Notes:	Mystic Alarm 5	
□ ALTER AURA 2 □ CURE INSANITY 30			☐ TURN DEAD 6	☐ HALLUCINATION 30
☐ DEATH TRANCE 1 ☐ ELECTROKINESIS (VARIES)	NAME: OCCUPATION:	Notes:	☐ WEIGHTLESSNESS 6	LOCATE 30 LOVE CHARM 40
☐ ECTOPLASM (VARIES) ☐ EMPATHIC TRANSMISSION 6 ☐ FLOAT 8 ☐ GROUP MIND BLOCK 22			LEVEL THREE ARMOR OF ITHAN 10	LUCK CURSE 40
☐ IMPERVIOUS TO COLD 2 ☐ HYDROKINESIS (VARIES)	Name: Occupation:	Notes:	Breathe Without Air 5	METAMORPH.: HUMAN 40
☐ IMPERVIOUS TO FIRE 4 ☐ HYPNOTIC SUGGESTION 6			☐ ENERGY BOLT 5	☐ MINOR CURSE 35 ☐ NEGATE MAGIC 30
☐ IMPERVIOUS TO POISON 4 ☐ INDUCE NIGHTMARE 15 ☐ INSERT MEMORY 25	NAME: OCCUPATION:	Notes:	☐ FAERIE SPEAK 5 ☐ FINGERS OF THE WIND 5	ORACLE 30
LEVITATION (VARIES) D. Laurence II. co. 20			☐ FINGERS OF THE WIND 5 ☐ FLOAT IN AIR 5	Sense dimens. Anomaly 30
NICHTERIOR 4	NAME: OCCUPATION:	Notes:	☐ FUEL FLAME 5	☐ SICKNESS 50 ☐ SPOIL FOOD & WATER 30
NIGHTVISION 4			☐ IGNITE FIRE 6 ☐ IMPERVIOUS TO FIRE 6	☐ STONE TO FLESH 30
D PERIOT HUNCER 2 MIND DLCK AUTO DEF (SPECIAL)	Name: Occupation:	Notes:	☐ IMPERVIOUS TO FIRE 6 ☐ IMPERVIOUS TO POISON 5	☐ TIME CAPSULE 30
RESIST THIRST 6 MIND BOND (VARIES)	Coordinate		□ Invisibility: Simple 6	☐ WISPS OF CONFUSION 40
SUMMON INNER STRENGTH 4 □ MIND WIPE (SPECIAL)	Name: Occupation:	Notes:	☐ NegatePoisons/Toxins 5 ☐ Paralysis: Lesser 5	LEVEL NINE AGE 50
☐ SPONT. COMBUSTION 6 ☐ P.P.E. SHIELD 10 ☐ TELEKINESIS (VARIES) ☐ PS. SUITED 30	TAMES GCCTATION	TIOTES.	RESIST FIRE 3	Curse: Phobia 40
☐ TELEKINESIS (VARIES) ☐ PSI-SHIELD 30 ☐ TELEKINETIC PUNCH 6 ☐ PSI-SWORD 30			SEE WARDS 8	☐ FAERIES' DANCE 55
☐ TELEKINETIC LEAP 8 ☐ PYROKINESIS (VARIES)	WEAPON PROFICIENCIES RA	NGE DAMAGE STR/THR PARRY RATE AIM/BURST	☐ SENSE TRAPS 7 ☐ TELEKINESIS 8	☐ FAMILIAR LINK 55 ☐ HAVOK 50
☐ TELEPORT OBJECT 10 ☐ TELEKINESIS (SUPER) 10+		AIM/BURS1	LEVEL FOUR	☐ METAMORPHOSIS: INSECT 60
I.S.P.:		1	ASTRAL PROJECTION 10	☐ Monster Insect 50/100
TELEMECHANICS TO			☐ BLIND 8	☐ MUTE 50 ☐ PROT. CIRCLE: SIMPLE 45
LS.P. AT/ON OR WITHIN ONE MILE OF A LEY LINE: LS.P. AT OR NEAR A LEY LINE NEXUS:			☐ CARPET OF ADHESION 10 ☐ CHARISMATIC AURA 10	SPEED OF THE SNAIL 50
I.S.P. SPENT:	· -		CURE MINOR DISORDER 10	Summon/Cont. Canines 50
1012 1012.111			□ ENERGY FIELD 10	SWORDS TO SNAKES 50 TRANSFERAL 50
			☐ FIRE BOLT 10 ☐ FOOL'S GOLD 10	☐ WATER TO WINE 40
Armor:			☐ LEY LINE TRANSMISSION 30	LEVEL TEN
A.R.:	Angrammos (☐ Magic Net 7	BANISHMENT 65
	Ammunition():		☐ MULTIPLE IMAGES 7	
Weight: Cost:	``	,		I □ DIMENS POCKET 30/140
	Angenymay		☐ REPEL ANIMALS 7 ☐ SEAL 7	
PROWL PENALTY:%	Ammunition():		☐ REPEL ANIMALS 7 ☐ SEAL 7 ☐ SHADOW MELD 10	☐ METAMORPH.: SUPERIOR 100 ☐ MYSTIC PORTAL 60
