

Palladium Fantasy® Skills Table

Communications & Performing Arts

Cryptography (15%+5%)

Req: *Literacy*

Dance (30%+5%)

Language (40%+5%)

Literacy (30%+5%)

Mime (30%+5%)

Play Musical Instrument (25%+5%)

Public Speaking (30%+5%)

Sign Language (25%+5%)

Sing (25%+5%)

Writing (20%+5%)

Req: *Literacy*

Domestic Skills

Cook (30%+5%)

Dance (30%+5%)

Fishing (30%+5%)

Play Musical Instrument (25%+5%)

Sew (25%+5%)

Sing (30%+5%)

Espionage Skills

Detect Ambush (30%+5%)

Detect Concealment & Traps (25%+5%)

Disguise (25%+5%)

Escape Artist (25%+5%)

Forgery (20%+5%)

Bonus: +2% if *Heraldry*

Bonus: +3% if *Art*

Imitate Voices & Impersonation (36%/16%+4%)

Intelligence (30%+4%)

Bonus: +2% if *Heraldry*

Pick Locks (30%+5%)

Pick Pockets (25%+5%)

Sniper

Bonus: +2 to *Strike* on Aimed shot

Track Humanoids (25%+5%)

Horsemanship Skills

Horsemanship: General (35%/20%+5%)

Horsemanship: Knight (40%/30%+5%)

Horsemanship: Paladin (45%/40%+5%)

Horsemanship: Exotic Animals (30%/20%+5%)

Medical Skills

Animal Husbandry (35%+5%)

Biology (30%+5%)

Brewing (25%/30%+5%)

First Aid (30%+5%)

Holistic Medicine (30%/20%+5%)

Surgeon/Medical Doctor (30%/20%+5%)

Req: *Biology*

Military Skills

Camouflage (20%+5%)

Falconry (30%+5%)

Field Armorer (30%+5%)

Heraldry (15%/20%+5%)

Bonus: +5% if *Intelligence*

Interrogation Techniques (20%+5%)

Military Etiquette (35%+5%)

Recognize Weapon Quality (25%+5%)

Surveillance (25%+5%)

Bonus: +5% to *Disguise*

Bonus: +5% to *Detect Ambush*

Bonus: +5% to *Imitate Voices & Impersonation*

Physical Skills

Acrobatics

Bonus: +1 *Roll w/Impact*, +1 P.S., +1 P.P., +1 P.E., +1D6 S.D.C.

Sense of Balance (40%+5%)

Walk Tightrope/High Wire (30%+3%)

Back Flip (30%+5%)

Athletics (General)

Bonus: 1 *Roll w/Impact*, +1 P.S., +1D6 Spd, 2D4 S.D.C.

Body Building & Weight Lifting

Bonus: +2 P.S., +10 S.D.C.

Boxing

Bonus: +1 *Attack per Melee*, +2 *Parry*, +2 *dodge*,

+1 *Roll w/Impact*, +2 P.S., +3D6 S.D.C.

Climb/Scale Walls (40%/35%+5%)

Forced March

Gymnastics

Sense of Balance (30%+5%)

Parallel bars and rings (30%+3%)

Back Flip (40%+5%)

Bonus: +2 *Roll w/Impact*, +1 P.S., +1 P.P., +2 P.E., +2D6 S.D.C.

Hand to Hand: Basic

Hand to Hand: Expert

Hand to Hand: Martial Arts

Juggling (35%+5%)

Bonus: +1 *Initiative*

Prowl (25%+5%)

Running

Bonus: +1 P.E., +4D4 Spd, +1D6 S.D.C.

Swimming (40%+5%)

Wrestling

Bonus: +1 *Roll w/Impact*, +1 P.S., +4D6 S.D.C., *Body*

Block/Tackle, Pin/Incapacitate on 18+, *Crush/Squeeze*

Rogue & Thief Skills

Card Shark (24%+4%)

Bonus: +4% if *Palming*

Concealment (20%+4%)

Locate Secret Compartments/Doors (15%+5%)

Bonus: +5% if *Carpentry*

Bonus: +5% if *Field Armorer*

Bonus: +5% if *General Repair*

Palming (20%+5%)

Bonus: +5% to *Pick Pockets*

Bonus: +5% to *Card Shark*

Pick Locks (30%+5%)

Pick Pockets (25%+5%)

Prowl (25%+5%)

Streetwise (20%+4%)

Use & Recognize Poison (24%/16%+4%)

Bonus: +4% if *Holistic Medicine*

Ventriloquism (16%+4%)

Science Skills

Anthropology (20%+5%)

Archaeology (20%+5%)

Astronomy & Navigation (30%+5%)

Req: *Literacy*

Req: *Mathematics: Basic*

Biology (30%+5%)

Botany (25%+5%)

Mathematics: Basic (45%+5%)

Mathematics: Advanced (45%+5%)

