TALISLANTA

NAME	ARCHETYPE
Palenthos	Parthenian

GENDER	AGE	HEIGHT	WEIGHT	EYES	HAIR
None	Immortal	7ft	220	Brass	None

PHYSICAL DESCRIPTION

Body made of brass & bronze, genderless.

PERSONALITY & BACKGROUND

As a Parthenian, this being had little personality beyond the tenants of Salvaging things from the depths of the ocean. Palenthos was contracted to transport Deliria to the main continent of Talislanta in T.A. 601, and later joined the Adamant Rasp to act as transportation to various destinations around the coasts. The Rasp's quests for long lost items proved mutually beneficial, and the arrangement remains in effect to this day. Recently his operations have occasionally included a fellow Parthenian by the name of Timonas.

ATTRIBUTES

STR	DEX	PER	CHA
2	2	1	0

CON	SPD	WIL	INT
3	1	1	3

CR	MR	HIT POINTS
2	1	35

HIT POINT DAMAGE

SUBDUAL DAMAGE

SPELL PENALTY

OTHER MODIFIERS

+2 on all rolls

ACTION TABLE

0 OR LESS	MISHAP
1 - 5	FAILURE
6 - 10	PARTIAL
11 - 19	SUCCESS
20+	CRITICAL

SKILLS

SKILL NAME	LEVEL	ATTRIBUTE	RATING
Merchant	16	0	16
Appraise Slaves	16	3	19
Appraise Treasure	16	3	19
Pilot Trireme	16	1	17
Urban Background	7	-	7
Haggling	16	0	16
Streetwise	16	3	19
Scimitar	8	2	10
Trident	8	2	10
War Flail	8	2	10
Rasp	8	2	10
Gwanga	8	2	10

LANGUAGES

LANGUAGE	LVL	RTG
Archaen	10	13

SPECIAL ABILITIES

ABILITY	LVL	RTG
Immune to Poison, Disease		
Aging, Fatigue, Influence		
Night Vision	PER	1
Brass Skin = PR 3	3	3

MAGIC

ORDER	LVL	MOD	RTG
PHYSICAL COMPONENTS			
ADVANTAGES			
LIMITATIONS			
ALTER			
ATTACK			
CONJURE			
DEFEND			
HEAL			
ILLUSION			
INFLUENCE			
MOVE			
REVEAL			
SUMMON			
TRANSFORM			
WARD			
ENCHANT			

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WEAPONS

TYPE	RANGE	DR	WT	MARK IF MAGIC ITEM
Silver Trident	Weirded	8	6	☑
Red Iron Scimitar (Skill +15)	-	8	6	☑
Danalek War Flail	-	10	12	☐
Black Adamant Rasp	Weirded	5	2	☑
Red Iron Gwanga	Thrwn	8	4	☐
				☐
				☐
				☐
				☐
				☐
				☐

ARMOR

TYPE	PR	WT	
Sea Dragon Hide Vest	2	5	☐
			☐
			☐
			☐
			☐

EXPERIENCE POINTS

TOTAL POINTS EARNED	UNSPENT POINTS
~400	

GEAR

Red Iron Spangalor Cloak (PR +10)	☑
Zandir Emblem (+1 on all rolls)	☑
Sarista Luck Charm (+1 on all rolls)	☑
	☐
	☐
	☐
	☐
	☐
Trireme, brass hull, Ward vs. Demons	☑
150ft keel x 40ft beam	☐
60 Jhangaran Rowers/Slaves	☐
4 Monads, 2 Mandalans, & 1 Sunra	☐
8 Vajra Engineers/Slaves	☐
100 Farad Slave Collars	☐
2 Sea Chests (Ward vs. Water = Floating)	☐
	☐
	☐
	☐
	☐
	☐
	☐
	☐
	☐
	☐

MOUNT

TYPE		
NAME		
STR	PER	CR
DEX	CHA	MR
CON	WIL	HIT POINTS
SPD	INT	
SPECIAL ABILITIES/NOTES		
ATTACKS		
ARMOR		

MONEY

GOLD LUMENS	1000	QUAN EMPERORS	10
SILVER PIECES	1500	AAMANIAN COPPERS	
COPPER PIECES	50	IMRIAN BRASS RINGS	
CYMRILIAN PENTACLES	150	OCEANIAN RADIANTS	500
DRACARTAN PYRAMIDS		L'HAAN ADAMANTS	50
ZANDIR CRESCENTS	300	ANTIQUE COINS	400
PRECIOUS GEMS			
TOTAL IN LUMENS			