

ATTRIBUTE BONUS CHART

	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
I.Q. add to all skills. This is a one time bonus	+2%	+3%	+4%	+5%	+6%	+7%	+8%	+9%	+10%	+11%	+12%	+13%	+14%	+15%	+16%
M.E. save vs. psionic attack	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
save vs. insanity	+1	+1	+2	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13
M.A. trust/intimidate	40%	45%	50%	55%	60%	65%	70%	75%	80%	84%	88%	92%	94%	96%	97%
P.S. Hand to Hand combat damage	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15
P.P. parry and dodge bonus	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
bonus to strike	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.E. save vs. coma/death	+4%	+5%	+6%	+8%	+10%	+12%	+14%	+16%	+18%	+20%	+22%	+24%	+26%	+28%	+30%
save vs. magic/posion	+1	+1	+2	+2	+3	+3	+4	+4	+5	+5	+6	+6	+7	+7	+8
P.B. charm/impress	30%	35%	40%	45%	50%	55%	60%	65%	70%	75%	80%	83%	86%	90%	92%
Spd. No special bonuses other than the raw, natural ability to run.															

RACIAL ATTRIBUTE CHART

RACE	AVERAGE LIFE SPAN	CANNIBALISM	Number of Dice rolled for attributes								
			I.Q.	M.E.	M.A.	P.S.	P.P.	P.E.	P.B.	Spd.	
HUMAN	60 years	8%	3	3	3	3	3	3	3	3	3
ELF	600 years	0	3	3	2	3	4	3	5	3	3
DWARF	200 years	0	3	3	2	4	3	4	2	2	2
GOBLIN	80 years	18%	2	3	3	3	4	3	2	3	3
HOB-GOBLIN	60 years	50%	2	4	3	3	3	3	2	3	3
KOBOLD	160 years	90%	3	2	3	3	3	4	2	3	3
ORC	50 years	60%	2	2	3	4	3	3	3	3	3
ORGE	90 years	99%	3	2	2	4	3	4	2	3	3
TROLL	120 years	99%	3	2	2	5	4	4	2	2	2
TROGLODYTE	90 years	30%	2	2	3	4	4	3	2	5	5
CHANGELING	800 years	40%	3	5	4	3	3	2	2	2	2
GNOME	300 years	0	3	2	3	2	4	4	4	2	2
WOLFEN	50 years	90%	3	3	2	4	3	3	3	4	4

COST (gold)	LIGHT ARMOR	ARMOUR RATING (A.R.)	S.D.C.	WEIGHT
20	Cloth (full suit)	5	6	2 lb.
50	Padding or Quilt (full suit)	8	15	5 lb.
75	Soft Leather (full suit)	9	20	8 lb.
150	Hard Leather (full suit)	10	30	11 lb.
200	Studded Leather (Bezainted) (full suit)	12	38	20 lb.
	HEAVY ARMOUR			
280	Chain mail (full suit)	13	44	40 lb.
170	Chain mail (half suit)	9	20	18 lb.
340	Double mail (full suit)	14	55	50 lb.
200	Double mail (half suit)	10	28	20 lb.
650	Scale mail (Jazeraint) (full suit)	15	75	45 lb.
300	Scale mail (half suit)	11	35	20 lb.
700	Splint armour (Laminated metal) (full suit)	16	82	50 lb.
400	Splint armour (half suit)	12	40	22 lb.
800	Plate and chain (full suit only)	15	100	52 lb.
1000	Plate (full suit)	17	160	58 lb.
450	Plate (half suit)	13	60	20 lb.

FULL SUITE: Leggings (chausses) or leg plating; knee, shoulder, and elbow guards; helmet; coif (protect neck), hauberk (protects chest/thigh) or plating; arm bands or plating; gloves or gauntlets; surcoat.

HALF SUIT: Protects chest, neck, joints (knees, elbows, and wrists), and head (helmet).

