

Character

Class

Race/Species

Birthplace

Nationality

Starting Occupation

Player

Level

Alignment/Allegiance

Date of Birth

Residence

Aliases

d20 MODERN

Roleplaying Game

Sex

Age

Height

Weight

Hair

Eyes

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

SKILLS

MAX RANKS = LVL+3(-/2)

CROSS CLASS

TOTAL

ABILITY

MODIFIERS

RANKS

MISC

MISC

REPUTATION

ACTION POINTS

WEALTH BONUS

DEFENSE

=10+

CLASS

EQUIPMENT

DEX

SIZE

MISC

MISC

MAX DEX

PENALTY

ARMOR WORN

SAVING THROWS

FORTITUDE CONSTITUTION

REFLEX DEXTERITY

WILL WISDOM

TOTAL

A

B

C

D

ABILITY

MISC

MISC

INITIATIVE

TOTAL

DEX

MISC

SPEED

BASE

MODIFIED

ATTACK ROLLS

MELEE STRENGTH

RANGED DEXTERITY

GRAPPLE STRENGTH

TOTAL

2ND

3RD

4TH

5TH

A

B

C

D

ABILITY

SIZE

MISC

MISC

WEAPONS

Weapon

Att Bonus

Damage

Critical

Range

Type

Size

Notes

Weapon

Att Bonus

Damage

Critical

Range

Type

Size

Notes

Weapon

Att Bonus

Damage

Critical

Range

Type

Size

Notes

Weapon

Att Bonus

Damage

Critical

Range

Type

Size

Notes

Weapon

Att Bonus

Damage

Critical

Range

Type

Size

Notes

EQUIPMENT CARRIED







Item	Location	Wt	Item	Location	Wt
Current Load			Total Weight Carried		

OTHER POSSESSIONS

[illegible]

MOVEMENT & CARRYING CAPACITY

LIFTING

LIFT OVER HEAD  = MAX LOAD WALK	LIFT OFF GROUND  = 2 × MAX LOAD HUSTLE	PUSH OR DRAG  = 5 × MAX LOAD RUN
 = BASE SPEED	 = 2 × BASE SPEED	 = 4 × BASE SPEED

MOVEMENT

Load	Capacity	Max Dex	Enc Pen	Move	Run
Light		Normal	Normal	Normal	Normal
Medium		+3	-3	$\times \frac{3}{4}$	$\times 4$
Heavy		+1	-6	$\times \frac{1}{2}$	$\times 3$

EXPERIENCE

Total Experience	
	XPs Needed For Next Level

FEATS & SPECIAL ABILITIES

[illegible][illegible]

LANGUAGES

[illegible][illegible]

FX ABILITIES

SPELLS

Save DC	Level	Per Day	Spells	Known
<input type="text"/>	0	<input type="text"/>	0	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>

Spell Save DC Mod

TOTAL

 = 10 +

MODIFIERS	
ABILITY	MISC

PSIONIC POWER POINTS 

FX ITEMS

[illegible][illegible][illegible]

HENCHMEN OR ANIMAL COMPANIONS

[illegible]

Notes

[illegible]

Notes

[illegible]

Notes

[illegible]

Notes

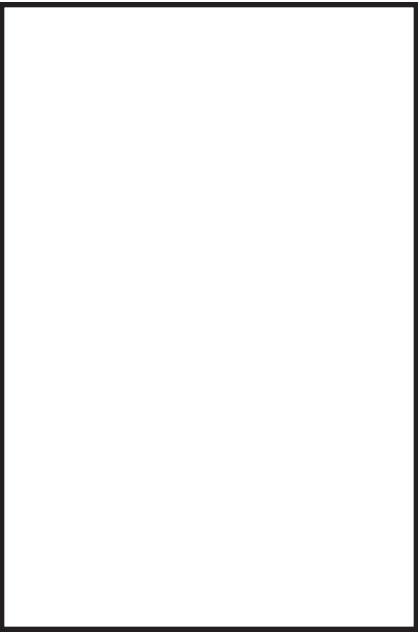
CHARACTER DESCRIPTION

Character Name _____

Character Sketch

Description _____

Personality _____



Quote(s) _____

Contacts/Friends _____

Enemies _____

BACKGROUND & NOTES

Lined area for background and notes.