

Paladium Fantasy Character Sheet

Name:	Frost
Real Name:	Kanda Frostpath
S.D.C.:	31 17 Hit Points: 34 14
Level:	4 Experience: 16925
O.C.C.:	Wizard
Occupation:	Guardian of Bletherad and secret monger/conspiracy theorist
Gold:	10580

I.Q.	13
M.E.	15
M.A.	7
P.S.	17
P.P.	8
P.E.	22
P.B.	15
Spd	29

Skill Bonus	+%
Vs. Psi/Ins	+
Trust/Intim	0%
Damage	+2
Str/Pry/Dge	+
Vs. Poi/Mgc/Coma	+4 +15%
Charm/Imp	0%
Feet/Melee	479

Natural Skills	Bns	+%/lvl.	Base %	%
Language: Wolfen	0%	0%	98%	98%
Track Blood Scent	0%	4%	20%	32%
Recognize Scent of Others	0%	4%	16%	28%

Weapon Profs	Aim/Str	Bur/Thr	Parry
Staff	+2	+	+1
Sword	+2	+1	+2

Guardian Skills	Bns	+%/lvl.	Base %	%
Cryptography	10%	5%	15%	40%
Intelligence	10%	4%	30%	52%
Surveillance	10%	5%	25%	50%
Streetwise	10%	4%	20%	42%
Lore: Religion	10%	5%	30%	55%

Age:	14	P.P.E.:	166
Sex:	Male	I.S.P.:	0
Height:	9 ft	H.F.:	12
Weight:	325 #	Race:	Wolfen
Allies:	Sonin		

Wizard Skills	Bns	+%/lvl.	Base %	%
Scroll Conversion	10%	2%	8%	24%
Enchanted Cauldron	0%	6%	14%	32%
Recognize Enchantment	0%	5%	35%	50%
Recognize Magic	0%	5%	20%	35%

Enemies: House Skryme, Blaine (Black Wizard)

Disposition:

O.C.C. Skills	Bns	+%/lvl.	Base %	%
Language: Elven	20%	5%	40%	75%
Language: Dwarven	20%	5%	40%	75%
Literacy: Wolfen	15%	5%	30%	60%
Literacy: Elven	15%	5%	30%	60%
Lore: Magic	20%	5%	25%	60%
-- Second Percentile	20%	5%	15%	50%
-- Third Percentile	20%	5%	10%	45%
Lore: Demons & Monsters	15%	5%	25%	55%
Math: Basic	20%	5%	45%	80%

Hand to Hand Combat			
Type:	Expert		Critical
APM:	3	Dodge:	+3
Strike:	+2	Roll:	+2
Parry:	+3	Pull Punch:	+2
Damage:	+2	Initiative:	+1
			FPA: 159.7

O.C.C. Related Skills	Bns	+%/lvl.	Base %	%
Literacy: Dwarven	5%	5%	30%	50%
Language: Gobbly	5%	5%	40%	60%
History: Guardians, Zealotry, Elf-Dwarf War	10%	5%	30%	55%
Forgery	5%	5%	20%	40%
Language: Western Human	10%	5%	40%	55%
Wilderness Survival	0%	5%	30%	45%

Saving Throws				
Spell	+5	7	Possession	+
Ritual	+5	11	Mind Ctrl	+
Poison	+4	10	Horror	+6
Toxin	+4	12	Coma/Death	+15%
Drugs	+4	11		
Insanity	+	12	Spell	+2
Psionics	+	16	Strength	

Secondary Skills	Bns	+%/lvl.	Base %	%
Locate Secret Compartments	0%	5%	15%	30%
Prowl	0%	5%	25%	40%
Detect Ambush	0%	5%	30%	45%
Running				
Concealment	0%	4%	20%	28%
Lore: Faerie Folk	0%	5%	25%	35%

Spells			
Level One		Level Four	
Decipher Magic	(4)	Cause of Death	(6)
Sense Magic (60')	(4)	Carpet of Adhesion	(10)
Cloud of Slumber	(4)	Level Six	
Globe of Daylight	(2)	Tongues	(12)
Death Trance	(1)	Control the Beasts	(18)
Sense Evil (90' r)	(2)		
See Aura (100')	(6)		
Level Two			
Extinguish Fire	(4)		
Darklight	(6)		
Slip Shadow	(5)		
Level Three			
Armor of Ithan	(10)		
Ice Bolt	(8)		
Shadow Bolt	(6)		

Natural Abilities
See & Use Ley Lines, Ley Line Drifting, Ley Line Rejuvenation (2d6), Nightvision (40 ft)

Weapons	Damage	S	Range	P	T
Dagger	2D6	+2	HTH/30'	+3	+2
Quarterstaff	3D6+2	+4	HTH	+4	+2
<i>-- Iron caps on the end</i>					
Silver Dagger	2D6	+2	HTH/30'	+3	+2
Skrye	4D6	+4	HTH	+4	+2
<i>-- Grey Lesser Rune Long Staff, IQ 10</i>					

Magic Items
Ring of Multiple Image (2x daily; 20 min)

Armor			
Type:	Armor of Ithan		
S.D.C.:	140	A.R.:	18