			□ REPEL ANIMALS 7 □ SEAL 7 □ SHADOW MELD 10 □ SWIMAS A FISH 6	☐ METAMORPH.: SUPERIOR 100 ☐ MYSTIC PORTAL 60 ☐ PHANTOM HORSE 60
	AMMUNITION(): Magic: □ Weapon □ Object	Magic: Weapon Object	□ REPEL ANIMALS 7 □ SEAL 7 □ SHADOW MELD 10 □ SWIM AS A FISH 6 □ TRANCE 10	☐ METAMORPH.: SUPERIOR 100 ☐ MYSTIC PORTAL 60
PROWL PENALTY:%		Magic: • Weapon • Object	REPEL ANIMALS 7 SEAL 7 SHADOW MELD 10 SWIM AS A FISH 6 TRANCE 10 LEVEL FIVE	□ METAMORPH.: SUPERIOR 100 □ MYSTIC PORTAL 60 □ PHANTOM HORSE 60 □ SUMM./CONT. RODENTS 70 □ SUMMON SHADOW BEAST 140
PROWL PENALTY:% ARMOR:	MAGIC: WEAPON OBJECT	Name: Type:	REPEL ANIMALS 7 SEAL 7 SHADOW MELD 10 SWIM AS A FISH 6 TRANCE 10 LEVEL FIVE CALLING 8 CHARM 12	METAMORPH.: SUPERIOR 100 MYSTIC PORTAL 60 PHANTOM HORSE 60 SUMM_/CONT. ROBENTS 70 SUMMON SHADOW BEAST 140 LEVEL ELEVEN ANII MAGIC CLOUD 140
PROWL PENALTY:% ARMOR:	Magic: ☐ Weapon ☐ Object	Name:	REPEL ANIMALS 7 SEAL 7 SEAL 7 SHADOW MELD 10 SWIM AS A FISH 6 TRANCE 10 LEVEL FIVE CALLING 8 CHARM 12 CIRCLE OF FLAME 10 CIRCLE OF FLAME 10	METAMORPH.: SUPERIOR 100 MYSTEP ORTAL 60 PHANTOM HOSSE 60 SUMM./CONT. RODENTS 70 SUMMON SHADOW BEAST 140 LEVEL ELEVEN ANTI MAGIC CLOUD 140 CREATE MAGIC SCROLL 100+
ARMOR:	Magic: ☐ Weapon ☐ Object Name: Type:	Name: Type:	REPEL ANIMALS 7 SEAL 7 SEAL 7 SHADOW MELD 10 SWIM AS A FISH 6 TRANCE 10 CALING 8 CALING 8 CALING 12 CALING 12 CHARM 12 CHARM 10 DAMINATION 10 DENERY DESCRIPTION 15 CALING 15 CALING 16 CALING 17 CALING 18 CALING 19 CALI	METAMORPH.: SUPERIOR 100 MYSTIC PORTAL 60 PHANTOM HORSE 60 SUMM_/CONT. ROBENTS 70 SUMMON SHADOW BEAST 140 LEVEL ELEVEN ANII MAGIC CLOUD 140
ARMOR: ARK:D.C.:/ Weight: Cost:	Magic: ☐ Weapon ☐ Object Name: Type:	Name: Type:	REPEL ANIMALS 7 SEAL 7 T SEAL 7 T SEAL 7 T SEAL 7 T SEAL 9 T	METAMORPH.: SUPERIOR 100 MYSTIC PORTAL 60 PHANTOM HORSE 60 SLIMM./CONT. RODENTS 70 SLIMMON SLADOW BEAST 140 LEVEL ELEVEN ANTI MAGIC CLOUD 140 CREATE MUSMAY 160 FINERE OF LECTALON 150 REMOVE CURSE 140
ARMOR:	Magic: ☐ Weapon ☐ Object Name: Type:	Name: Type:	REPEL ANMALS 7 SEAL 7 SEAL 7 SEAL 7 SEAL 10	METAMORPH.: SUPERIOR 100 MYSTEP ORTAL 60 PHANTOM HORSE 60 SLOMM./CONT. RODENTS 70 SLOMMON SHADOW BEAST 140 LEVEL ELEVEN ANTI MAGIC CLOUD 140 CREATE MAGIC SCROLL 1004 CREATE MIMMY 160 FINGER OF LICTALON 150 REMOVE CLURE 1440 SLOMM./CONT. ANIMALS 125
ARMOR: ARK:D.C.:/ Weight: Cost:	Magic: ☐ Weapon ☐ Object Name: Type:	Name: Type:	REPEL ANIMALS 7 SEAL 7 T SEAL 7 T SEAL 7 T SEAL 7 T SEAL 9 T	METAMORPH.: SUPERIOR 100 MYSTRE PORTAL 60 PHANTOM HORSE 60 SLIMM./CONT. RODENTS 70 SLIMM. SUMMON SHADOW BEAST 140 LEVEL ELEVEN ANIT MAGIC CLOUD 140 CREATE MAGIC SCROLL 1004+ CREATE MIMMAY 160 FINGER OF LICTALON 150 REMOVE CURSE 140 SLIMM./CONT. ANIMALS 125 SLIMMON FOG 140
