Character _____

Player _____

Class _____

Level _____

d20 MODERN
Roleplaying Game

Race/Species _____

Alignment/Allegiance _____

Birthplace _____

Date of Birth _____

Sex _____

Age _____

Nationality _____

Residence _____

Height _____

Weight _____

Starting Occupation _____

Aliases _____

Hair _____

Eyes _____

ABILITIES

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

REPUTATION ☐   ACTION POINTS ☐   WEALTH BONUS ☐

HIT POINTS

MAXIMUM	CURRENT

Die Type _____

DEFENSE

	= 10 +	CLASS	EQUIPMENT	DEX	SIZE	MISC	MISC	MAX DEX	PENALTY
				Dex					

ARMOR WORN
_____

SAVING THROWS

	TOTAL	A	CLASS BASE B	C	D	MODIFIERS ABILITY	MISC	MISC
FORTITUDE CONSTITUTION						Con		
REFLEX DEXTERITY						Dex		
WILL WISDOM						Wis		

INITIATIVE

	TOTAL	DEX	MISC
		Dex	

	BASE	MODIFIED
SPEED		

ATTACK ROLLS

	TOTAL	MULTIPLE ATTACKS 2ND	3RD	4TH	5TH	A	CLASS BASE B	C	D	MODIFIERS ABILITY	SIZE	MISC	MISC
MELEE STRENGTH		−5	−10	−15	−20					Str			
RANGED DEXTERITY		−5	−10	−15	−20					Dex			
GRAPPLE STRENGTH		−5	−10	−15	−20					Str			

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						

SKILLS

MAX RANKS = LVL+3(/2)

Skill	CROSS CLASS	TOTAL	ABILITY	MODIFIERS RANKS	MISC	MISC
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

SPELLS

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

MODIFIERS

Spell Save DC Mod TOTAL =10 + 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
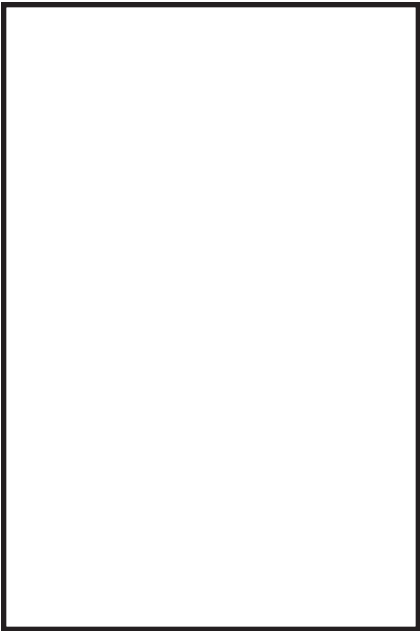
Quote(s) _____

Contacts/Friends _____
_____
_____

Enemies _____
_____
_____
_____

BACKGROUND & NOTES