Character _____ Player _____

Class _____ Level _____

Starting Occupation _____ Alignment/Allegiance _____

Sex _____ Age _____ Height _____ Weight _____ Hair _____ Eyes _____

Birthplace _____ Date of Birth _____

Nationality _____ Residence _____

d20 MODERN™

CHARACTER RECORD SHEET

ABILITIES

		ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HIT POINTS

MAXIMUM | CURRENT

Die Type

REPUTATION | ACTION POINTS | WEALTH BONUS

DEFENSE

=10+ | CLASS | EQUIPMENT | DEX | SIZE | MISC | TEMP | MAX DEX | PENALTY

ARMOR WORN

SAVING THROWS

	TOTAL	BASE	MODIFIERS ABILITY	MODIFIERS MISC	TEMP
FORTITUDE CONSTITUTION			CON		
REFLEX DEXTERITY			DEX		
WILL WISDOM			WIS		

INITIATIVE

TOTAL | DEX | MISC

SPEED: BASE | MODIFIED

ATTACK ROLLS

	TOTAL	2ND	MULTIPLE ATTACKS 3RD	4TH	CLASS BASE A	B	C	MODIFIERS ABILITY	SIZE	MISC	TEMP
MELEE STRENGTH								STR			
RANGED DEXTERITY								DEX			
MULTIPLE ATTACK ADJ											

GRAPPLE STRENGTH: TOTAL | BASE | STR | SIZE | MISC

WEAPONS

Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes				AMMO		
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes				AMMO		
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes				AMMO		
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes				AMMO		
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes				AMMO		

SKILLS

MAX RANKS = LVL+3(/2)

	CROSS CLASS	TOTAL	RANKS	MODIFIERS MISC	MODIFIERS ABILITY	KEY ABILITY
Balance						Dex
Bluff						Cha
Climb						Str
Computer Use						Int
Concentration						Con
Craft (_____)						Int
Craft (_____)						Int
Craft (_____)						Int
Decipher Script ■						Int
Demolitions ■						Int
Diplomacy						Cha
Disable Device ■						Int
Disguise						Cha
Drive						Dex
Escape Artist						Dex*
Forgery						Int
Gamble						Wis
Gather Information						Cha
Handle Animal ■						Cha
Hide						Dex*
Intimidate						Cha
Investigate ■						Int
Jump						Str*
Knowledge (_____)						Int
Knowledge (_____)						Int
Knowledge (_____)						Int
Listen						Wis
Move Silently						Dex*
Navigate						Int
Perform (_____)						Cha
Perform (_____)						Cha
Perform (_____)						Cha
Pilot ■						Dex
Profession						Wis
Repair ■						Int
Research						Int
Ride						Dex
Search						Int
Sense Motive						Wis
Sleight of Hand ■						Dex
Spot						Wis
Survival						Wis
Swim						Str*
Treat Injury						Wis
Tumble ■						Dex*

■ CANNOT BE USED UNTRAINED — * ARMOR CHECK PENALTY APPLIES

EQUIPMENT CARRIED

Item	Location	Wt	Item	Location	Wt
Current Load			Total Weight Carried		

OTHER POSSESSIONS

MOVEMENT & CARRYING CAPACITY

LIFTING

LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
= MAX LOAD	= 2 × MAX LOAD	= 5 × MAX LOAD

MOVEMENT

WALK	HUSTLE	RUN
= BASE SPEED	= 2 × BASE SPEED	= 4 × BASE SPEED

Load	Capacity	Max Dex	Enc Pen	Move	Run
Light		Normal	Normal	Normal	Normal
Medium		+3	–3	×¾	×4
Heavy		+1	–6	×½	×3

EXPERIENCE

Total Experience

XPs Needed For Next Level

FEATS & SPECIAL ABILITIES

LANGUAGES

FX ABILITIES

SPELLS

Spell Save DC	Level	Spells Per Day	Bonus Spells	# Spells Known
	0		0	
	1st			
	2nd			
	3rd			
	4th			
	5th			

Spell Save DC Mod | TOTAL | = 10 + | MODIFIERS: ABILITY | MISC

PSIONIC POWER POINTS

FX ITEMS

HENCHMEN OR ANIMAL COMPANIONS

Name	Type/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Type/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Type/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Type/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													

CHARACTER DESCRIPTION

Character Name

Description

Personality

Character Sketch

Quote(s)

Contacts/Friends

Enemies

BACKGROUND & NOTES