COST (gold)	Barding (Armour for horses)	A.R.	S.D.C.	Weight
400	Leather (full suit) average size	10	40	44 lb.
500	Leather (full suit) war horse size	10	40	56 lb.
750	Studded leather and chain (full suit)	14	60	55 lb.
900	Studded leather and chain war horse	14	70	70 lb.
1700	Plate (full suit) average	17	125	70 lb.
2400	Plate (full suit) war horse	17	160	100 lb.
1200	Plate (half suit) average	13	70	50 lb.
1600	Plate (half suit) war horse	13	80	60 lb.

Spell Magic

Level One Page 61

Charm
Charismatic aura
Decipher magic
Globe of silence
Increase weight
Paralysis bolt
Reduce self (6 inches)
Sense evil

Sense magic
Ventriloquism
Weightlessness

Elemental Spells

Blinding flash
Cloud of slumber
Cloud of smoke
Dust storm
Water to wine

Level Two Page 62

Carpet of adhesion
Invisibility (self)
Immobilize
Levitate (self)
Love charm
Mesmerism

See the invisible
Sense traps
Swim as a fish

Tongues
Wisps of confusion

Elemental Spells

Chameleon
Darkness
Dowsing
Fog of fear
Identify minerals

Resist cold
Rock to mud
Sphere of daylight

Wind rush

Level Three Page 64

Commune with dead
fleet feet
Fly as the eagle
Levitate others
Mask of deceit

Multiple image
Reduce object
Sphere of invisibility

Speed of the snail
the armour of Ithan
the Fairies tongue

Turn self into mist

Words of truth

Elemental Spells

Call lightning
Circle of flame
Breathe underwater
Fire ball
Grow plants

Miasma
Resist fire
Wall of Clay

Level Four Page 66

Animate/control dead
Commune with spirits
Control the beasts
Death Trance

Diminish others
Familiar link
Magic pigeon

Magic net
Mystic illusion
Negate magic

Size of the Behemoth

Spirit of the wolf
Turn objects invisible

Elemental Spells

Clay to lead
Extinguish fires
Fifteen foot air bubble
Hail
Phantom
Wall of ice
Wall of thorns
Wither plants

Level Five Page 68

Blind
Create bread and milk
Detect poison
Eyes of the wolf
Heal self

Induce epilepsy
Mute
Metamorphosis (self)

Shadow beast
Shadow walk/meld
Teleport (self)
The strength of Utgard Loki
Turn the Dead

X-ray vision

Elemental Spells

Animate plants
Circle of rain
Heal burns
Melt metal

Part waters
Wall of stone
Water seal
Whirlwind

Level Six Page 70

Age
Animate object
Dispel magic barriers
Exorcism
Mind whip

Mystic alarms
Mystic portal
Metamorphosis (other)
Schizophrenia
Telekinetics

The Faeries dance
The Sorcerers seal
Witch bottle

Elemental Spells

Calm storm
Encase object in stone
Snow storm
Walk the waves

Level Seven Page 72

Astral projection
Curse of boils
Empathy
Impenetrable wall of force
Geas
Remove curse

See wards

Elemental Spells

Eternal flame
Quicksand
Suspended animation
Ten foot wheel of fire

Level Eight Page 73

Create zombies
Curse of fever
Dopleganger
Expel demons
Expel devils
Swords to snakes

Elemental Spells

Close fissure
Earthquake

River of lava
Stone to flesh

Level Nine Page 74

Teleport (superior)
Summon greater familiar

Elemental Spells

Rainbow
Tornado

Level Ten Page 74

Death
Havoc
Scroll creation

Elemental Spells

Hurricane
Magnetism

Level Eleven Page 75

Dimensional teleport
Resurrection

Elemental Spells

Petrification

Elemental Magic

AIR SPELLS

Level one Page 81

Breath without air
Clap of thunder
Cloud of slumber
Cloud of steam
Create light

Level two Page 81

Create mild wind (2 mph)
Howling wind
Stop wind
Change wind direction
Create air

Level three Page 82

Heavy breathing
Levitate
Mesmerism
Miasma
Northwind
Silence (15 feet radius)

