Palladium Fantasy Character Sheet

Name:	Neklor Darkblade		
Alignment:	Anarchist		
S.D.C.:	27	**Hit Points:**	46
Level:	6 3	**Experience:**	
O.C.C.:	Mercenary Warrior/Air Warlock		
Occupation:	Mercenary Leader		
Money:			

I.Q.	13
M.E.	13
M.A.	8
P.S.	24
P.P.	10
P.E.	19
P.B.	8
Spd	24

Skill Bonus	+%
Vs. Psi/Ins	+
Trust/Intim	0%
Damage	+9
Str/Pry/Dge	+
Vs. Poi/Mgc/Coma	+2 +9%
Charm/Imp	0%
Meters/Melee	120

O.C.C. Skills	Bns	+%/lvl.	Base %	%
Recognize Weapons Quality	15	5	25	65
Falconry	10	5	30	65
Animal Husbandry	10	5	35	70
Climb/Scale Walls	10	5	40	75
Rapelling	10	5	35	70
Athletics				0
Language: Giantese	98	0	0	98
Language: Gobbley	10	5	40	75
Language: Dragonese	10	5	40	75
Wilderness Survival	10	5	30	65
Speak Elemental	92	0	0	92
Sense Elementals		5	25	35
Sense Life Sign		5	30	40
Language: Human-W	10	5	40	60
Language: Wolfen	10	5	40	60
Literacy: Dragonese	10	5	30	50
Lore: Faerie Folk	5	5	25	40
Land Navigation	10	4	30	48

Weapon Profs	Aim/Str	Bur/Thr	Parry
Shield	+1		+2
Sword	+3	+1	+2
Blunt	+3	+1	+3
Whip (+1 Damage)	+1		
Paired Weapons			
Spear	+2	+1	+2
Knife	+2	+3	+3

Age:	28	**P.P.E.:**	89
Sex:	Male	**I.S.P.:**	
Height:	10' 7"		
Weight:	391		
Allies:	His mercenaries		
Enemies	The Western Empire		
Disposition:			

O.C.C. Related Skills	Bns	+%/lvl	Base Skill	%
Horsemanship: Exotic	5	5	30	60
Second Percentile	5	5	20	65
Lore: Demons/Monsters	10	5	25	60
Cook		5	30	55
Military Etiquette	5	5	35	65
Heraldry	5	5	20	50
Forced March				0
Palming	4	5	20	49
Streetwise	4	4	20	44
Math: Basic		5	45	70
First Aid		5	45	70
Detect Ambush	5	5	30	60
Forgery	15	5	20	60
Swimming		5	50	90
Wilderness Survival	10	5	30	50
Sign Language		5	25	35
Intelligence	7	4	30	45
Astronomy	65	0	0	65
Running				0
ID Plants/Fruits		5	25	35
Writing		5	20	30
Holistic Medicine	10	5	30	50
Lore: Magic	5	5	25	40
Escape Artist		5	25	35
Dowsing	5	5	20	35

Secondary Skills	Bns	+%/lvl	Base Skill	%
History: Western Empire		5	30	55
Art		5	35	60
Gemology		5	25	50
Camouflage		5	20	45

Hand to Hand Combat

Type:	Expert		
APM:	4	**Dodge:**	+3
Strike:	+2	**Roll:**	+3
Parry:	+3	**Pull Punch:**	+4
Damage:		**Initiative:**	

Saving Throws

Spell	+1	Possession	+1
Ritual	+1	Mind Ctrl	
Poison		Horror	+4
Toxin		Coma/Death	
Drugs		Psionics	
Insanity		Spell Strength	+1

Equipment

Natural Abilities

Horror Factor 10, nightvision 40 feet, Critical Strike on Natural 18, 19, or 20

Created by Thoth (thoth@interkan.net)