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						
HEAD						
NONLETHAL						
GONE						

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
TOTAL:	

TACTICAL SKILL	ROLL	ACTIVE	REACTIVE
Close Combat			
Ranged Combat			

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
1 = HEAD	-3
2 = LEFT ARM	-2
3 = RIGHT ARM	-2
4 = LEFT LEG	-2
5 = RIGHT LEG	-2
6-10 = BODY	-1

HEAD HITS (1D12):
1-5 = NO UNUSUAL EFFECT
6-7 = JAW (-1, CAN'T CHEW OR SPEAK)
8-9 = MOUTH (-1, LOSE 1D4-1 TEETH)
10 = NOSE (-1, BLEEDING OR BROKEN)
11 = EAR (-2, DEAFENED / STUNNED)
12 = EYE (-2, BLINDED / BRUISED)

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 (NON-LETHAL): (END+DTR)X3 • LETHAL PEN: END÷2 (HEAD-1) • NON-LETHAL 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-TARGET SIZE]

NOTES

NOTES

EQUIPMENT

MONEY, VALUABLES

SKILL	STAT	RTG	ROLL	SKILL	STAT	RTG	ROLL

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