Level four Page 83

Wind rush (60 mph)
Call lightning
Darkness
Fingers of the wind
Float in air
Fifteen foot air bubble

Level five Page 84

Northern lights
Resist cold
Walk the wind
Ball lightning
Calm storm
Dissipate gases

Level six Page 85

Freeze water
Invisibility
Leaf rustler
Phantom footman
Protection from lightning
Breath of life

Level seven Page 85

Circle of rain
Darken the sky
Detect the invisible
Invisible wall
Phantom
Whirl-wind
Electric field/wall
Electromagnetism

Mist of death
Snow storm

Vacuum
Whisper of wind

Level seven Page 85

Atmosphere manipulation
Hurricane
Rainbow
Tornado

EARTH SPELLS

Level one Page 86

Chameleon
Dowsing
Dust storm
Fool's gold
Identify minerals

Level two Page 87

Identify plants
Rock to mud
Rot wood
Create dirt or clay
Dirt to clay

Level three Page 87

Dirt to sand
Grow plants
Hopping stones
Track
Wall of clay
Wither plants

Level four Page 88

Wither plants
Animate plants
Create mound
Crumble stone
Dig
Earth rumble

Level five Page 88

Encase object in stone
Locate minerals
Wall of stone
Animate object
Cocoon of stone (self)

Level six Page 89

Mend stone
Quicksand
Repel animals
Rust
Sand storm
Wall of thorns

Level seven Page 89

Chasm
Clay to lend
Clay to stone
Close fissures
Mud mound
River of lava

Level eight Page 90

Travel through earth
Clay to iron
Earthquake
Mend metal
Sculpt and animate clay animals
Stone to flesh

Level nine Page 90

Travel through stone
Wood to stone
Create golem
Metal to clay
Metal to wood

Level ten Page 91

Petrification
Wall of iron
Cap volcano
Magnetism
Soul transference
Suspended animation

FIRE SPELLS

Level one Page 86

Chameleon
Dowsing
Dust storm
Fool's gold
Identify minerals

Level two Page 92

Identify plants
Rock to mud
Rot wood
Cloud of ash
Darkness
Fiery touch

Level three Page 92

Dust storm
Resist cold
Spontaneous combustion
Swirling lights
Tongue of flame
Circle of cold
Circle of flame

Level four Page 93

Create heat
Extinguish fires
Fire ball
Lower temperature
Wall of flame
Cloud of steam
Flame friend

Level five Page 94

Fuel flame
Heal burns
Heat objects/water
Mini-fireballs
Blue flame
Breath fire

Level six Page 94

Eat fire
Screaming wall of flame
Wall of ice
Dancing fires
Eternal flame
Flame of life

Level seven Page 95

Ten foot wheel of fire
Fire whip
Melt metal
River of lava
Burst info flame

Level eight Page 95

Drought

THE PALLADIUM ROLE-PLAYING GAME SHIELD



WATER SPELLS

Level one	Page 95
Cloud of steam	
Color water	
Create fog	
Dowsing	
Float on water	
Purple mist	
Saltwater to fresh	
Water to win	
Level two	Page 96
Breath underwater	
Fog of fear	
Foul water	
Liquid (any) to water	
Resist fire	
Ride the waves	
Walk the waves	
Water seal	
Level three	Page 96
Calm waters	
Circle of rain	
Command fish	
Freeze water	
Resist cold	
Sheet of ice	
Wall of ice	
Level four	Page 97
Create water	
Hail	
Shards of ice	
Snow storm	
Swim like the dolphin	
Water wisps	
Level five	Page 98
Earth to mud	
Protection from lightning	
Ten foot ball of ice	
Toxic mist	
Whirlpool	
Level six	Page 98
Heal burns	
Hurricane	
Ice elemental	
Summon sharks/whales	
Encase in ice	
Level seven	Page 99
Drought	
Rain dance	
Storm	
Tidal wave	

