

MODERN



CHARACTER DOSSIER

Michael Hammes

User's Guide ver. 2.01

INTRODUCTION

Although probably not necessary, I figured that it would not hurt to include the overall conceptualization behind the various pages you will find in the **d20 Modern Character Dossier**.

OVERALL CONCEPT

You already know this, but the entire product is designed to allow you, the player, to make use of the pages on an as-needed basis to create your own powerful tool for managing your d20 Modern character. Simply print out the pages you need when you need them, fill them in, place them into a folder or notebook for safekeeping and reference and, voilá, you have your very own custom, high-speed file on your character.

THE PAGES

Although the pages are largely self-explanatory, there are some things that could cause confusion. So, in the spirit of the age we live in (which is exemplified by the need to put warning signs on chainsaws telling people not to try and stop the chain with their hand), here follows some important information to make the use of this product more enjoyable for you, our valued customer.

Character Overview (*page 4*)

This page is designed to cover the role-playing and conceptualization aspects of your character and will see most of its use early on in the character's career. It focuses on what he or she (or it?) looks like, what sort of personality he or she has, his or her beliefs,

the starting occupation (don't forget to put those skills on page 6 or 7 and add those reputation/wealth bonuses on page 5), and the character's background. Essentially, when you've finished filling out this page you should have a good idea of what your character is going to be like and what brought him or her to the adventuring life.

Character Stat Sheet (*page 5*)

This is the sheet you'll probably use most often during game play; it's got all the stuff you'll need for your character during combat and other such pleasantries.

Character Skills (*page 6*)

Here's the place you put all of your character skills (don't forget the ones from your starting occupation from page 4). The boxes are there for cross-class skills or you can use a highlighter to mark your class skills if you prefer to keep track of things that way.

This page is pretty tight, so if there are some additional skills your character needs that aren't on here, you'll have to carry over to page 7.

Customized Character Skills (*page 7*)

This is actually a pretty useful page. You can use it to keep track of any additional character skills you need beyond the ones you listed on page 6, or you can use this page as a stand-alone to keep track of all your character's skills; you simply write in the information for the skills your character has.

Hero Feats/Talents/Special Abilities (*page 8*)

Self-explanatory; keeps you from looking up the specifics for all of the feats and talents (and special abilities) your character picks up as he or she progresses in her adventuring career.

Campaign Reference Sheets (*page 9*)

This is for your character's general equipment; everything from soup to nuts. You can

also put the weapons and armor he or she carries here because this is also the sheet where you figure out just how encumbered your character is and how fast he or she moves (don't forget to put that speed on page 5).

Character Civilian Vehicle Sheet (*page 10*)

This is the place where you describe your character's ride. Your character does have a ride, right? Oh, it's a bicycle? No problem, just check the "Other" box and proceed.

Character Combat Modified/Military Vehicle Sheet (*page 11*)

If you've mounted a .50 cal on your bicycle, you might want to use this sheet. You should also use this sheet if your character owns a tank or other piece of military hardware.

Character Spell Sheet (*page 12*)

If your character uses magic, this is the sheet for you. It lets you keep track of how many total spells you get per day in each of your spell-casting classes and also makes for a handy quick-guide to the spells you do have (if you go over, use page 26).

Character Spells (*page 13*)

You can use this page to keep track of only new spells (i.e., spells not in books available to you), or use it to keep track of all your character's spells as a kind of a portable spell book (was that a Close or Medium range spell?).

Character Psionic Power Sheet (*page 14*)

If psionics is your character's game, this is the sheet for you. It lets you keep track of how many total power points you get per day, how many you have left, your powers, etc. (if you go over, use page 26).

Character Psionic Powers
(page 15)

You can use this page to keep track of only new powers (i.e. powers in books not available to you), or use it to keep track of all your character's powers (what was the radius on that?).

Character FX/Notable/Special Items (page 16)

Does your character have a shiny, nickel-plated pistol with laser sight? Describe that puppy here. Fortunate enough to have an FX item, keep track of it here? Design your own cool item? Write it up and hand it to your GM, he or she will thank you for it. Trust me.

Character Career Tracker
(page 17)

Consider this a historical document, something that you can pull out to look at how your character has progressed over time. It's also something the GM can use when you gain negative levels. 'Ware the vampire.

Campaign Summary (page 18)

Use this sheet to write up some basic information about the campaign your character is adventuring in.

