



bESM d20

d20 mecha

CHARACTER FOLIO



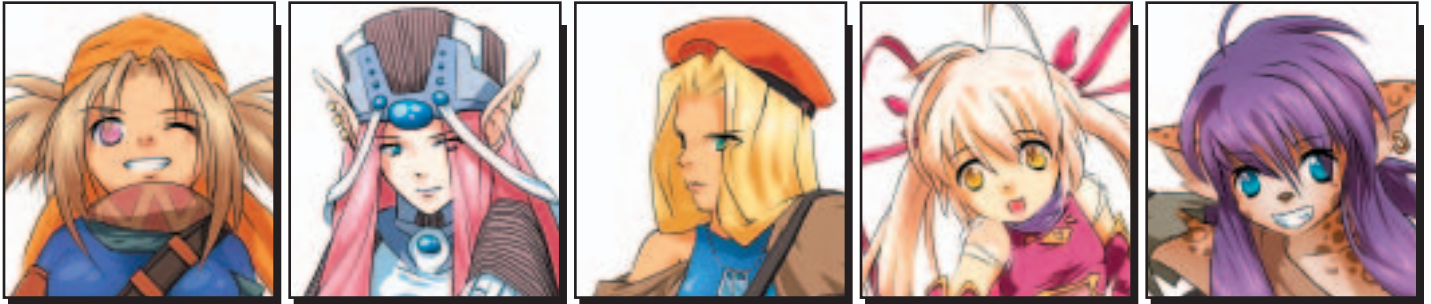
CHARACTER'S NAME

CHAU
6.12.01

d20
ENGLISH

besm d20 d20 mecha

CHARACTER FOLIO



You can't be expected to keep all your character notes on random pieces of paper.
They deserve their own Character Folio!

This is the ultimate *BESM d20* and *d20 Mecha* character sheet and player bookkeeping tool.

Inside you'll find entries where you can record:

Ability Scores
 Saving Throws
 Calculated Values
 Attributes
 Feats
 Skills

Defects
 Character Advancement
 Armour
 Weapons
 Items of Power
 Gadgets

Mecha and Vehicles
 Agents, Henchmen, and Servants
 Allies and Contacts
 Background Information
 Character Illustration
 ...and much more.

The complete story of your anime character — all in one place!



For Use With:



Requires use of the Dungeons & Dragons®, Third Edition Core Books, published by Wizards of the Coast®

Character Name: _____
 Player Name: _____
 Date Created: _____ Date Retired: _____
 Class: _____ Level: _____
 Class: _____ Level: _____
 Class: _____ Level: _____
 Occupation: _____
 Place of Birth: _____
 Current Home: _____
 Group Affiliation: _____
 Notes: _____

 Discretionary Character Points: _____
 Bonus Points: _____
 Total Character Level: _____
 Current Character Points: _____
 Experience Points: _____

| | | | |
|--|---|---|---|
| STR | <input type="text"/> / <input type="text"/> Score / Modifier | INT | <input type="text"/> / <input type="text"/> Score / Modifier |
| DEX | <input type="text"/> / <input type="text"/> Score / Modifier | WIS | <input type="text"/> / <input type="text"/> Score / Modifier |
| CON | <input type="text"/> / <input type="text"/> Score / Modifier | CHA | <input type="text"/> / <input type="text"/> Score / Modifier |
| REFLEX | <input type="text"/> | FORTITUDE | <input type="text"/> |
| Hit Points Max: _____ Current: _____ | | Energy Points Max: _____ Current: _____ | |
| Armour Class: _____ Shock Value: _____ | | Base Attack Bonus: _____ | |
| Armour: _____ | | Force Field: _____ | |
| Force Field Modifiers: _____ | | | |

WEAPON/SPECIAL ATTACK

Name: _____
 To Hit Modifier: _____ (Base Attack Bonus + Skill Bonuses + Miscellaneous Modifiers)
 Damage: _____
 Special Effects/Notes: _____

WEAPON/SPECIAL ATTACK

Name: _____
 To Hit Modifier: _____ (Base Attack Bonus + Skill Bonuses + Miscellaneous Modifiers)
 Damage: _____
 Special Effects/Notes: _____

WEAPON/SPECIAL ATTACK

Name: _____
 To Hit Modifier: _____ (Base Attack Bonus + Skill Bonuses + Miscellaneous Modifiers)
 Damage: _____
 Special Effects/Notes: _____

ITEM OF POWER

Name: _____ Rank: _____ Total Points: _____

Description: _____

| Attribute | Rank | Point Cost | Notes |
|-----------|------|------------|-------|
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ITEM OF POWER

Name: _____ Rank: _____ Total Points: _____

Description: _____

| Attribute | Rank | Point Cost | Notes |
|-----------|------|------------|-------|
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GADGETS

| Gadget | Notes |
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VEHICLES

| Vehicle | Notes |
|---------|-------|
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| | |

