

# PARADOX CHARACTER SHEET

Name: _____ OCC: _____ Race: _____																																																			
Level: _____ Next at: _____ XP: _____ Bonus: _____																																																			
Attribute Bonus/Penalty STR _____ Hit/Dmg _____ DEX _____ Parry/AR _____ INT _____ PER _____ Init./Dodge _____ HEA _____ HP/Save _____	Saves POI _____ DIS _____ SPC _____	hit points _____ / _____ magic pts _____ / _____ jump score _____ %	GP: _____ carry cap _____ Encumbrance _____ Penalty _____																																																
<b>COMBAT</b> (actual scores)  Parry _____ Dodge _____ #ATT/round _____ AR(unadjusted) _____ AR(adjusted) _____	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Weapon</th> <th>Qty</th> <th>Attack Bonus</th> <th>Damage</th> <th>Range</th> <th>Shots</th> <th>Special</th> <th>Wt</th> </tr> </thead> <tbody> <tr> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> </tr> <tr> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> </tr> <tr> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> <td>_____</td> </tr> <tr> <td style="text-align: center;">Armor</td> <td></td> <td style="text-align: center;">AR</td> <td></td> <td style="text-align: center;">Hit Points</td> <td></td> <td style="text-align: center;">Dmg</td> <td style="text-align: center;">Weight</td> </tr> <tr> <td>_____</td> <td></td> <td>_____</td> <td></td> <td>_____</td> <td></td> <td>_____</td> <td>_____</td> </tr> </tbody> </table> Languages _____ Flaws: _____			Weapon	Qty	Attack Bonus	Damage	Range	Shots	Special	Wt	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	Armor		AR		Hit Points		Dmg	Weight	_____		_____		_____		_____	_____
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_____		_____		_____		_____	_____																																												
<b>EQUIPMENT</b>	<b>Spells</b>		<b>OCC ABILITIES</b>  Bard [ ] joy L1 [ ] courage L2 [ ] fear L3 [ ] heal L5 [ ] findway L7 [ ] sleep L8 [ ] stuck L9  Mystic [ ] healing 2mp [ ] fire 4mp [ ] astral 6mp [ ] m.weap [ ] tempor4/15mp [ ] sleep 8mp  Priest [ ] heal 2mp [ ] bless 6mp [ ] con. 10%xp [ ] inspire 12mp [ ] deus ex 10%xp [ ] raise 10%xp	Alchemist [ ] healing [ ] invisibility [ ] rand.shape [ ] firebreathe [ ] transmute [ ] shapeshift [ ] improve [ ] giant str [ ] cat dex [ ] fox int [ ] eagle per  Paladin [ ] heal 2mp [ ] bless 6mp [ ] deus ex 10%xp [ ] raise 10%xp  [ ] knight/ollamh																																															