ARMOR: ARK:D.C.:/ Weight: Cost:	Magic: ☐ Weapon ☐ Object Name: Type:	Name: Type:	REPEL ANIMALS 7 SEAL 7 S	METAMORPH.: SUPERIOR 100 MYSTIC PORTAL 60 PHANTOM HORSE 60 SIAMM./CONT. RODERTS 70 SIAMMON SHADOW BEAST 140 LEVEL ELEVEN
ARMOR: ARK:D.C.:/ Weight: Cost:	Magic: ☐ Weapon ☐ Object Name: Type:	Name: Type:	REPEL ANIMALS 7 SEAL 7	METAMORPH.: SUPERIOR 100 MYSTIC PORTAL 60 PHANTOM HORSE 60 SLAMMON SLADOW BEAST 140 LEVEL ELEVEN ANTI MAGIC CLOUD 140 CREATE MUMMY 160 PINERS OF LECTALON 150 REMOVE CURSE 140 SLAMMON FOG 125 SLAMMON FOG 125 LEVEL TWELVE AMULET 290 CAMESTREM STORM 200
PROWL PENALTY:% ARMOR:	Magic: Weapon Object Name: Type: Abilities:	Name:	REPEL ANIMALS 7 SEAL 7 SEAL 7 SEAL 7 SEAL 10	METAMORPH.: SUPERIOR 100 MYSTIC PORTAL 60 PHANTOM HORSE 60 SLAMMON SLADOW BEAST 140 LEVEL ELEVEN ANTI MAGIC CLOUD 140 CREATE MUMMY 160 PINERS OF LECTALON 150 REMOVE CURSE 140 SLAMMON FOG 125 SLAMMON FOG 125 LEVEL TWELVE AMULET 290 CAMESTREM STORM 200
PROWL PENALTY:% ARMOR: A.R.:D.C.:/ WEIGHT: COST: PROWL PENALTY:% OUTFITS	Magic: Weapon Object Name: Type: Abilities: P.P.E.:(Name:Type; Abilities:	REPEL ANMALS 7 SAL 7 SAL 7 SAL 7 SAL 10 10 SAUMALS 10 SAUMALS SAUM	METAMORPH.: SUPERIOR 100 MYSTIC PORTAL 60 PHANTOM HORSE 60 SLAMM. CONT. RODENTS 70 SLAMMON SLADOW BEAST 140 LEVEL ELEVEN ANTI MAGIC CLOUD 140 CREATE MUSMAY 160 FINERS OF LECTALON 150 REMOVE CURSE 140 SLAMM. CONT. ANMALS 125 SLAMMON FOG 140 LEVEL TWELVE AMULET 200 CREATE ZOMBIE 250 METAMORPHOSIS. MIST 250 SLAMMON ENTITY 250 SLAMMON ENTITY 250
PROWL PENALTY:% ARMOR:	Magic: Weapon Object Name: Type: Abilities:	Name:	REPEL ANMALS 7 SEAL 7 SE	METAMORPH.: SUPERIOR 100 MYSTIC PORTAL 60 PHANTOM HORSE 60 SLAMMON SLADOW BEAST 140 LEVEL ELEVEN ANTI MAGIC CLOUD 140 CREATE MUMMY 160 PINERS OF LECTALON 150 REMOVE CURSE 140 SLAMMON FOG 125 SLAMMON FOG 125 LEVEL TWELVE AMULET 290 CAMESTREM STORM 200
PROWL PENALTY:% ARMOR: A.R.:D.C.:/ WEIGHT: COST: PROWL PENALTY:% OUTFITS	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.:(Name:Type; Abilities:	REPEL ANIMALS 7 SEAL 7 SEAL 7 SEAL 7 SEAL 10	METAMORPH.: SUPERIOR 100 MYSTIC PORTAL 60 PHANTOM HORSE 60 SIAMM. CONT. RODENTS 70 SIAMMO SHADOW BEAST 140 LEVEL ELEVEN 140 CREATE MAGIC SCROLL 100+ CREATE MAGIC STOLL 100+ CREATE MAGIC STOLL 100+ REMOVE CURSE 140 SIAMM. CONT. ANIMALS 125 SIAMMO FOG 140 LEVEL TWELVE AMILEF 290+ CALM STORM 200 CREATE ZOABBE 250 METAMORPHOSIS: MIST 250 SIAMMO ENTITY 250 TIME HOLE 210 TIME HOLE 210 LEVEL THIRTEEN 210 CREATE ZOABBE 210 CREATE ZOABBE 250 METAMORPHOSIS MIST 250 TIME HOLE 210 TIME HOLE 210 CREATE ZOABBE 210 CREATE ZOABBE 250 CREATE ZOABBE
