

Palladium Fantasy Character Sheet

Attributes		Character Description & Background					
I.Q.	13	Name	Kaya			Birth Order	Only child
M.E.	12	Race	Human	H.F.		Disposition	Nice, but hot-headed
M.A.	9	O.C.C.	Conjurer			Land of Origin	Land of the South Winds
P.S.	9	Experience	24950	Level	5	Type of Environment	Small fishing community
P.P.	18	Alignment	Unprincipled	P.P.E.	115	Social Background	Fisher
P.E.	12	Age	19	Gender	Female	Racial Hostility, if any	Nobility
P.B.	9	Height	5'9"	Weight	122 lbs.	Patron Diety	
Spd.	30	Hair Color	Black	Eye Color	Brown	Insanity, if any	

Derived Values							
Carry	90	Lift	180 lbs.	Run, feet per second	30	Jump, length in feet (standing)	1.8
Max Carry (in minutes), light	24	Run, yards per melee	150	-- length (with a running start)	4.5	Jump, height in feet (standing)	0.9
-- max carry, heavy exertion	12	Run, yards per minute	600	-- height (with a running start)	2.25	Trust/Intimidate	0 %
Throw (in feet), up to 1 lb.	59	Run, miles per hour	20.45	Max speed, distance in miles	2	Charm/Impress	0 %
Throw (in feet), up to 10 lbs.	29.5	1/2 Speed, distance in miles	6				
Throw (in feet), max carry	3						

Skills					
Skill Name	%	Skill Name	%	Skill Name	%
Language: Southern	98 %	History	50 %	W.P. Knife (+2s, +2p, +2t)	0 %
Language: Elven	75 %	Climb/Scale Walls	50 %	W.P. Whip (+2s, +2e, +2d)	0 %
Language: Faerie Speak	75 %	Athletics (General)	0 %	0	0 %
Literacy: Southern	60 %	0	0 %	0	0 %
Literacy: Elven	60 %	0	0 %	0	0 %
Lore: Magic	65 %	0	0 %	0	0 %
Lore: Faerie Folk	60 %	0	0 %	0	0 %
Mathematics: Basic	85 %	0	0 %	0	0 %
Land Navigation	56 %	0	0 %	0	0 %
Wilderness Survival	60 %	0	0 %	0	0 %
Sign Language	60 %	0	0 %	0	0 %
Sing	65 %	0	0 %	0	0 %
Biology	50 %	0	0 %	0	0 %
Prowl	45 %	0	0 %	0	0 %
Running	0 %	0	0 %	0	0 %

Saving Throws							
Coma/Death	+0 %	Horror Factor (HF)	+1	HF, Elemental Beings	+0	Possession	+2
Psionics	+0	Magic	+1	Poison/Drugs/Toxins	+0	Illusions	+0
Insanity	+0	Faerie Magic*	+0	Disease*	+0	Mind Control*	+1

Combat									
Hand to Hand: Black Star			Attacks Per Melee	4	Hit Points	30	S.D.C.	8	
Initiative	+3	Strike	+5	Parry	+3	Dodge	+3	Roll w/ Punch	+2
Pull Punch	+4	Damage Bonus	+0	Critical Range	20	Knockout/Stun		Deathblow	

Primary Combat Equipment (Quick Reference)											
Right Hand	Type	Blade Whip	Strike	7	Parry	N/A	Damage	2D6+4	+0	Entngl.	2
Left Hand	Type	Dagger; Kobold	Strike	8	Parry	6	Damage	1D6	+0	Throw	40 ft.
Armor	Type	Soft Leather	A.R.	10	S.D.C.	20	Encumbrance	N/A			

Special Abilities, Items, Notes
"Those with power always want more, and they get it by taking from the little guy like us. Well I've had enough. I say it's time we take what's theirs and see how they like it."
Kaya grew up in a small farming village in the South-Winds. Tired of a poor life under a corrupt and oppressive noble, she joined the Black Star, a secret order revolting against the dukes and duchesses of the South-Winds. The Black Star taught her special Hand to Hand techniques (not available for posting at this time).

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P.P.E.					I.S.P.						
Base	115	Used		Remaining	115	Base	0	Used		Remaining	0

Spells & Psionic Powers

<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #c8e6c9;">Name</td><td>Conjure Weapon</td></tr> <tr><td style="background-color: #c8e6c9;">Range</td><td>Self (or at side)</td></tr> <tr><td style="background-color: #c8e6c9;">Duration</td><td>5 hours</td></tr> <tr><td style="background-color: #c8e6c9;">Saving Throw</td><td>None</td></tr> <tr><td style="background-color: #c8e6c9;">Cost</td><td>10 (s), 15 (m), 25 (l)</td></tr> <tr><td style="background-color: #c8e6c9;">Damage, if any</td><td>Per weapon.</td></tr> <tr><td style="background-color: #c8e6c9;">Notes</td><td>Simple weapons only.</td></tr> </table>	Name	Conjure Weapon	Range	Self (or at side)	Duration	5 hours	Saving Throw	None	Cost	10 (s), 15 (m), 25 (l)	Damage, if any	Per weapon.	Notes	Simple weapons only.	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #c8e6c9;">Name</td><td>Conjure Item, Solid</td></tr> <tr><td style="background-color: #c8e6c9;">Range</td><td>Self (or at side)</td></tr> <tr><td style="background-color: #c8e6c9;">Duration</td><td>5 hours</td></tr> <tr><td style="background-color: #c8e6c9;">Saving Throw</td><td>None</td></tr> <tr><td style="background-color: #c8e6c9;">Cost</td><td>5 (s), 12 (m), 35 (l)</td></tr> <tr><td style="background-color: #c8e6c9;">Damage, if any</td><td></td></tr> <tr><td style="background-color: #c8e6c9;">Notes</td><td>No moving parts.</td></tr> </table>	Name	Conjure Item, Solid	Range	Self (or at side)	Duration	5 hours	Saving Throw	None	Cost	5 (s), 12 (m), 35 (l)	Damage, if any		Notes	No moving parts.	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #c8e6c9;">Name</td><td>Conjure Item, Simple</td></tr> <tr><td style="background-color: #c8e6c9;">Range</td><td>Self (or at side)</td></tr> <tr><td style="background-color: #c8e6c9;">Duration</td><td>5 hours</td></tr> <tr><td style="background-color: #c8e6c9;">Saving Throw</td><td>None</td></tr> <tr><td style="background-color: #c8e6c9;">Cost</td><td>10 (s), 22 (m), 50 (l)</td></tr> <tr><td style="background-color: #c8e6c9;">Damage, if any</td><td></td></tr> <tr><td style="background-color: #c8e6c9;">Notes</td><td>1-2 moving parts only.</td></tr> </table>	Name	Conjure Item, Simple	Range	Self (or at side)	Duration	5 hours	Saving Throw	None	Cost	10 (s), 22 (m), 50 (l)	Damage, if any		Notes	1-2 moving parts only.
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Name	Ignite Fire																																											
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Duration	Instant.																																											
Saving Throw	None.																																											
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Notes

In battle, Kaya likes to Conjure Clone and Conjure Animal (her favorite is a tiger, stats above). If she feels her foe is especially dangerous, she may use both at the same time, but this uses most of her P.P.E. and limits her other options. A conjuration will typically attack an opponent head on while she uses Mystic Invisibility to maneuver or retreat (if needed).