<p>Bowyer Basic Arrow _____  Dex Basic Bow _____  Prof. Bow _____  Longbow _____  Master _____</p> <p>Comm. Av/Photo _____  Int Telegr./Ham/CB _____  Radio _____  Television _____  Surveill. _____</p> <p>Comp. Basic Comp. _____  Int Inermediate _____  Profess. _____  Program _____  Hacking _____</p> <p>Demo. Commercial _____  Per Handmade _____  Fireworks _____  Civ. Demo _____  Mil. Demo _____</p> <p>Electr. BasicHouse. _____  Dex Basic Circ. _____  Electrician _____  Adv. Circuit _____  Mastr Elec. _____</p> <p>Farrier Leadworking _____  Str Tinker _____  Blacksmith _____  Armorer _____  Weaponsth _____</p> <p>Gunsmith BasicRepair _____  Dex Adv. Repair _____  Make Arquebus _____  Make Primtve _____  Make Modern _____</p> <p>Husbandry Apprch Wild _____  Per Handle Basic _____  Handle Exot. _____  Train Basic _____  Train Exotic _____</p> <p>Jeweler Identify _____  Per Repair _____  Appraising _____  Make Jewelry _____  Cut Gems _____</p> <p>Leatherwork Basic _____  Dex Tanning _____  Adv. Circuit _____  High Quality _____  Leather Armor _____</p> <p>Locksmith Dupl. Key _____  Per Make Key _____  Pick Lock _____  Make Lock _____  Make Adv.Lock _____</p> <p>Lore Local-Single _____  Int Local-All _____  Regional-All _____  Global-All _____  Universal _____</p>	<p>Skill Tree Skill Score</p> <p>Mechanic Repair Mech Obj. _____  Per Make BasicMech. _____  Make Adv Obj _____  Vehicle Mech _____  Starship Mech _____</p> <p>MedicineFirst Aid _____  Per Paramedic _____  Nurse _____  Medical Doctor _____  Specialist _____</p> <p>Rhetoric Ettiquette _____  Int Speech _____  Acting _____  Interrogation _____  Lawyer _____</p> <p>RoboticsRobot Repair _____  Per Adv Robt Rep. _____  Robot Program _____  RobotConst. _____  AI System _____</p> <p>Seamnp.Nav. Sea _____  Per Rigging _____  Read Chart _____  Adv. Seaman _____  Celestial Nav _____</p> <p>Survival Find Shelter _____  Per Find Water _____  Herbalism _____  Tracking _____  Hunt/Trap _____</p> <p>Tailor Sewing _____  Dex Knit/Crochet _____  Tailor Basic _____  Weaving _____  Master Tailor _____</p> <p>Thievery Sneak _____  Dex Pick Pockets _____  Pick Lock _____  Concealment _____  Forgery _____</p> <p>Woodcr Repair _____  Dex BasicCarpentr _____  Refinish _____  Mastr Woodw. _____  Mastr Capenter _____</p> <p>Navigation Score _____  Per Land _____  Per Sea _____  Per Space _____</p> <p>Pilot Score _____  Per Land _____  Per Sea _____  Per Air _____  Per Animal _____  Per Space _____  Int Time Mach. _____  Int Interdim. Mech _____</p> <p>Other Skills</p> <p>Skill Score</p> <p><u>Cheating</u> _____ %</p> <p><u>Poison (INT)</u> _____ %</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>Secondary Skills</p> <p>AttributeSkillScore</p> <p>Dex Art _____  Int Brewing _____  Dex Climbing _____  Per Cooking _____  Per Dancing _____  Per Disguise _____  Int Etiquette _____  Dex Falling _____  Int Fishing _____  Dex Jumping _____  Per Lipreading _____  Dex( )Mus. Ins. _____  Dex( )Mus. Ins. _____  Dex( )Mus. Ins. _____  Dex Rolling _____  Hea Running _____  Hea Swimming _____  Str Throwing _____</p> <p>Hand To Hand</p> <p>Brawl 1[ ]+1 Entangle  Brawl 2[ ]+1 Hit/Dmg Blunt  Brawl 3[ ]+ 1 Strength  Brawl 4[ ]+ 2 Hit w/ Thrown  Brawl 5[ ]+2 Health</p> <p>Boxing 1[ ]+1 Att 10% KO  Boxing 2[ ]+1 Str 15% KO  Boxing 3[ ]1d4 Pun 20% KO  Boxing 4[ ]+1P 20%KO+1HP/Lv  Boxing 5[ ]Cr18+ 25%KO+1hpL</p> <p>Marital Arts 1[ ]+1 Dodge  Marital Arts 2[ ]+1 Ht/D Unarmed  Marital Arts 3[ ]1d4 Pun/Kick  Marital Arts 4[ ]+2Par+2HtDmgEdged  Marital Arts 5[ ]Crit 18+</p> <p>Blind Fight 1 [ ]-4 Hit/Parry in dark  Blind Fight 2 [ ]-3 Hit/Parry in dark  Blind Fight 3 [ ]-2 Hit/Parry in dark  Blind Fight 4 [ ]-1 Hit/Parry in dark  Blind Fight 5 [ ]No Penalty in dark</p> <p>Skill Hit/Parry # Attacks</p> <p>WP Blunt _____  [ ]+1h/p [ ]+1h/p [ ]+1h/p/a [ ]+1h/p [ ]+1h/p/a</p> <p>WP Axe _____  [ ]+1h/p [ ]+1h/p [ ]+1h/p/a [ ]+1h/p [ ]+1h/p/a</p> <p>WP Sword _____  [ ]+1h/p [ ]+1h/p [ ]+1h/p/a [ ]+1h/p [ ]+1h/p/a</p> <p>WP Firearms _____  [ ]+1hit [ ]+1hit [ ]+1hit/att [ ]+1hit [ ]+1hit/att</p> <p>WP Missile _____  [ ]+1hit [ ]+1hit [ ]+1hit/att [ ]+1hit [ ]+1hit/att</p> <p>WP Pole _____  [ ]+1hit [ ]+1hit [ ]+1hit/att [ ]+1hit [ ]+1hit</p> <p>WP Non-Lethal _____  [ ]+1h/p [ ]+1h/p [ ]+1h/p/a [ ]+1h/p [ ]+1h/p/a</p> <p>Skill bonuses for attributes</p> <p>STR _____ INT _____  DEX _____ PER _____</p> <p>Skill Purchase Points Per Level  (STR+PER+LVL)-2= _____  Skill Percentage Points Per Lvl  (STR_INT+DEX+PER+LVL)+2 _____  Unused Skill Points _____</p>
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