PSIONICS

Level one	Page 127
Aura of truth	
Detect psionics	
Hypnotic suggestion	
Meditation/trance	
Object reading	
Presence sense	
Resist cold	
Resist thirst	
Resist fatigue	
See aura	
Sense good or evil	
Sense magic	
Level two	Page 128
Bio-regeneration	
Commune with spirits	
Death trance	
Empathy	
Levitate	
Limited telepathy	
Limited telekinesis	
Mind block	

Nightvision	
Resist fire	
Resist hunger	
Spontaneous combustion	
Level three	Page 129
Extended telepathy	
Mental bolt of force	
Precognition	
See the invisible	
teleport object	
Turn invisible	
Evil eye	
Despair	
Paralysis	
Stun	
Sleep	
Fear	
Blind	
Pain	
Death	

Level four	Page 130
Astral projection	
Commune with animals	
Float	
Fuel flame	
Mind wipe	
Sense traps	

Level five	Page 131
Basic force field	
Cure insanity	
Cause insanity	
Dispel spirits	
Extended telekinesis	
Mentally possess others	
Negate poison	
Water walk	

Level six	Page 132
Create illusion with sound	
Heal others	
Mass hypnotic suggestion	
Mind bond	
Psychic surgery	
Resist vacuum	
Teleport self	

Level seven	Page 132
Generate personal aura	
Induced catatonic state	
Induced nightmares	
Recurring nightmares	
Multiple phantoms	
Level eight	Page 133
Advanced trance state	
Group mind block	
Insert memory	

Level nine	Page 133
Alter personality	
Fantasy experience	

Level ten	Page 134
Death Trap	

CIRCLE MAGIC

Circles of Protection	
Protection from Angels	
Protection from Devils	
Protection from Demons	
Protection from Elementals	
Protection from Elemental Forces	
Protection from Evil	
Protection from Faerie Folk	
Protection from Good	
Protection from Ghosts/spirits	
Protection from Jinn	
Protection from Magic (simple)	
Protection from Magic (superior)	
Protection from Old Ones	
Protection from Undead	
Protection from Witchces	
Protection from Were-beasts	

Circles of Summoning

Angels	
Animals	
Demons/Devils (lesser)	
Demons/Devils (greater)	
Elementals	
Elemental Forces	
Faerie Folk	
Gargoyles	
Ghosts	
Insects	
Pawn	
Serpents	
Spirits	
Undead	

Circles of Power

All Seeing	
Animate Dead	
Command	
Death	
Dimensional Rift	
Domination/control	
Force	
Healing	
Invisibility	
Insanity	
Knowledge	
Pain	
Passion	
Power	
Power Leech	
Power matrix	
Strength	
Wonder	

SAVING THROWS VS CIRCLES

Summoning: 13 or better
Power: 13 or better
Protection: 16 or better

WIZARD

Level	Magic Combat
1	Recognize enchantment 50%
2	Recognize magic items 20%
3	+1 save vs. spell magic
4	2 SPELL attacks per melee
5	+2 spell strength
6	+2 save vs. spell magic
7	+1 save vs. circles/wards
8	Recognize enchantment 80%
9	+3 spell strength
10	Recognize magic items 60%
11	+2 save vs. circles/wards
12	+3 save vs. spell magic
13	Sense evil 55%
14	+4 spell strength
15	+4 save vs. spell magic

WARLOCK

Level	Magic Combat
1	+1 save vs. spell magic
2	+1 save vs. circles/wards
3	+1 spell strength
4	2 SPELL attacks per melee
5	Recognize enchantment 36%
6	Summon greater elemental 38%
7	+2 save vs. spell magic
8	+2 spell strength
9	Summon greater elemental 50%
10	Recognize enchantment 56%
11	+2 save vs. circles/wards
12	+3 spell strength
13	+3 save vs. spell magic
14	Summon greater elemental 77%
15	+3 save vs. circles/wards

