d20 MODERN™

CHARACTER NAME _____   PLAYER _____

CLASS _____ CHARACTER LEVEL _____   STARTING OCCUPATION _____

AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____   EYES _____ HAIR _____ SKIN _____

CHARACTER RECORD SHEET

ABILITIES

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

HP hit points — TOTAL [ ]   CURRENT HP [ ]

DEFENSE — TOTAL [ ] = 10 + [ ] + [ ] + [ ] + [ ] + [ ] + [ ]
CLASS BONUS / EQUIPMENT BONUS / DEX MODIFIER / SIZE MODIFIER / MISC BONUS / ARMOR PENALTY

INITIATIVE modifier [ ] = [ ] + [ ]   TOTAL / DEX MODIFIER / MISC MODIFIER

BASE ATTACK bonus [ ]

SPEED [ ]

SAVING THROWS

	TOTAL		BASE SAVE		ABILITY MODIFIER		MISC MODIFIER
FORTITUDE (CONSTITUTION)	[ ]	=	[ ]	+	[ ]	+	[ ]
REFLEX (DEXTERITY)	[ ]	=	[ ]	+	[ ]	+	[ ]
WILL (WISDOM)	[ ]	=	[ ]	+	[ ]	+	[ ]

REPUTATION [ ]

ACTION POINTS [ ]

WEALTH BONUS [ ]

ATTACKS

	TOTAL		BASE ATTACK BONUS		STR MODIFIER		SIZE MODIFIER		MISC MODIFIER
MELEE attack bonus	[ ]	=	[ ]	+	[ ]	+	[ ]	+	[ ]
RANGED attack bonus	[ ]	=	[ ]	+	[ ]	+	[ ]	+	[ ]
	TOTAL		BASE ATTACK BONUS		DEX MODIFIER		SIZE MODIFIER		MISC MODIFIER

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM

ARMOR/PROTECTIVE ITEM	TYPE	EQUIPMENT BONUS	PROFICIENT?
			Yes [ ] No [ ]

ARMOR PENALTY	WEIGHT	SPEED	SIZE	MAX DEX	SPECIAL PROPERTIES

SKILLS   CROSS-CLASS   MAX RANKS [/]

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☐ 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 (_____)	Iint	____ = ____	+ ____	+ ____	
☐ Knowledge (_____)	Int	____ = ____	+ ____	+ ____	
☐ Listen	Wis	____ = ____	+ ____	+ ____	
☐ Move Silently	Dex*	____ = ____	+ ____	+ ____	
☐ Navigate	Int	____ = ____	+ ____	+ ____	
☐ Perform (_____)	Cha	____ = ____	+ ____	+ ____	
☐ Perform (_____)	Cha	____ = ____	+ ____	+ ____	
☐ Perform (_____)	Cha	____ = ____	+ ____	+ ____	
☐ Pilot ■	Dex	____ = ____	+ ____	+ ____	
☐ Profession	Wis	____ = ____	+ ____	+ ____	
☐ Read/Write Lang. (_____)	–	____ = ____	+ ____	+ ____	
☐ Read/Write Lang. (_____)	–	____ = ____	+ ____	+ ____	
☐ Read/Write Lang. (_____)	–	____ = ____	+ ____	+ ____	
☐ Repair ■	Int	____ = ____	+ ____	+ ____	
☐ Research	Int	____ = ____	+ ____	+ ____	
☐ Ride	Dex	____ = ____	+ ____	+ ____	
☐ Search	Int	____ = ____	+ ____	+ ____	
☐ Sense Motive	Wis	____ = ____	+ ____	+ ____	
☐ Sleight of Hand ■	Dex	____ = ____	+ ____	+ ____	
☐ Speak Language (_____)	–	____ = ____	+ ____	+ ____	
☐ Speak Language (_____)	–	____ = ____	+ ____	+ ____	
☐ Speak Language (_____)	–	____ = ____	+ ____	+ ____	
☐ Spot	Wis	____ = ____	+ ____	+ ____	
☐ Survival	Wis	____ = ____	+ ____	+ ____	
☐ Swim	Str*	____ = ____	+ ____	+ ____	
☐ Treat Injury	Wis	____ = ____	+ ____	+ ____	
☐ Tumble ■	Dex*	____ = ____	+ ____	+ ____	
☐ _____	____	____ = ____	+ ____	+ ____	
☐ _____	____	____ = ____	+ ____	+ ____	
☐ _____	____	____ = ____	+ ____	+ ____	