PROWL PENALTY:% ARMOR: A.R.:D.C.:/ WEIGHT: COST: PROWL PENALTY:% OUTFITS	Magic: Weapon Object Name: Type: Abilities: P.P.E.:(Name:Type; Abilities:	REPEL ANMALS 7 SEAL 7 SE	METAMORPH.: SUPERIOR 100 MYSTIC PORTAL 60 PHANTOM HORSE 60 SIAMM.CONT. RODENTS 70 SIAMMON SIADOW BEAST 140 LEVEL ELEVEN ANTI MAGIC CLOUD 140 CREATE MUMMY 160 FINERS OF LICTALON 150 FINERS OF LICTALON 150 REMOVE CURSE 140 SIAMM.CONT. ASWAMAIS 125 SIAMMON FOG 141 LEVEL TWELVE AMULET 290 CREATE ZOMBIE 250 METAMORPHOSIS: MIST 250 METAMORPHOSIS: MIST 250 SIAMMON ENTITY 250 TIME HOLE 210 LEVEL THIRTEEN LEVEL THIRTEEN
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PROWL PENALTY:% ARMOR: A.R.:D.C.:/ WEIGHT: COST: PROWL PENALTY:% OUTFITS	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.:(:() :() MAGIC: WEAPON OBJECT	NAME: Type: Abilities: P.P.E.:(:(MAGIC: □ WEAPON □ OBJECT	REPEL ANMALS 7 SEAL 7 SE	METAMORPH.: SUPERIOR 100 MYSTIC PORTAL 60 PHANTOM HORSE 60 SLIMM./CONT. RODENTS 70 SLIMMON SLADOW BEAST 140 LEVEL ELEVEN ANTI MAGIC CLOUD 140 CREATE MUMMY 160 FINERE OF LICTALON 150 REMOVE CURSE 140 SLIMM./CONT. ANMALS 125 SUMM./CONT. ANMALS 125 SUMMON FOG 140 LEVEL TWELVE AMULET 290 CREATE ZOMBIE 250 METAMORPHOSIS: MIST 250 METAMORPHOSIS: MIST 250 TIME HOLE 210 LEVEL THIRTEEN 250 CREATE GGLEM 700/1000 PROT. CIRCLE: SUPERIOR 250 SANCTIM 390 SLIMM./CONT. STORM 200 SANCTIM 390 SLIMM./CONT. STORM 260 SANCTIM 390 SLIMM./CONT. STORM 260 SANCTIM 260
PROWL PENALTY:%	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.:() :() MAGIC: WEAPON OBJECT NAME:	NAME: TYPE: ABILITIES: P.P.E.:(:() MAGIC: □ WEAPON □ OBJECT NAME:	REPEL ANMALS 7 SEAL 7 SE	METAMORPH.: SUPERIOR 100 MYSTIC PORTAL 60 PHANTOM HORSE 60 SIAMM./CONT. RODENTS 70 SIAMMON SHADOW BEAST 140 LEVEL ELEVEN ANTI MAGIC CLOUD 140 CREATE MIAMMY 160 FINGER OF LICTALON 150 REMOVE CURSE 140 SIAMM./CONT. ANIMALS 125 SIAMMON FOR 140 LEVEL TWELVE AMULET 290+ CALM STORM 200 CREATE COLUMN 250 METAMORPHOSIS: MIST 250 METAMORPHOSIS: MIST 250 TIME HOLE 210 LEVEL THIRTEEN 250 CREATE GOLUMN 200 PROT. CIRCLE: SUPERIOR 250 SIAMM./CONT. STORM 300 SIAMM./CONT. STORM 200 TALISMAN 500
PROWL PENALTY:% ARMOR:	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.:() MAGIC: WEAPON OBJECT NAME: TYPE:	NAME: TYPE: ABILITIES: P.P.E.:(REPEL ANMALS 7 SEAL 7 SE	METAMORPH.: SUPERIOR 100 MYSTIC PORTAL 60 PHANTOM HORSE 60 SIAMM.CONT. RODENTS 70 SIAMMON SIADOW BEAST 140 LEVEL ELEVEN ANTI MAGIC CLOUD 140 CREATE MAGIC SCROLL 100+ CREATE MAGIC SCROLL 100+ CREATE MAGIC SCROLL 140 FINGER OF LICTALON 150 REMOVE CURSE 140 SIAMM.CONT. ANMALS 125 SIAMMON FOG 140 LEVEL TWELVE AMULET 290+ CALM STORM 200 CREATE ZOABBE 250 METAMORPHOSIS MIST 250 SIAMMON ENTITY 250 Thus Hole 210 LEVEL THIRTEEN CREATE GOLEN 700/1000 PROT. CIRCLE SUPERIOR 250 SANCTIM 250 SANCTIM 260 TALISMAN 500 LEVEL FOURTEEN 260 CREATE FOURTEEN 260 TALISMAN 500 LEVEL FOURTEEN 260 CREATE FOURTEEN 260 TALISMAN 260 TALISMAN 260 CREATE FOURTEEN 260 TALISMAN 260 TALISMAN 260 CREATE FOURTEEN 260 TALISMAN 260
