

PARAGON™

CHARACTER SHEET

PLAYER:

NARRATOR:

CHARACTER:

SETTING:	GENDER:
AGE:	HEIGHT:
HAIR:	WEIGHT:
EYES:	BLOOD TYPE:
HAND:	BIRTHDATE:
BG CARD:	

HEALTH								
	CAP	PEN	HEAD	BODY	L.ARM	R.ARM	L.LEG	R.LEG
LETHAL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
HEAD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
NONLETHAL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GONE	<input type="checkbox"/>							
SIZE:	DELAY	ACTIVE:	LIFT:	FATIGUE:				
DTR:		REACTIVE:	MAX LOAD:	PEN RATE:				
		SPEED:	LOAD:	PEN:				

STATS			
STRENGTH:		REASON:	
ENDURANCE:		KNOWLEDGE:	
CONSTITUTION:		RESOLVE:	
REFLEXES:		INSIGHT:	
COORDINATION:		PERSONALITY:	
MANIPULATION:		LUCK:	
LOOKS:			

PASSIVE DODGE:		PERCEPTION:	
ACTIVE DODGE:		INITIATIVE:	

BACKGROUNDS	WEAKNESSES	

ENERGY:	EXP	CARDS	TACTICAL SKILL	ROLL	ACTIVE	REACTIVE
			Close Combat			
			Ranged Combat			
	TOTAL:					

WEAPON	SIZE	HANDS	ROLL	DAMAGE	TR	TYPE	HEFT	ER	MR	ROF	AMMO

ARMOR			
TYPE:	TR:	AR:	EFF: E P B S
COV:	DC:		
BURDEN:			

HIT LOCATION		
MAIN (1D10):	PENALTY	HEAD HITS (1D12):
1 = HEAD	-3	1-5 = NO UNUSUAL EFFECT
2 = LEFT ARM	-2	6-7 = JAW (-1, CAN'T CHEW OR SPEAK)
3 = RIGHT ARM	-2	8-9 = MOUTH (-1, LOSE 1D4-1 TEETH)
4 = LEFT LEG	-2	10 = NOSE (-1, BLEEDING OR BROKEN)
5 = RIGHT LEG	-2	11 = EAR (-2, DEAFENED / STUNNED)
6-10 = BODY	-1	12 = EYE (-2, BLINDED / BRUISED)

NOTES

PASSIVE DODGE: LUC+5-SIZE • ACTIVE DODGE: HDL(REF)+COO-SIZE • PERCEPTION: HDL(LUC)+INS • INITIATIVE: HDL(REF)+REA • HEALTH (LETHAL): (CON+DTR)X2 (HEAD X.75) • HEALTH (NONLETHAL): (END+DTR)X3 • LETHAL PEN: END÷2 (HEAD-1) • NONLETHAL PEN: RES • GONE: CON • DELAY (ACTIVE): 10-[(REF+REA)÷4] • DELAY (REACTIVE): ACTIVE÷2 • SPEED: [(STR+REF+COO)÷3]+(HEIGHT X2) • LIFT: (STR) • MAX LOAD: ENDX10% OF LIFT • FATIGUE PEN RATE: END • ENERGY: END X RES • SKP: (REA+KNO+RES)X5 • DAMAGE: HDL(STR+SIZE)