*Skills marked with ■ can't be used untrained. *ARMOR PENALTY, if any, applies.*

CAMPAIGN

EXPERIENCE POINTS

GEAR

ITEM	WT.	ITEM	WT.
		TOTAL WEIGHT CARRIED	

ALLEGIANCES

LANGUAGES

LANGUAGE	READ/WRITE?	LANGUAGE	READ/WRITE?

FX ABILITIES

ARCANE SPELLS	DIVINE SPELLS	PSIONIC POWERS

FEATS

- ☐ Acrobatic
- ☐ Aircraft Operation*
- ☐ Alertness
- ☐ Animal Affinity
- ☐ Archaic Weapons Proficiency
- ☐ Armor Proficiency (light)
  - ☐ Armor Proficiency (medium)
    - ☐ Armor Proficiency (heavy)
- ☐ Athletic
- ☐ Attentive
- ☐ Blind-Fight
- ☐ Brawl
  - ☐ Improved Brawl
  - ☐ Knockout Punch
    - ☐ Improved Knockout Punch
  - ☐ Streetfighting
    - ☐ Improved Feint
- ☐ Builder
- ☐ Cautious
- ☐ Combat Expertise
  - ☐ Improved Disarm
  - ☐ Improved Trip
  - ☐ Whirlwind Attack
- ☐ Combat Martial Arts
  - ☐ Improved Combat Martial Arts
    - ☐ Advanced Combat Martial Arts
- ☐ Combat Reflexes
- ☐ Confident
- ☐ Creative
- ☐ Deceptive
- ☐ Defensive Martial Arts
  - ☐ Combat Throw
    - ☐ Improved Combat Throw
  - ☐ Elusive Target
  - ☐ Unbalance Opponent
- ☐ Dodge
  - ☐ Agile Riposte
  - ☐ Mobility
    - ☐ Spring Attack
- ☐ Drive-By Attack
- ☐ Educated*
- ☐ Endurance
- ☐ Exotic Melee Weapon Proficiency*
- ☐ Far Shot
  - ☐ Dead Aim
- ☐ Focused
- ☐ Frightful Presence
- ☐ Gearhead
- ☐ Great Fortitude

- ☐ Guide
- ☐ Heroic Surge
- ☐ Improved Damage Threshold**
- ☐ Improved Initiative
- ☐ Iron Will
- ☐ Lightning Reflexes
- ☐ Low Profile
- ☐ Medical Expert
- ☐ Meticulous
- ☐ Nimble
- ☐ Personal Firearms Proficiency
  - ☐ Advanced Firearms Proficiency
    - ☐ Burst Fire
    - ☐ Exotic Firearms Proficiency*
    - ☐ Strafe
- ☐ Point Blank Shot
  - ☐ Double Tap
  - ☐ Precise Shot
  - ☐ Shot on the Run
  - ☐ Skip Shot
- ☐ Power Attack
  - ☐ Cleave
    - ☐ Great Cleave
  - ☐ Improved Bull Rush
  - ☐ Sunder
- ☐ Quick Draw
- ☐ Quick Reload
- ☐ Renown
- ☐ Run
- ☐ Simple Weapons Proficiency
- ☐ Stealthy
- ☐ Studious
- ☐ Surface Vehicle Operation*
- ☐ Surgery
- ☐ Toughness**
- ☐ Track
- ☐ Trustworthy
- ☐ Two-Weapon Fighting
  - ☐ Improved Two-Weapon Fighting
    - ☐ Advanced Two-Weapon Fighting
- ☐ Vehicle Expert
  - ☐ Force Stop
  - ☐ Vehicle Dodge
- ☐ Weapon Finesse*
- ☐ Weapon Focus*
- ☐ Windfall**
- ☐ _____
- ☐ _____
- ☐ _____

*You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different skill, type of equipment, or weapon type.
**You can gain this feat multiple times. Its effects stack.

TALENTS/SPECIAL ABILITIES