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PROWL PENALTY:- % ARMOR: A.R.: D.C.: / WEIGHT: COST: PROWL PENALTY:- % OUTFITS	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.:() MAGIC: WEAPON OBJECT NAME: TYPE:	NAME: TYPE: ABILITIES: P.P.E.:(REPEL ANMALS 7 SEAL 7 SE	METAMORPH.: SUPERIOR 100 MYSTIC PORTAL 60 PHANTOM HORSE 60 SIAMM.CONT. RODENTS 70 SIAMMON SIADOW BEAST 140 LEVEL ELEVEN ANTI MAGIC CLOUD 140 CREATE MUMMY 160 FINERS OF LICTALON 150 FINERS OF LICTALON 150 REMOVE CURSE 140 SIAMM.CONT. ASWAMAIS 125 SIAMMON FOG 141 LEVEL TWELVE AMULET 290 CREATE ZOMBIE 250 METAMORPHOSIS: MIST 250 METAMORPHOSIS: MIST 250 METAMORPHOSIS: MIST 250 TIME HOLE 210 PROT. CIRCLE SUPERIOR 250 SANCTUM 250 SANCTUM 260 TALISMAN 500 TALISMAN 500 LEVEL FOURTEEN CLOSE RIFT 2 + 200 In BARRIER 600
PROWL PENALTY:%	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.:() MAGIC: WEAPON OBJECT NAME: TYPE:	NAME: TYPE: ABILITIES: P.P.E.:(REPEL ANMALS 7 SEAL 10	METAMORPH.: SUPERIOR 100 MYSTIC PORTAL 60 PHANTOM HORSE 60 SLIMM./CONT. RODENTS 70 SLIMMON SHADOW BEAST 140 LEVEL ELEVEN ANTI MAGIC CLOUD 140 CREATE MUMMY 160 PHORES OF LECTION 150 REMOVE CURSE 140 SLIMM./CONT. ASWAMAIS 125 SLIMMON FOG 140 LEVEL TWELVE AMULET 290 CALM STORM 200 CREATE ZOMBIE 250 METAMORPHOSIS MIST 250 METAMORPHOSIS MIST 250 TIME HOLE 210 LEVEL THIRTEEN 250 SLIMMON STITTY 250 SL
PROWL PENALTY:- % ARMOR: A.R.: D.C.: / WEIGHT: COST: PROWL PENALTY:- % OUTFITS	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.:() MAGIC: WEAPON OBJECT NAME: TYPE:	NAME: TYPE: ABILITIES: P.P.E.:(REPEL ANMALS 7 SEAL 7 SE	METAMORPH.: SUPERIOR 100 MYSTIC PORTAL 60 PHANTOM HORSE 60 SIAMM.CONT. RODENTS 70 SIAMMON SLADOW BEAST 140 LEVEL ELEVEN 140 CREATE MAGIC SCROLL 100+ CREATE MAGIC SCROLL 100+ CREATE MAGIC SCROLL 100+ REMOVE CURSE 140 SIAMM.CONT. ANMALS 125 SIAMMON FOG 140 LEVEL TWELVE AMULET 290+ CAM STORM 200 CREATE ZOABBE 250 METAMORPHOSIS: MIST 250 SIAMMON ENTITY 250 TAILSMAN ENTITY 250 TAILSMAN 250 SANCTIM 390 SIAMM.CONT. STORM 260 TAILSMAN 500 LEVEL FOURTEEN 500 LEVEL FOURTEEN 500 LEVEL FOURTEEN 500 LEVEL FOURTEEN 500 RESTORATION 750 RESTORATION 750 LEVEL FOURTEEN 750 LEVEL FIFTEEN 750 LEVEL
