

## Palladium Fantasy Character Sheet

<b>Name:</b>	Kazim al-Sajid		
<b>Alignment:</b>	Miscreant		
<b>S.D.C.:</b>	6	<b>Hit Points:</b>	51
<b>Level:</b>	9	<b>Experience:</b>	
<b>O.C.C.:</b>	Warlock (Air)		
<b>Occupation:</b>	Assassin		
<b>Money:</b>			

<b>I.Q.</b>	23
<b>M.E.</b>	14
<b>M.A.</b>	14
<b>P.S.</b>	13
<b>P.P.</b>	15
<b>P.E.</b>	15
<b>P.B.</b>	22
<b>Spd</b>	17

<b>Skill Bonus</b>	+9%
<b>Vs. Psi/Ins</b>	+
<b>Trust/Intim</b>	0%
<b>Damage</b>	+
<b>Str/Pry/Dge</b>	+
<b>Vs. Poi/Mgc/Coma</b>	+ +%
<b>Charm/Imp</b>	60%
<b>Meters/Melee</b>	85

O.C.C. Skills	Bns	+%/lvl.	Base %	%
Language: Eastern Human	10%	5%	40%	99%
Language: Dragonese	10%	5%	40%	99%
Language: Gobby	10%	5%	40%	99%
Literacy: Eastern Human	10%	5%	35%	94%
Lore: Demon & Monster	10%	5%	25%	84%
Lore: Faerie Folk	5%	5%	25%	79%
Land Navigation	10%	4%	30%	81%
Wilderness Survival	10%	5%	30%	89%
Language: Elemental	0%	0%	92%	101%
Sense Elementals	0%	5%	25%	74%
Sense Wind Direction/Time	0%	4%	62%	103%
Summon Elementals	0%	5%	5%	54%
Astronomy	0%	0%	65%	74%

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

<b>Age:</b>	25	<b>P.P.E.:</b>	129
<b>Sex:</b>	Male	<b>I.S.P.:</b>	0
<b>Height:</b>	5' 11"		
<b>Weight:</b>	184		
<b>Allies:</b>	House Kaze		
<b>Enemies:</b>	Non-humans		
<b>Disposition:</b>	See Background		

O.C.C. Related Skills	Bns	+%/lvl	Base Skill	%
Horsemanship: General	0%	5%	35%	84%
--- Second Percentile	0%	5%	20%	69%
Prowl	0%	5%	25%	74%
Pick Locks	0%	5%	30%	79%
Concealment	0%	4%	20%	61%
Locate Secret Comps/Doors	0%	5%	15%	64%
Streetwise	0%	4%	20%	53%
				9%
				9%
				9%

Hand to Hand Combat			
<b>Type:</b>	Martial Arts		
<b>APM:</b>	3	<b>Dodge:</b>	+3
<b>Strike:</b>	+2	<b>Roll:</b>	+4
<b>Parry:</b>	+3	<b>Pull Punch:</b>	+3
<b>Damage:</b>		<b>Initiative:</b>	

Secondary Skills	Bns	+%/lvl	Base Skill	%
Heraldry	0%	5%	15%	64%
-- Second Percentile	0%	5%	20%	69%
Lore: Magic	0%	5%	25%	74%
Recognize Weapon Quality	0%	5%	30%	79%
Athletics				
Track Humanoids	0%	5%	25%	69%
Interrogation Techniques	0%	5%	20%	49%
Palming	0%	5%	20%	49%
				9%

Saving Throws			
Spell	+1	Possession	+1
Ritual		Mind Ctrl	
Poison		Horror	+2
Toxin		Coma/Death	
Drugs		Psionics	
Insanity		Spell	+1
		Strength	

Equipment			

Natural Abilities
+6 save vs HF of Elementals, The Brotherhood (Elementals), hold breath for up to 10 minutes, +2 disarm, Roundhouse Kick, Snap Kick, Wheel Kick, Knee, Jump Kick