

PARADOX CHARACTER SHEET

Name: _____		OCC: _____		Race: _____	
Level: _____		Next at: _____		XP: _____	
Bonus/Penalty		Saves		hit points	
STR _____	Hit/Dmg _____	POI _____		_____ / _____	GP: _____
DEX _____	Parry/AR _____	DIS _____		magic pts	carry cap _____
INT _____		SPC _____		_____ / _____	Encumbrance _____
PER _____	Init./Dodge _____			jump score _____ %	Penalty _____
HEA _____	HP/Save _____				

COMBAT (actual scores) Parry _____ Dodge _____ #ATT/round _____ AR(unadjusted) _____ AR(adjusted) _____ special bonuses: _____	Weapon	Qty	Attack	Bonus	Damage	Range	Shots	Special	Wt
	_____	_____	_____	_____	_____	_____	_____	_____	_____
	Weapon	Qty	Attack	Bonus	Damage	Range	Shots	Special	Wt
	_____	_____	_____	_____	_____	_____	_____	_____	_____
	Weapon	Qty	Attack	Bonus	Damage	Range	Shots	Special	Wt
_____	_____	_____	_____	_____	_____	_____	_____	_____	
	Armor			AR	Hit Points	Dmg	Weight		
	_____			_____	_____	_____	_____		
	Languages _____								
	Flaws: _____								

EQUIPMENT	Spells	OCC ABILITIES
		Bard <input type="checkbox"/> joy L1 <input type="checkbox"/> courage L2 <input type="checkbox"/> fear L3 <input type="checkbox"/> heal L5 <input type="checkbox"/> findway L7 <input type="checkbox"/> sleep L8 <input type="checkbox"/> stuck L9 Mystic <input type="checkbox"/> healing 2mp <input type="checkbox"/> fire 4mp <input type="checkbox"/> astral 6mp <input type="checkbox"/> m.weap <input type="checkbox"/> tempor4/15mp <input type="checkbox"/> sleep 8mp Priest <input type="checkbox"/> heal 2mp <input type="checkbox"/> bless 6mp <input type="checkbox"/> con. 10%xp <input type="checkbox"/> inspire 12mp <input type="checkbox"/> deus ex 10%xp <input type="checkbox"/> raise 10%xp
		Alchemist <input type="checkbox"/> healing <input type="checkbox"/> invisibility <input type="checkbox"/> rand.shape <input type="checkbox"/> firebreathe <input type="checkbox"/> transmute <input type="checkbox"/> shapeshift <input type="checkbox"/> improve <input type="checkbox"/> giant str <input type="checkbox"/> cat dex <input type="checkbox"/> fox int <input type="checkbox"/> eagle per Paladin <input type="checkbox"/> heal 2mp <input type="checkbox"/> bless 6mp <input type="checkbox"/> deus ex 10%xp <input type="checkbox"/> raise 10%xp <input type="checkbox"/> knight/ollamh

