

Some Minor Corrections for the 2nd Edition Palladium RPG

{2jtab: Spells}

Spells

Fleet Feet

Range: Self or other by spell or ritual up to 20ft away

Duration: Two melee rounds per level of experience.

Saving Throw: None

P.P.E.: 20

Level: 6th level Wizard spell

Fleet feet is an extremely popular and powerful magic spell. Its popularity and commonness that makes it a 6th level spell.

The incantation doubles the physical prowess, speed and mobility of the enchanted person for 30 seconds (2 melee rounds) per level of the spell caster. This means the character's speed and P.P. are doubled (providing increased P.P. bonuses to strike, parry and dodge) and perhaps most notably, the character's attacks per melee round are all doubled for the duration of the spell.

While the character is a veritable whirlwind of action, the enchantment does have some drawbacks. The character is moving so fast and doing so much that the character is -2 on initiative and not likely to see a surprise attack coming (in most cases, a surprise attack or strike from behind is automatic). Furthermore, the performance of delicate skills like picking locks or pockets, carving, writing, etc., are all at -20% and the character cannot control his precise movement.

Mask of Deceit

Range: Self or other by touch

Duration: 10 minutes per level of experience

Saving Throw: Everybody who encounters the magically disguised character gets to save vs magic, but are -4 to succeed. A successful save means the true features are seen, not the mask.

P.P.E.: 15

Level: 6th Level Wizard spell.

The spell magically creates an illusionary mask over the person's own facial features. Age, gender, skin color, hair, hair length, and specific features are composed by the thoughts of the spell caster. However, the magic is limited to facial features and does not apply to any other part of the body, nor does it add to one's height. The mage can attempt to imitate a specific person's face, but has a mere 20%+3% per level of experience success rate. The disguise skill adds a bonus of +10%.

Radiate Light

Range: Self or other by touch

Duration: One minute per level of experience.

Saving Throw: Not applicable.

P.P.E.: 8

Level: 3rd level Wizard spell and 2nd level Air Warlock magic.

The spell causes the character's entire body to glow with an illumination equal to 10 candles, but is gentle to the eyes. The light can be used to shed light on the area around the character like a lantern without the flickering. The light also has a calming effect and adds +1 to the charisma of the character who is aglow.

{2]tab: Characters}

A Note About Nightowls ...

The Nightowls Natural Abilities list bio-regeneration at 4D6 **M.D.** per minute ... It should have been 4D6 **S.D.C.** Magic and MD fire ... should be Magic and SDC fire ...

Same goes for their combat damage the claw strike should be 2D6 SDC not MD.

A Note About Elves ...

One of the *natural abilities* of the Palladium Elf is to see in total darkness; nightvision 60 feet (18.3 m). Somehow, this was omitted.

{2jtab: Weapons and Armor}

There were two missing WPs in the 2nd edition, they are as follows:

W.P. Battle Axe:

+1D6 damage at level two, +1 to strike at levels, 1, 3, 5, 8, 12 and 15; +1 to strike when thrown or to parry at levels 2, 4, 8 and 12 (not designed for throwing).

W.P. Pole Arm:

+2 damage at levels 2 & 8; +1 to strike and parry at levels 1, 3, 6, 9 and 12; +1 to strike when thrown at levels 3, 7 and 12 (not designed for throwing).

W.P. Lance for the Knight & Paladins can be found with their OCCs. The Way of the Lance.

Palladium Armor Notes:

The SDC for Hard Leather armor (full suit) should be 30

The SDC for a half suit of Soft Leather is 10; A.R. 6

The SDC for a half suit of Hard Leather is 12; A.R. 8

The SDC for a half suit of Studded Leather is 20; A.R. 9

A half suit of padded, quilt or cloth isn't worth the while.

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