Palladium Fantasy® Skills Table

Scholar, Noble & Technical Skills

Art (35%+5%)
Breed Dogs (40%/20%+5%)
Gemology (25%+5%)
General Repair & Maintenance (35%+5%)
History (30%+5%)
Language (40%+5%)
Literacy (30%+5%)
Lore: Demons & Monsters (25%+5%)
Lore: Faerie Folk (25%+5%)
Lore: Geomancy & Ley Lines (25%+5%)
Lore: Magic (25%+5%)
 Recognize Magic Wards, Runes, and Circles (15%+5%)
 Recognize Enchantment (10%+5%)
Lore: Religion (30%+5%)
Masonry (30%+5%)
 Bonus: +5% to *Locate Secret Compartments/Doors*
Rope Works (30%+5%)
Sailing (35%/20%+5%)
Sculpting & Whittling (30%+5%)
Writing (20%+5%)
 Req: *Literacy*

Weapon Proficiencies

W.P. Archery
W.P. Battle Axe
 Bonus: +1 to *Strike* at levels 1,3,5,8,12,15
 Bonus: +1 to *Parry* at levels 2,4,8,12
 Bonus: +1 to *Strike when thrown* at levels 2,4,8,12
 Bonus: +1D6 to *Damage* at level 2
W.P. Blunt
 Bonus: +1 to *Strike* at levels 1,3,6,9,12
 Bonus: +1 to *Parry* at levels 1,3,6,9,12
 Bonus: +1 to *Strike when thrown* at levels 5,10,15
W.P. Chain
 Bonus: +1 to *Strike* at levels 1,3,7,10,13
 Bonus: +1 to *Parry* at levels 4,8,12
W.P. Crossbow
W.P. Forked Weapons/Trident
 Bonus: +1 to *Strike* at levels 1,3,5,8,11,13
 Bonus: +1 to *Entangle* at levels 1,3,5,8,11,13
 Bonus: +1 to *Parry* at levels 1,3,6,10,13
 Bonus: +1 to *Strike when thrown* at levels 4,10,15
W.P. Grappling Hook
 Bonus: +1 to *Strike* at levels 3,6,9,12
 Bonus: +1 to *Entangle* at levels 3,6,9,12

W.P. Knife

Bonus: +1 to *Strike* at levels 2,4,7,10,13
Bonus: +1 to *Parry* at levels 1,3,6,9,12
Bonus: +1 to *Strike when thrown* at levels 1,3,6,8,10,13

W.P. Modern Weapons

W.P. Mouth Weapons/Blowguns

Bonus: +1 to *Strike* at levels 1,4,8,12

W.P. Net

Bonus: +1 to *Strike* at levels 2,5,8,11,15
Bonus: +1 to *Entangle* at levels 2,5,8,11,15
Bonus: +1 to *Parry* at levels 2,4,6,9,12

W.P. Paired Weapons

Bonus: *Strike* and *Parry* simultaneously
Bonus: Twin simultaneous Strikes against same target
Bonus: *Strike* two different targets simultaneously
Bonus: *Parry* two different attackers

W.P. Pole Arm

Bonus: +1 to *Strike* at levels 1,3,6,9,12
Bonus: +1 to *Parry* at levels 1,3,6,9,12
Bonus: +1 to *Damage* at levels 2,8
Bonus: +1 to *Strike when thrown* at levels 3,7,12

W.P. Shield

Bonus: +1 to *Parry* at levels 1,3,6,9,12,15
Bonus: +1 to *Strike* at levels 4,8,12

W.P. Siege Weapons

Bonus: +1 to *Strike* at levels 2,5,9,12

W.P. Spear

Bonus: +1 to *Strike* at levels 1,3,5,8,11,13
Bonus: +1 to *Parry* at levels 1,3,5,8,11,13
Bonus: +1 to *Strike when thrown* at levels 3,6,10,14

W.P. Staff

Bonus: +1 to *Strike* at levels 1,3,7,10,13
Bonus: +1 to *Parry* at levels 2,5,8,11,14
Bonus: +1 to *Strike when thrown* at levels 5,10,15

W.P. Sword

Bonus: +1 to *Strike* at levels 1,3,6,9,12,15
Bonus: +1 to *Parry* at levels 2,4,7,10,13
Bonus: +1 to *Strike when thrown* at levels 4,8,12

W.P. Targeting/Missile Weapons

Bonus: +1 to *Strike* at levels 1,3,5,7,10,13
Bonus: +1 to *Strike* at levels 2,5,10 with *W.P. Archery*,
W.P. Crossbow, *W.P. Spear*

W.P. Throwing Weapons

Bonus: +1 to *Strike* at 1,2,4,7,10,13
Bonus: +1 to *Damage* at levels 2,4,8,12
Bonus: +1 to *Entangle* at levels 2,6,8,12,15

W.P. Whip

Bonus: +1 to *Strike* at 2,4,7,10,13
Bonus: +1 to *Damage* at levels 2,4,8,12
Bonus: +1 to *Entangle* at levels 2,4,7,10,13

Wilderness Skills

Boat Building (25%+5%)
Carpentry (25%+5%)
 Bonus: +5% to *Boat Building*
Dowsing (20%+5%)
Identify Plants & Fruits (25%+5%)
Land Navigation (30%+4%)
Preserve Food (30%+5%)
Skin & Prepare Animal Hides (30%+5%)
 Bonus: +5% to *Sew*
Track & Trap Animals (20%/30%+5%)
Wilderness Survival (30%+5%)