

Palladium Fantasy Character Sheet

| Attributes | | Character Description & Background | | | | | |
|------------|----|------------------------------------|--------------|-----------|----------|--------------------------|-------------------------|
| I.Q. | 14 | Name | C'Bien | | | Birth Order | Third born |
| M.E. | 22 | Race | Elf | H.F. | | Disposition | Schemer |
| M.A. | 7 | O.C.C. | 'Porter | | | Land of Origin | Land of the South Winds |
| P.S. | 11 | Experience | 30725 | Level | 6 | Type of Environment | Small city |
| P.P. | 18 | Alignment | Unprincipled | P.P.E. | 5 | Social Background | Peasant Laborer |
| P.E. | 13 | Age | 48 | Gender | Male | Racial Hostility, if any | |
| P.B. | 20 | Height | 6' 4" | Weight | 156 lbs. | Patron Diety | |
| Spd. | 11 | Hair Color | Black | Eye Color | Black | Insanity, if any | |

| Derived Values | | | | | | | |
|--------------------------------|-----|------|----------|------------------------------|-------|----------------------------------|------|
| Carry | 110 | Lift | 220 lbs. | Run, feet per second | 11 | Jump, length in feet (standing) | 3.2 |
| Max Carry (in minutes), light | | | 26 | Run, yards per melee | 55 | -- length (with a running start) | 8 |
| -- max carry, heavy exertion | | | 13 | Run, yards per minute | 220 | Jump, height in feet (standing) | 2.4 |
| Throw (in feet), up to 1 lb. | | | 61 | Run, miles per hour | 7.5 | -- height (with a running start) | 6 |
| Throw (in feet), up to 10 lbs. | | | 30.5 | Max speed, distance in miles | 2.167 | Trust/Intimidate | 0 % |
| Throw (in feet), max carry | | | 3.667 | 1/2 Speed, distance in miles | 6.5 | Charm/Impress | 50 % |

| Skills | | | | | |
|-------------------------|------|-------------------------|------|----------------------------|-----|
| Skill Name | % | Skill Name | % | Skill Name | % |
| Land Navigation | 65 % | Writing | 45 % | W.P. Knife (+2s, +3t, +3p) | 0 % |
| Language: Southern | 98 % | Dancing | 55 % | W.P. Targeting (+3t) | 0 % |
| Language: Northern | 80 % | Wilderness Survival | 55 % | W.P. Sword (+3s, +1t, +2p) | 0 % |
| Language: Elven | 80 % | Research | 55 % | W.P. Paired Weapons | 0 % |
| Mathematics: Basic | 90 % | Literacy: Elven | 55 % | 0 | 0 % |
| Palming | 55 % | Lore: Demons & Monsters | 35 % | 0 | 0 % |
| Intelligence | 60 % | 0 | 0 % | 0 | 0 % |
| Concealment | 45 % | 0 | 0 % | 0 | 0 % |
| Prowl | 55 % | 0 | 0 % | 0 | 0 % |
| Streetwise | 45 % | 0 | 0 % | 0 | 0 % |
| Ventriloquism | 41 % | 0 | 0 % | 0 | 0 % |
| Literacy: Southern | 65 % | 0 | 0 % | 0 | 0 % |
| Tumbling | 0 % | 0 | 0 % | 0 | 0 % |
| -- Tumbling: Back Flip | 65 % | 0 | 0 % | 0 | 0 % |
| -- Tumbling: Stilt Walk | 75 % | 0 | 0 % | 0 | 0 % |

| Saving Throws | | | | | | | |
|---------------|------|--------------------|----|----------------------|----|---------------|----|
| Coma/Death | +0 % | Horror Factor (HF) | +4 | HF, Elemental Beings | +0 | Possession | +4 |
| Psionics | +4 | Magic | +0 | Poison/Drugs/Toxins | +0 | Illusions | +0 |
| Insanity | +5 | Faerie Magic* | +0 | Disease* | +0 | Mind Control* | +3 |

| Combat | | | | | | | |
|---------------------|----|-------------------|----|----------------|----|---------------|----|
| Hand to Hand: Basic | | Attacks Per Melee | 5 | Hit Points | 35 | S.D.C. | 10 |
| Initiative | +2 | Strike | +3 | Parry | +4 | Dodge | +4 |
| Pull Punch | +2 | Damage Bonus | +0 | Critical Range | 20 | Knockout/Stun | |
| | | | | | | Deathblow | |

| Primary Combat Equipment (Quick Reference) | | | | | | | | | | |
|--------------------------------------------|------|--------------|--------|----|--------|----|-------------|--------|-------|--------|
| Right Hand | Type | Dagger | Strike | +5 | Parry | +7 | Damage | 1D6 +0 | Range | 40 ft. |
| Left Hand | Type | Dagger | Strike | +5 | Parry | +7 | Damage | 1D6 +0 | Range | 40 ft. |
| Armor | Type | Hard Leather | A.R. | 11 | S.D.C. | 30 | Encumbrance | N/A | | |