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PROWL PENALTY:- % ARMOR: A.R.: D.C.: / WEIGHT: COST: PROWL PENALTY:- % OUTFITS ANIMAL COMPANION NAME: Type:	MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES: P.P.E.:() :() MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES:	NAME: TYPE: ABILITIES: P.P.E.:(:() MAGIC: WEAPON OBJECT NAME: TYPE: ABILITIES:	REPEL ANIMALS 7 SEAL 7 S	METAMORPH.: SUPERIOR 100 MYSTIC PORTAL 60 MYSTIC PORTAL 60 PHANTOM HORSE 60 SIAMM.CONT. RODENTS 70 SIAMMON SIADOW BEAST 140 LEVEL ELEVEN 140 CREATE MIGGE CROUD 140 CREATE MIGGE CROUD 140 CREATE MIGGE CROUD 140 FINGER OF LICTALON 150 FINGER OF LICTALON 150 REMOVE CURSE 140 SIAMM.CONT. ANMALS 125 SIAMMON FOG 140 LEVEL TWELVE AMULET 290+ CALM STORM 200 CREATE COMBINE 250 METAMORPHOSIS MIST 250 SIAMMON ENTITY 250 THE HOLE 210 LEVEL TURTEEN CREATE GOLEN 700/1000 PROT. CIRCLE SUPERIOR 250 SANCTIM 260 LEVEL FOURTEEN CLOSE REFT 2 + 200 LEVEL FUTTEEN DIMENSIONAL TIELFORT 300 RESURRECTION 2000 SIAMM. GREATER FAMILIANES 2000 SIAMM. GREATER FAMILIANES 2000 SIAMM. GREATER FAMILIANES 2000 SIAMM. GREATER FAMILIANES 2000 SILMM. GRE
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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 mediumsized 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

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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: <u>Super</u>: 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 (<u>Palladium RPG</u>, 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 (<u>Palladium RPG</u>, 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).

LS.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 <u>Palladium RPG</u>, 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 mediumsized, 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 <u>Palladium RPG</u>, 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 <u>Palladium RPG</u>, pages 311-312, for details).

Skills of Note: Speaks Wolfen 98%, Western, Gobblely 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 <u>Palladium RPG</u>, 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 (<u>Palladium RPG</u>,

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 (<u>Palladium RPG</u>, 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, Giantese 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 mag-

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; <u>Palladium RPG</u>, 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 enchant-

ment 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).

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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 crowquill 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 12th 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 <u>Palladium RPG</u>, 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).

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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.