MECHA

Mecha Name: _____
 Mecha Type: _____
 Class: _____
 Size: _____
 Length/Height: _____
 Weight: _____
 Hit Points: _____
 Armour: _____
 Defence: _____
 Occupants: _____
 Cargo: _____
 Strength: _____
 Land Speed: _____
 Burrowing Speed: _____
 Water Speed: _____
 Dive Depth: _____
 Air Speed: _____
 Ceiling: _____
 Space Speed: _____
 ☐ Realistic Space Flight
 Thrust: _____
 G-Rounds: _____
 Delta-V: _____
 ☐ Dramatic Space Flight
 Thrust: _____
 ☐ Space Sails
 Thrust: _____
 ☐ Faster-Than-Light
 Speed: _____
 Handling: _____
 Special Abilities: _____

 Exotic Abilities: _____

 Defects: _____

 Required Skills/Feats: _____
 Cost: _____

MECHA WEAPONS

Weapon Name: _____
 Damage: _____
 Critical: _____
 Type: _____
 Increment: _____
 Rate of Fire: _____
 Magazine: _____
 Size: _____
 Cost: _____
 Notes: _____

MECHA WEAPONS

Weapon Name: _____
 Damage: _____
 Critical: _____
 Type: _____
 Increment: _____
 Rate of Fire: _____
 Magazine: _____
 Size: _____
 Cost: _____
 Notes: _____

MECHA WEAPONS

Weapon Name: _____
 Damage: _____
 Critical: _____
 Type: _____
 Increment: _____
 Rate of Fire: _____
 Magazine: _____
 Size: _____
 Cost: _____
 Notes: _____

DESCRIPTION

Ethnicity/Nationality: _____

Gender: _____

Age: _____

Birthdate: _____

Blood Type: _____

Height: _____

Weight: _____

Hair Colour: _____

Eye Colour: _____

Distinguishing Marks:

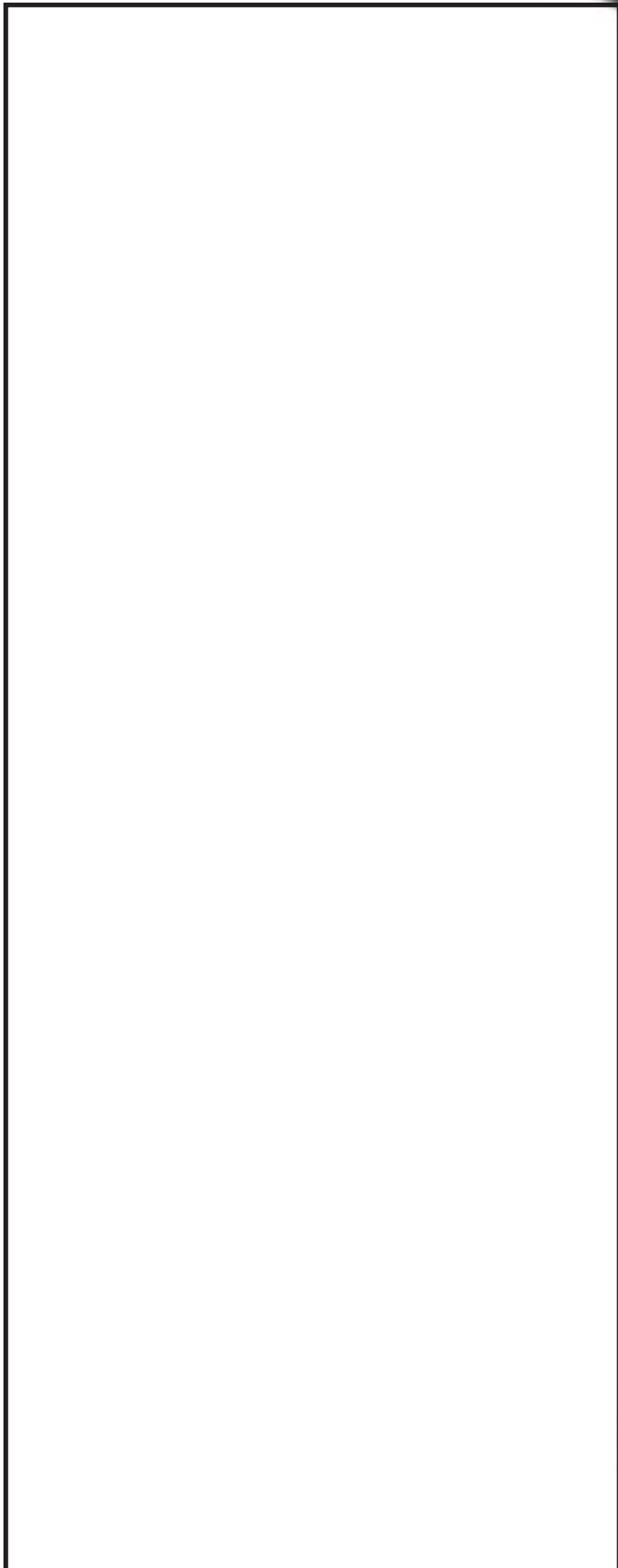
Notes: _____

PERSONALITY PROFILE

Personality Traits: _____

Strengths: _____

Weaknesses: _____



CHARACTER HISTORY & FAMILY

Background Events of Note: _____

Source of Abilities: _____

Family Member Name: _____
 Relation: _____
 Location: _____
 Notes: _____

Family Member Name: _____
 Relation: _____
 Location: _____
 Notes: _____

Family Member Name: _____
 Relation: _____
 Location: _____
 Notes: _____

Family Member Name: _____
 Relation: _____
 Location: _____
 Notes: _____

Contact Name: _____
Location: _____
Allegiances: _____
Abilities of Note: _____

Notes: _____

Contact Name: _____
Location: _____
Allegiances: _____
Abilities of Note: _____

Notes: _____

Contact Name: _____
Location: _____
Allegiances: _____
Abilities of Note: _____

Notes: _____

PHILOSOPHY AND IDEALS

Thoughts on Law and Order: _____

Thoughts on Responsibility and Obligation: _____

Thoughts on Love and Romance: _____

Other Thoughts/Beliefs of Note: _____

PLAYER CHARACTER GROUP

Group Origins: _____
Role within the Group: _____

| Character | Role within the Group | Thoughts on Character |
|-----------|-----------------------|-----------------------|
| _____ | _____ | _____ |
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| _____ | _____ | _____ |
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| _____ | _____ | _____ |

Group Dynamics: _____

Tensions and Rivalries: _____

Romances: _____

AGENTS/HENCHMEN/SERVANTS

Name: _____
 Occupation: _____
 STR: _____ DEX: _____ CON: _____
 INT: _____ WIS: _____ CHA: _____
 REF: _____ FORT: _____ WILL: _____
 Base Attack Bonus: _____ Armour Class: _____
 Hit Points: _____
 Weapon/Special Attack
 Name: _____
 To Hit Modifier: _____
 Damage _____
 Special Effects/Notes: _____

 Attributes: _____

 Skills: _____

 Defects: _____

AGENTS/HENCHMEN/SERVANTS

Name: _____
 Occupation: _____
 STR: _____ DEX: _____ CON: _____
 INT: _____ WIS: _____ CHA: _____
 REF: _____ FORT: _____ WILL: _____
 Base Attack Bonus: _____ Armour Class: _____
 Hit Points: _____
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 Skills: _____

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Name: _____
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 STR: _____ DEX: _____ CON: _____
 INT: _____ WIS: _____ CHA: _____
 REF: _____ FORT: _____ WILL: _____
 Base Attack Bonus: _____ Armour Class: _____
 Hit Points: _____
 Weapon/Special Attack
 Name: _____
 To Hit Modifier: _____
 Damage _____
 Special Effects/Notes: _____

 Attributes: _____

 Skills: _____

 Defects: _____

SITUATION REPORTS

Companions/Allies/Teammates: _____

NPCs Involved: _____

Notable Events: _____

Outcome: _____

Notes: _____

SITUATION REPORTS

Companions/Allies/Teammates: _____

NPCs Involved: _____

Notable Events: _____

Outcome: _____

Notes: _____

SITUATION REPORTS

Companions/Allies/Teammates: _____

NPCs Involved: _____

Notable Events: _____

Outcome: _____

Notes: _____

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Companions/Allies/Teammates: _____

NPCs Involved: _____

Notable Events: _____

Outcome: _____

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Companions/Allies/Teammates: _____

NPCs Involved: _____

Notable Events: _____

Outcome: _____

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SITUATION REPORTS

Companions/Allies/Teammates: _____

NPCs Involved: _____

Notable Events: _____

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SITUATION REPORTS

Companions/Allies/Teammates: _____

NPCs Involved: _____

Notable Events: _____

Outcome: _____

Notes: _____

SITUATION REPORTS

Companions/Allies/Teammates: _____

NPCs Involved: _____

Notable Events: _____

Outcome: _____

Notes: _____

| Starting Ability Scores | | | | | | Starting Hit Points | Discretionary Points | Experience Points |
|-------------------------|-------------------|-------------------------|--------------------|-----|-----|-----------------------------|----------------------|-------------------|
| Str | Dex | Con | Int | Wis | Cha | | | |
| | | | | | | | | |
| Level | Hit Points Gained | Character Points Gained | Skill Ranks Gained | | | Attribute/Feat Ranks Gained | | |
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