Special Abilities, Items, Notes

"I have run my entire life. I'm tired of running. It is here, in this spot, that I make my stand."

C'Bien spent the first few decades of his life running from conflict, and life in general. This trait shaped his natural psionic potential into a 'Porter. However, a few years ago, something inside him snapped and he decided he'd no longer run, but face life head-on. Instead of fleeing, he now uses his teleportation powers to grant him a tactical edge in whatever challenges he faces.

Palladium Fantasy Character Sheet

| P.P.E. | | | | | I.S.P. | | | | | | |
|--------|---|------|--|-----------|--------|------|-----|------|--|-----------|-----|
| Base | 5 | Used | | Remaining | 5 | Base | 112 | Used | | Remaining | 112 |

Spells & Psionic Powers

| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------|---------------|-------|------------------------|----------|----------------------|--------------|-------|------|----|----------------|-------|-------|----------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|--------------------|-------|------------------|----------|------------|--------------|----------------------|------|----------------------|----------------|-------|-------|-------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------|--------------------|-------|----------------------|----------|-----------------------|--------------|---------------------|------|---------------------|----------------|---------------------|-------|------------------------|
| <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #90ee90;">Name</td><td>Teleport Self</td></tr> <tr><td style="background-color: #90ee90;">Range</td><td>Self, 300 ft.</td></tr> <tr><td style="background-color: #90ee90;">Duration</td><td>Instant</td></tr> <tr><td style="background-color: #90ee90;">Saving Throw</td><td>None.</td></tr> <tr><td style="background-color: #90ee90;">Cost</td><td>20</td></tr> <tr><td style="background-color: #90ee90;">Damage, if any</td><td>None.</td></tr> <tr><td style="background-color: #90ee90;">Notes</td><td>132 lbs. extra, +6 dodge</td></tr> </table> | Name | Teleport Self | Range | Self, 300 ft. | Duration | Instant | Saving Throw | None. | Cost | 20 | Damage, if any | None. | Notes | 132 lbs. extra, +6 dodge | <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #90ee90;">Name</td><td>Teleport Others</td></tr> <tr><td style="background-color: #90ee90;">Range</td><td>Touch, 84 ft.</td></tr> <tr><td style="background-color: #90ee90;">Duration</td><td>Instant</td></tr> <tr><td style="background-color: #90ee90;">Saving Throw</td><td>Standard (Optional).</td></tr> <tr><td style="background-color: #90ee90;">Cost</td><td>40</td></tr> <tr><td style="background-color: #90ee90;">Damage, if any</td><td>None.</td></tr> <tr><td style="background-color: #90ee90;">Notes</td><td>600 lbs. total weight max</td></tr> </table> | Name | Teleport Others | Range | Touch, 84 ft. | Duration | Instant | Saving Throw | Standard (Optional). | Cost | 40 | Damage, if any | None. | Notes | 600 lbs. total weight max | <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #90ee90;">Name</td><td>Astral Projection</td></tr> <tr><td style="background-color: #90ee90;">Range</td><td>Self</td></tr> <tr><td style="background-color: #90ee90;">Duration</td><td>30 minutes</td></tr> <tr><td style="background-color: #90ee90;">Saving Throw</td><td>None.</td></tr> <tr><td style="background-color: #90ee90;">Cost</td><td>8</td></tr> <tr><td style="background-color: #90ee90;">Damage, if any</td><td></td></tr> <tr><td style="background-color: #90ee90;">Notes</td><td></td></tr> </table> | Name | Astral Projection | Range | Self | Duration | 30 minutes | Saving Throw | None. | Cost | 8 | Damage, if any | | Notes | |
| Name | Teleport Self | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Range | Self, 300 ft. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Duration | Instant | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Saving Throw | None. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cost | 20 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Damage, if any | None. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Notes | 132 lbs. extra, +6 dodge | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Name | Teleport Others | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Range | Touch, 84 ft. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Duration | Instant | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Saving Throw | Standard (Optional). | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cost | 40 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Damage, if any | None. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Notes | 600 lbs. total weight max | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Name | Astral Projection | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Range | Self | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Duration | 30 minutes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Saving Throw | None. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cost | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Damage, if any | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Notes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #90ee90;">Name</td><td>Meditation</td></tr> <tr><td style="background-color: #90ee90;">Range</td><td>Self</td></tr> <tr><td style="background-color: #90ee90;">Duration</td><td>Varies.</td></tr> <tr><td style="background-color: #90ee90;">Saving Throw</td><td>None.</td></tr> <tr><td style="background-color: #90ee90;">Cost</td><td>0</td></tr> <tr><td style="background-color: #90ee90;">Damage, if any</td><td></td></tr> <tr><td style="background-color: #90ee90;">Notes</td><td>Regain 6 I.S.P. per hour.</td></tr> </table> | Name | Meditation | Range | Self | Duration | Varies. | Saving Throw | None. | Cost | 0 | Damage, if any | | Notes | Regain 6 I.S.P. per hour. | <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #90ee90;">Name</td><td>Sense Dim. Anomaly</td></tr> <tr><td style="background-color: #90ee90;">Range</td><td>600 foot radius.</td></tr> <tr><td style="background-color: #90ee90;">Duration</td><td>12 minutes</td></tr> <tr><td style="background-color: #90ee90;">Saving Throw</td><td>None.</td></tr> <tr><td style="background-color: #90ee90;">Cost</td><td>4</td></tr> <tr><td style="background-color: #90ee90;">Damage, if any</td><td></td></tr> <tr><td style="background-color: #90ee90;">Notes</td><td>Sense d-portal or rift.</td></tr> </table> | Name | Sense Dim. Anomaly | Range | 600 foot radius. | Duration | 12 minutes | Saving Throw | None. | Cost | 4 | Damage, if any | | Notes | Sense d-portal or rift. | <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #90ee90;">Name</td><td>Teleport Object</td></tr> <tr><td style="background-color: #90ee90;">Range</td><td>Touch, 300 ft.</td></tr> <tr><td style="background-color: #90ee90;">Duration</td><td>Instant.</td></tr> <tr><td style="background-color: #90ee90;">Saving Throw</td><td>None.</td></tr> <tr><td style="background-color: #90ee90;">Cost</td><td>10</td></tr> <tr><td style="background-color: #90ee90;">Damage, if any</td><td></td></tr> <tr><td style="background-color: #90ee90;">Notes</td><td>6 pounds (max).</td></tr> </table> | Name | Teleport Object | Range | Touch, 300 ft. | Duration | Instant. | Saving Throw | None. | Cost | 10 | Damage, if any | | Notes | 6 pounds (max). |
| Name | Meditation | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Range | Self | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Duration | Varies. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Saving Throw | None. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cost | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Damage, if any | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Notes | Regain 6 I.S.P. per hour. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Name | Sense Dim. Anomaly | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Range | 600 foot radius. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Duration | 12 minutes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Saving Throw | None. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cost | 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Damage, if any | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Notes | Sense d-portal or rift. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Name | Teleport Object | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Range | Touch, 300 ft. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Duration | Instant. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Saving Throw | None. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cost | 10 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Damage, if any | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Notes | 6 pounds (max). | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #90ee90;">Name</td><td>Total Recall</td></tr> <tr><td style="background-color: #90ee90;">Range</td><td>Self.</td></tr> <tr><td style="background-color: #90ee90;">Duration</td><td>Instant.</td></tr> <tr><td style="background-color: #90ee90;">Saving Throw</td><td>None.</td></tr> <tr><td style="background-color: #90ee90;">Cost</td><td>2</td></tr> <tr><td style="background-color: #90ee90;">Damage, if any</td><td></td></tr> <tr><td style="background-color: #90ee90;">Notes</td><td></td></tr> </table> | Name | Total Recall | Range | Self. | Duration | Instant. | Saving Throw | None. | Cost | 2 | Damage, if any | | Notes | | <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #90ee90;">Name</td><td>Sense Direction</td></tr> <tr><td style="background-color: #90ee90;">Range</td><td>Self</td></tr> <tr><td style="background-color: #90ee90;">Duration</td><td>Permanent</td></tr> <tr><td style="background-color: #90ee90;">Saving Throw</td><td>None.</td></tr> <tr><td style="background-color: #90ee90;">Cost</td><td>0</td></tr> <tr><td style="background-color: #90ee90;">Damage, if any</td><td>None.</td></tr> <tr><td style="background-color: #90ee90;">Notes</td><td>Always knows up, down, etc.