WITCH

Level	Magic Combat
1	+1 save vs. spell magic
2	+1 save vs. circles/wards
3	Recognize enchantment 30%
4	+1 spell strength
5	Recognize magic items 15%
6	2 SPELL attacks per melee
7	+2 save vs. spell magic
8	+2 save vs. circles/wards
9	+2 spell strength
10	Recognize enchantment 45%
11	Sense evil 30%
12	Recognize magic items 33%
13	+3 save vs. spell magic
14	+3 spell strength
15	+3 save vs. circles/wards

DIABOLIST

Level	Magic Combat
1	+1 save vs. circles
2	+2 save vs. wards
3	Recognize enchantment 40%
4	+2 ward strength
5	+1 save vs. spell magic
6	Recognize magic items 58%
7	+1 circle strength
8	+3 ward strength
9	+2 save vs. spell magic
10	+3 save vs. wards
11	+2 circle strength
12	+4 ward strength
13	+2 save vs. circles
14	+4 save vs. wards
15	+3 save vs. spell magic

THE SUMMONER

Level	Magic Combat
1	+1 save vs. circles
2	+1 circle strength
3	Recognize enchantment 48%
4	+1 save vs. spell magic
5	+2 circle strength
6	+2 save vs. ward
7	Recognize magic items 40%
8	+2 save vs. circles
9	+3 circle strength
10	+2 save vs. spell magic
11	+3 save vs. circles
12	Sense evil 50%
13	+3 save vs. wards
14	+3 save vs. spell magic
15	+4 save vs. circles

MIND MAGE

Level	Magic Combat
1	+1 save vs. psionic attack
2	Recognize illusions 39%
3	+1 save vs. spell magic
4	2 psionic attacks per melee
5	+2 save vs. insanity
6	+2 save vs. psionic attack
7	+1 save vs. circles/wards
8	Recognize illusions 69%
9	+3 save vs. psionic attack
10	+2 save vs. spell magic
11	+3 save vs. insanity
12	+2 save vs. circles/wards
13	Recognize illusions 92%
14	+4 save vs. psionic attack
15	+4 save vs. insanity

PRIEST/PRIESTESS

Level	Magic Combat
1	+1 save vs. spell magic
2	+1 save vs. circles/wards
3	+1 spell strength
4	Sense Evil 40%
5	2 SPELL attacks per melee
6	Recognize enchantment 30%
7	+2 save vs. spell magic
8	+2 save vs. circles/wards
9	+2 spell strength
10	Sense Evil 65%
11	Recognize enchantment 50%
12	+3 save vs. spell magic
13	+3 spell strength
14	+3 save vs. Circles/wards
15	Recognize enchantment 71%

SHAMAN

Level	Magic Combat
1	+1 save vs. spell magic
2	+1 save vs. circles/wards
3	+1 spell strength
4	Sense Evil 40%
5	2 SPELL attacks per melee
6	Recognize enchantment 30%
7	+2 save vs. spell magic
8	+2 save vs. circles/wards
9	+2 spell strength
10	Sense Evil 65%
11	Recognize enchantment 50%
12	+3 save vs. spell magic
13	+3 spell strength
14	+3 save vs. circles/wards
15	Recognize enchantment 71%

OCCUPATIONAL CHARACTER CLASS (O.C.C.)

