

Palladium Fantasy Character Sheet

Attributes		Character Description & Background					
I.Q.	19	Name	Valla			Birth Order	First born
M.E.	12	Race	Human	H.F.		Disposition	Vindictive
M.A.	14	O.C.C.	Witch			Land of Origin	Timiro
P.S.	19	Experience	26420	Level	6	Type of Environment	Medium city
P.P.	20	Alignment	Aberrant	P.P.E.	9	Social Background	Religious
P.E.	6	Age	22	Gender	Female	Racial Hostility, if any	Ogres
P.B.	13	Height	5'9"	Weight	122 lbs	Patron Diety	
Spd.	13	Hair Color	Brown	Eye Color	Blue	Insanity, if any	

Derived Values							
Carry	950	Lift	1900 lbs.	Run, feet per second	13	Jump, length in feet (standing)	3.8
Max Carry (in minutes), light	12	-- max carry, heavy exertion	6	Run, yards per melee	65	-- length (with a running start)	9.5
Throw (in feet), up to 1 lb.	319	Run, yards per minute	260	Run, miles per hour	8.864	Jump, height in feet (standing)	1.9
Throw (in feet), up to 10 lbs.	219	Max speed, distance in miles	1	-- height (with a running start)	4.75	Trust/Intimidate	0 %
Throw (in feet), max carry	19	1/2 Speed, distance in miles	3	Charm/Impress			0 %

Skills					
Skill Name	%	Skill Name	%	Skill Name	%
Language: Eastern	98 %	Surveillance	55 %	W.P. Pole Arm (+3s/p,+1t,+2d)	5 %
Language: Elven	80 %	Literacy: Elven	60 %	W.P. Knife (+2s,+3p,+3t)	5 %
Language: Western	80 %	Land Navigation	52 %		5 %
Lore: Demon & Monster	75 %	Horsemanship: Exotic	50 %		5 %
Lore: Faerie Folk	65 %	Breed Dogs	60 %		5 %
Lore: Religion	70 %	Intelligence	40 %		5 %
Sing	70 %	Language: Gobblely	45 %		5 %
Detect Concealment & Traps	60 %	Athletics (General)	5 %		5 %
Escape Artist	60 %		5 %		5 %
Track Humanoids	60 %		5 %		5 %
Pick Locks	66 %		5 %		5 %
Prowl	61 %		5 %		5 %
Use & Recognize Poison	55 %		5 %		5 %
First Aid	65 %		5 %		5 %
Interrogation	50 %		5 %		5 %

Saving Throws							
Coma/Death	+0 %	Horror Factor (HF)	+3	HF, Elemental Beings	+0	Possession	+0
Psionics	+1	Magic	+0	Poison/Drugs/Toxins	+0	Illusions	+0
Insanity	+0	Faerie Magic*	+0	Disease*	+0	Mind Control*	+1

Combat							
Hand to Hand: Expert		Attacks Per Melee	5	Hit Points	19	S.D.C.	207
Initiative	+2	Strike	+5	Parry	+6	Dodge	+6
Pull Punch	+2	Damage Bonus	+4	Critical Range	18-20	Knockout/Stun	
				Deathblow			

Primary Combat Equipment (Quick Reference)										
Main Weapon	Type	Glaive	Strike	8	Parry	9	Damage	2D6 + 6		
Secondary	Type	Silver Dagger	Strike	7	Parry	9	Damage	1D6 + 4	Throw	40 feet
Armor	Type	Leather of Iron	A.R.	15	S.D.C.	60	Encumbrance			

Special Abilities, Items, Notes
<i>Daughter of a priest who watched her parents and little brother slain by Ogres by a slave uprising go wrong. She sold her body and soul for the "strength" to reap her revenge upon all Ogres.</i>
Increased mental endurance: +3 save vs Horror Factor, +1 save vs Psionics and Mind Control, Sixth Sense.
Increased physical prowess: +10 P.P., +2 initiative. Super tough: 200 S.D.C. and heals twice as fast.
Supernatural physical strength and endurance: +10 P.S., rarely fatigues, double damage to mortals.