</td></tr> </table> | Name | Sense Direction | Range | Self | Duration | Permanent | Saving Throw | None. | Cost | 0 | Damage, if any | None. | Notes | Always knows up, down, etc. | <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #90ee90;">Name</td><td>W.P. Teleportation</td></tr> <tr><td style="background-color: #90ee90;">Range</td><td>See Teleport Object</td></tr> <tr><td style="background-color: #90ee90;">Duration</td><td>See Teleport Object</td></tr> <tr><td style="background-color: #90ee90;">Saving Throw</td><td>See Teleport Object</td></tr> <tr><td style="background-color: #90ee90;">Cost</td><td>See Teleport Object</td></tr> <tr><td style="background-color: #90ee90;">Damage, if any</td><td>See Teleport Object</td></tr> <tr><td style="background-color: #90ee90;">Notes</td><td>+3 to strike.</td></tr> </table> | Name | W.P. Teleportation | Range | See Teleport Object | Duration | See Teleport Object | Saving Throw | See Teleport Object | Cost | See Teleport Object | Damage, if any | See Teleport Object | Notes | +3 to strike. |
| Name | Total Recall | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Range | Self. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Duration | Instant. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Saving Throw | None. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cost | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Damage, if any | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Notes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Name | Sense Direction | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Range | Self | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Duration | Permanent | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Saving Throw | None. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cost | 0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Damage, if any | None. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Notes | Always knows up, down, etc. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Name | W.P. Teleportation | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Range | See Teleport Object | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Duration | See Teleport Object | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Saving Throw | See Teleport Object | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cost | See Teleport Object | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Damage, if any | See Teleport Object | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Notes | +3 to strike. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #90ee90;">Name</td><td>Sixth Sense</td></tr> <tr><td style="background-color: #90ee90;">Range</td><td>90 feet.</td></tr> <tr><td style="background-color: #90ee90;">Duration</td><td>Until danger passes.</td></tr> <tr><td style="background-color: #90ee90;">Saving Throw</td><td>None.</td></tr> <tr><td style="background-color: #90ee90;">Cost</td><td>2</td></tr> <tr><td style="background-color: #90ee90;">Damage, if any</td><td></td></tr> <tr><td style="background-color: #90ee90;">Notes</td><td>+6 ini, +2 parry, +3 dodge</td></tr> </table> | Name | Sixth Sense | Range | 90 feet. | Duration | Until danger passes. | Saving Throw | None. | Cost | 2 | Damage, if any | | Notes | +6 ini, +2 parry, +3 dodge | <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #90ee90;">Name</td><td>Telepathy</td></tr> <tr><td style="background-color: #90ee90;">Range</td><td>Up to 60 feet.</td></tr> <tr><td style="background-color: #90ee90;">Duration</td><td>12 minutes</td></tr> <tr><td style="background-color: #90ee90;">Saving Throw</td><td>Standard (if aware).</td></tr> <tr><td style="background-color: #90ee90;">Cost</td><td>4</td></tr> <tr><td style="background-color: #90ee90;">Damage, if any</td><td></td></tr> <tr><td style="background-color: #90ee90;">Notes</td><td></td></tr> </table> | Name | Telepathy | Range | Up to 60 feet. | Duration | 12 minutes | Saving Throw | Standard (if aware). | Cost | 4 | Damage, if any | | Notes | | <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #90ee90;">Name</td><td>Speed Reading</td></tr> <tr><td style="background-color: #90ee90;">Range</td><td>Self</td></tr> <tr><td style="background-color: #90ee90;">Duration</td><td>18 minutes</td></tr> <tr><td style="background-color: #90ee90;">Saving Throw</td><td>None.</td></tr> <tr><td style="background-color: #90ee90;">Cost</td><td>2</td></tr> <tr><td style="background-color: #90ee90;">Damage, if any</td><td></td></tr> <tr><td style="background-color: #90ee90;">Notes</td><td>30 pages per minute.</td></tr> </table> | Name | Speed Reading | Range | Self | Duration | 18 minutes | Saving Throw | None. | Cost | 2 | Damage, if any | | Notes | 30 pages per minute. |