Men of arms	Requirements
Mercenary Fighter	P.S. 7
Soldier	P.S. 10, P.E. 8
Knight	I.Q. 7, P.E. 10, P.P. 12, P.S. 10
Palladin	I.Q. 10, P.E. 10, P.P. 12, P.S. 12
Long Bowman	P.S. 10, P.P. 12
Ranger	I.Q. 9, P.E. 13, P.S. 10
Thief	P.P. 9
Assassin	I.Q. 9, P.P. 14

Men of Magic	Requirements
Wizard (spell magic)	I.Q. 10
Witch (devil worshiper)	I.Q. 5 (evil alignment)
Warlock (elemental magic)	I.Q. 6, M.E. 10
Diabolist (circles/symbols)	I.Q. 12
Summoner (demonology)	I.Q. 10, M.E. 14
Mind Mage (psionics)	I.Q. 9 (psionics)
Alchemist (non-player class)	

Clergy	Requirements
Priest/Priestess	I.Q. 7
Druid	I.Q. 7, P.S. 12
Shaman	I.Q. 9, P.E. 9
Healer	P.E. 15

Optional O.C.C.'s	Requirements
Peasant/Farm/Stable hand	P.P. 7
Squire	I.Q. 7, P.S. 6
Scholar	I.Q. 14
Merchant	I.Q. 10
Noble	I.Q. 7

INITIAL EQUIPMENT FOR THE DIFFERENT O.C.C.'S

Men at Arms

All have a set of clothes, boots, belt, one large sack, one small sack and one low quality weapon (of any type). Amount of gold (to buy more equipment under G.M supervision) 120.

NOTE: Soldiers start off with the same, but are provided with more equipment when they enlist. See Solider.

Men of Magic

All have a set of clothes, boots, belt, large sack, unused notebook (blank pages), ink, pen and quills, chalk, candle, one knife. Amount of gold 110.

Clergy

All have a set of clothes, boots, belt, back pack or sack, one vial of holy water, one scented candle, bandages, half dozen sticks of incense, one knife and 105 gold.

Optional O.C.C.'s

All have basic set of clothes, boots, sack, one low quality weapon, and 50 gold. (Noble has same as Men at Arms and 200 gold)

Weapons: pages 45-47

Additional Equipment: pages 48 - 50

Magic Items (See Alchemist): pages 135 - 139

Wards, Runes, Symbols (See Diabolist): pages 103 - 113

Gods and Religions: pages 154 - 171

Demons and Devils: pages 172 - 186

LANGUAGES

Common Racial Languages	Written Language
*Human: Northern tongue (barbarian) Southern tongue Eastern tongue Western tongue	Yes
**Elven: (includes) Elf Changeling Titan	Yes
**Dwarven: (includes) Dwarf Kobold Gnome Troglo-dyte	Yes
**Goblin: (includes) Goblin Hob-goblin Orc	No
**Troll: (includes) Troll Most Giant tongues	No
Wolfen: One common tongue	Yes
Ogre: One common tongue	No
**Faerie: (includes <i>all</i> faerie folk, even Goblins, Hob-goblins, Orcs and Kobolds, but is distinctly different than the Goblin language.)	No

* Humans have 4 *distinctly different* languages depending on geographic point of orgin.

**Those languages with 2 asterisks indicate the *same language* is spoken by several races.

EXPERIENCE POINTS

Awarding experience points

Experience Points	The action
25	Performing a skill (successful or not)
25	Clever, but futile idea.
100	Clever, useful idea or action.
100	Quick thinking idea or action.
200	A critical plan or action that saves the character's life and/or a few comrades.
400-1000	A critical plan or action that saves the entire group or many people
100-300	Endangering the character's own life to help others
500-700	Self-sacrifice (or potential self-sacrifice) in a <i>life and death</i> situation (like leaping in front of a fireball meant for someone else to save that person, even though likely to die, or offering own life to save the group or another).
100	Avoiding unnecessary violence.
100-200	Deductive reasoning and/or insight.
50	Good judgement.
50	Playing in character bonus.
50-100	Daring (clever or not).
25-50	Killing or subduing a minor menace.
75-100	Killing or subduing a major menace.
150-300	Killing or subduing a great menace.