

Palladium Character Sheet

Name:	Augustus Fairchild		
Alignment:	Aberrant		
S.D.C.:	1350	Hit Points:	32
Level:	2	Experience:	2675
O.C.C.:	Amaki Duelist RCC		
Occupation:	Spy/Espionage Agent for New Babylon		
Money:	8000		

I.Q.	18
M.E.	17
M.A.	12
P.S.	23
P.P.	22
P.E.	22
P.B.	15
Spd	34

Skill Bonus	+4%
Vs. Psi/Ins	+1
Trust/Intim	0%
Damage	+8
Str/Pry/Dge	+4
Vs. Poi/Mgc/Coma	+4 +15%
Charm/Imp	0%
Feet/Melee	561

Skills	Bns	+%/lvl.	Base %	%
Language: Amaki			95%	99%
Language: Spanish	20%	5%	50%	79%
Dancing		5%	45%	54%
Singing				4%
Literacy: Amaki			98%	102%
Language: New Babylonian			98%	102%
Literacy: New Babylonian			98%	102%
Radio: Basic	10%	5%	45%	64%
Prowl	15%	5%	25%	49%
Detect Ambush	10%	5%	30%	49%
Climbing	10%	5%	40%	59%
Rapelling	10%	5%	30%	49%
Detect Concealment	5%	5%	25%	39%
Concealment	5%	4%	20%	33%
Running				
Gymnastics				
-- Sense of Balance		5%	60%	69%
-- Work Paralell Bars/Rings		5%	70%	79%
-- Climb Rope		5%	80%	89%
-- Back Flip		5%	80%	89%
Trap/Mine Detection	5%	5%	20%	34%
Pick Locks	10%	5%	25%	44%
Streetwise	5%	4%	20%	33%
Lore: D-bee		5%	25%	34%
Military Etiquette		5%	35%	44%
Horsemanship: General		4%	40%	48%
-- Second Percentile		4%	20%	28%

Weapon Profs	Aim/Str	Bur/Thr	Parry
Sword (Paired)	+1	+	+1
Energy Pistol	+3		+1
Automatic Pistol	+3		+1
Knife	+1	+1	+1

Age:	31	P.P.E.:	13
Sex:	Male	I.S.P.:	83
Height:	5' 9"	HF:	6
Weight:	187 #	Race:	Amaki
Allies:			
Enemies:	Mindwerks		
Disposition:			

Hand to Hand Combat			
Type:	Martial Arts (with Sword Bonuses)		
APM:	4	Dodge:	+9 Critical
Strike:	+8	Roll:	+5 20+
Parry:	+9	Pull Punch:	+7 KO
Damage:	+	Initiative:	+6 20+
Disarm:	+2		

Saving Throws			
Spell	+6	Possession	
Ritual	+6	Mind Ctrl	
Poison	+6	Horror	+6
Toxin	+6	Coma/Death	+15%
Drugs	+6	Psionics	+3
Insanity	+1	Spell	
		Strength	

Equipment	

Modern Weapons					
Weapon	Range	Aim	Damage	Payload	Bur
Amaki Blast Sword	HTH/500'		3d6/2d6+6		---
KEP-Special	200'	+3	5d6 MD	10	+1

Ancient Weapons					
Weapon	Range	S	Damage	Parry	Thr
TW Psi-Blade	HTH	+9	+2d6	+10	+8
Psi-Sword	HTH	+9	4d6	+10	+8

Natural/Special Abilities
Nightvision 1000', exceptional hearing and vision, rapid healing (5x faster than humans), all non-magical attacks do half damage, fatigues at half usual rate