| Name | Sixth Sense | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Range | 90 feet. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Duration | Until danger passes. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Saving Throw | None. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cost | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Damage, if any | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Notes | +6 ini, +2 parry, +3 dodge | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Name | Telepathy | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Range | Up to 60 feet. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Duration | 12 minutes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Saving Throw | Standard (if aware). | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cost | 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Damage, if any | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Notes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Name | Speed Reading | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Range | Self | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Duration | 18 minutes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Saving Throw | None. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cost | 2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Damage, if any | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Notes | 30 pages per minute. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #90ee90;">Name</td><td>See Aura</td></tr> <tr><td style="background-color: #90ee90;">Range</td><td>60 feet (and visible).</td></tr> <tr><td style="background-color: #90ee90;">Duration</td><td>12 minutes</td></tr> <tr><td style="background-color: #90ee90;">Saving Throw</td><td>None.</td></tr> <tr><td style="background-color: #90ee90;">Cost</td><td>6</td></tr> <tr><td style="background-color: #90ee90;">Damage, if any</td><td></td></tr> <tr><td style="background-color: #90ee90;">Notes</td><td></td></tr> </table> | Name | See Aura | Range | 60 feet (and visible). | Duration | 12 minutes | Saving Throw | None. | Cost | 6 | Damage, if any | | Notes | | <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #90ee90;">Name</td><td>Telekinesis</td></tr> <tr><td style="background-color: #90ee90;">Range</td><td>Up to 60 feet.</td></tr> <tr><td style="background-color: #90ee90;">Duration</td><td>12 minutes</td></tr> <tr><td style="background-color: #90ee90;">Saving Throw</td><td>None.</td></tr> <tr><td style="background-color: #90ee90;">Cost</td><td>3 (s), 8 (m), 8+ (l)</td></tr> <tr><td style="background-color: #90ee90;">Damage, if any</td><td></td></tr> <tr><td style="background-color: #90ee90;">Notes</td><td>lbs: <2, 2-20 (m), >20+per 10</td></tr> </table> | Name | Telekinesis | Range | Up to 60 feet. | Duration | 12 minutes | Saving Throw | None. | Cost | 3 (s), 8 (m), 8+ (l) | Damage, if any | | Notes | lbs: <2, 2-20 (m), >20+per 10 | <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #90ee90;">Name</td><td>Telekinetic Leap</td></tr> <tr><td style="background-color: #90ee90;">Range</td><td>Self (increase jump)</td></tr> <tr><td style="background-color: #90ee90;">Duration</td><td>One action (one leap)</td></tr> <tr><td style="background-color: #90ee90;">Saving Throw</td><td>None.</td></tr> <tr><td style="background-color: #90ee90;">Cost</td><td>8</td></tr> <tr><td style="background-color: #90ee90;">Damage, if any</td><td></td></tr> <tr><td style="background-color: #90ee90;">Notes</td><td>18 ft.high, 30 ft.long</td></tr> </table> | Name | Telekinetic Leap | Range | Self (increase jump) | Duration | One action (one leap) | Saving Throw | None. | Cost | 8 | Damage, if any | | Notes | 18 ft.high, 30 ft.long |
| Name | See Aura | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Range | 60 feet (and visible). | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Duration | 12 minutes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Saving Throw | None. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cost | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Damage, if any | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Notes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Name | Telekinesis | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Range | Up to 60 feet. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Duration | 12 minutes | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Saving Throw | None. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cost | 3 (s), 8 (m), 8+ (l) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Damage, if any | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Notes | lbs: <2, 2-20 (m), >20+per 10 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Name | Telekinetic Leap | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Range | Self (increase jump) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Duration | One action (one leap) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Saving Throw | None. | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Cost | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Damage, if any | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Notes | 18 ft.high, 30 ft.long | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Notes

Trained as a scout by the South-Winds military. After his service ended, he became a freelancer for hire. His skills and powers allow him to get into places others cannot. He uses these talents for investigation purposes only, and will only rarely accept jobs of theft (for a just cause) and never for assassination.

In combat, he can use a combination of Teleport Object and Telekinesis to attack unsuspecting foes from multiple angles. He can also teleport himself behind an enemy or out of harms way, as needed. Skilled use of Ventriloquism can help further disorientate opponents as he teleports around a battlefield.