

Palladium Fantasy Character Sheet

Attributes		Character Description & Background					
I.Q.	11	Name	Manan		Birth Order	Orphan	
M.E.	9	Race	Human	H.F.		Disposition	Paternal, but jaded
M.A.	12	O.C.C.	Warrior Monk		Land of Origin	Land of the South Winds	
P.S.	12	Experience	142,207	Level	11	Type of Environment	Religious community
P.P.	22	Alignment	Scrupulous	P.P.E.	77	Social Background	Humble monks
P.E.	17	Age	42	Gender	Male	Racial Hostility, if any	None
P.B.	11	Height	6' 2"	Weight	180 lbs.	Patron	Diety
Spd.	26	Hair Color	Dark Brown	Eye Color	Brown	Insanity, if any	

Derived Values							
Carry	120	Lift	240 lbs.	Run, feet per second	26	Jump, length in feet (standing)	2.4
Max Carry (in minutes), light			34	Run, yards per melee	130	-- length (with a running start)	6
-- max carry, heavy exertion			17	Run, yards per minute	520	Jump, height in feet (standing)	1.2
Throw (in feet), up to 1 lb.			62	Run, miles per hour	17.727	-- height (with a running start)	3
Throw (in feet), up to 10 lbs.			31	Max speed, distance in miles	2.8333	Trust/Intimidate	0 %
Throw (in feet), max carry			4	1/2 Speed, distance in miles	8.5	Charm/Impress	0 %

Skills					
Skill Name	%	Skill Name	%	Skill Name	%
Language: Southern	98 %	Rope Works	90 %	Locate Secret Compartments	45 %
Language: Elven	98 %	Sculpting & Whittling	90 %	Archaeology	40 %
Language: Eastern	98 %	Gymnastics	0 %	Writing	40 %
Literacy: Elven	95 %	-- Sense of Balance	80 %	Juggling	50 %
Mathematics: Basic	98 %	-- Work Parallel Bars/Rings	60 %	Boxing	0 %
Climbing	98 %	-- Back Flip/Somersault	90 %	Athletics (General)	0 %
Lore: Demons & Monsters	90 %	Carpentry	75 %	0	0 %
Lore: Religion	98 %	Masonry	80 %	0	0 %
Land Navigation	85 %	Prowl	75 %	0	0 %
Play Instrument: Pan Pipes	95 %	Running	0 %	0	0 %
Swimming	98 %	Streetwise	56 %	0	0 %
Wilderness Survival	95 %	Anthropology	65 %	0	0 %
Cook	95 %	Detect Ambush	65 %	W.P. Staff (+4s, +4p, +2t)	0 %
Sew	90 %	Escape Artist	60 %	W.P. Spear (+5s, +5p, +3t)	0 %
Holistic Medicine	85 %	Sign Language	65 %	W.P. Targeting (+1s)	0 %

Saving Throws							
Coma/Death	+ 5 %	Horror Factor (HF)	+ 5	HF, Elemental Beings	+ 0	Possession	+ 4
Psionics	+ 0	Magic	+ 1	Poison/Drugs/Toxins	+ 1	Illusions	+ 1
Insanity	+ 0	Faerie Magic*	+ 1	Disease*	+ 2	Mind Control*	+ 1

Combat									
Hand to Hand: Martial Arts		Attacks Per Melee	7	Hit Points	52	S.D.C.	50		
Initiative	+ 2	Strike	+ 6	Parry	+ 9	Dodge	+ 9	Roll w/ Punch	+ 7
Pull Punch	+ 5	Damage Bonus	+ 4	Critical Range	18-20	Knockout/Stun		Deathblow	

Primary Combat Equipment (Quick Reference)										
Two-Handed	Type	Holy Dung	Strike	+ 11	Parry	+ 14	Damage	3D6 + 10	Init.	+3
Holy Abilities	Seldom breaks	Golden glow	Radius of Protection	Monster Slayer: 6D6 + 16		(vs. CoM/SN)				
Description	Ivory shaft, reinforced with a spiral of gold in the shaped of a dragon (divinely balanced).									

Special Abilities, Items, Notes

"When I was a child I was taught we use violence only as a last resort. Then they taught me to fight. This didn't make any sense at first. When I got older, I thought I understood. Then I left the temple, and everywhere I went I found people in need. Time and time again I was forced to take up arms to protect them against the evils of this world. So for the last two decades I've done nothing but fight. Once again, I find myself confused."