Contact/NPC Dossier (page 19)

Character got a good contact, or a persistent enemy? Keep track of them here. It's kind of a "mini-dossier" for GM characters.

Organization Dossier (page 20)

Got some secret organization your character is part of or is fighting? Keep track of them here.

Creature Dossier (page 21)

Did your character encounter some bizarre alien or creature? Here's the place to keep a file on it, just in case it comes back.

Contact/NPC/Organization/Creature Dossier (page 22)

If you're having a lot of significant contact with someone, or something, feel free to use this page to keep up with all the goings-on. Keeps the GM honest. They like that too.

Adventure Log (page 23)

This is the way you keep track of all the great adventures your character has had during the campaign. Feel free to pull this out and wax nostalgic whenever you're not actually playing. Don't forget to keep track of all the clues, rumors, vital information, etc. that your character couldn't resolve this adventure; you'll be seeing the man with the one blue shoe again (and you'll write that up on page 24).

Secret/Rumor/Lead/Clue/Information Follow-Up (page 24)

I call this the "generate your own adventure" page. Simply tell the GM your character wants to follow up on a clue/lead/rumor/etc. from a previous adventure and let the fun begin.

Recon Map (page 25)

Once your character has located the villain's hideout, it's not a bad idea to case the joint. If he or she has an apartment (okay "hideout"), then you can use this to describe it as well; you just know you'll be fighting in it some day (so much for your deposit).

Notes (page 26)

The catchall.

CHARACTER NAME: _____ **PLAYER NAME:** _____

GENDER: _____ **RACE:** _____ **AGE:** _____

EYES: _____ **HAIR:** _____ **HEIGHT:** _____ **WEIGHT:** _____

LANGUAGE: _____ **READ/WRITE? YES** **NO**

LANGUAGE: _____ **READ/WRITE? YES** **NO**

LANGUAGE: _____ **READ/WRITE? YES** **NO**

LANGUAGE: _____ **READ/WRITE? YES** **NO**

QUOTE: _____

DISTINGUISHING FEATURES (SCARS, BIRTHMARKS, TATTOOS, ETC.): _____

PERSONALITY TRAITS: _____

ALLEGIANCES: _____

STARTING OCCUPATION: _____

BACKGROUND (FAMILY, HISTORY, PAST EXPERIENCES, ETC.): _____

CLASS/LEVEL			TOTAL			CURRENT
CLASS/LEVEL			HIT POINTS		=	
CLASS/LEVEL						

TOTAL XP		SPEED						
		BASE ATTACK						MASSIVE DAMAGE THRESHOLD
				TOTAL		DEX. MOD.	+ MISC. MOD.	
				INITIATIVE				

	ABILITY SCORE	ABILITY MOD.	TEMP. SCORE	TEMP. MOD.					
STR									
DEX									
CON									
INT									
WIS									
CHA									

			TOTAL						
FORTITUDE (CON)					=	BASE SAVE	+ ABILITY MOD.	+ MISC. MOD.	
REFLEX (DEX)					=				
WILL (WIS)					=				

			TOTAL											
DEFENSE		= 10 +		CLASS BONUS	+	DEX. MOD.	+	EQUIP. BONUS	+	SIZE MOD.	+	MISC. MOD.	+	ARMOR PENALTY

			TOTAL							
MELEE		=		B.A.B.	+	STR/DEX	+	SIZE MOD.	+	MISC. BONUS

			TOTAL							
RANGED		=		B.A.B.	+	DEX MOD.	+	SIZE MOD.	+	MISC. BONUS

ACTION POINTS	
REPUTATION	
WEALTH BONUS	

WEAPON	TYPE	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SPECIAL PROPERTIES	SIZE	WEIGHT
UNARMED								

ARMOR/ PROT. ITEM	PROF? YES/NO	TYPE	EQUIP. BONUS	ARMOR PENALTY	MAX. DEX.	SPECIAL PROPERTIES	SPEED	SIZE	WEIGHT

Skills					
CROSS CLASS	SKILL	KEY ABILITY	SKILL MOD.	= ABILITY MOD. + RANKS +	Misc. MOD.
<input type="checkbox"/>	Balance	Dex*			
<input type="checkbox"/>	Bluff	Cha			
<input type="checkbox"/>	Climb	Str*			
<input type="checkbox"/>	Computer Use	Int			
<input type="checkbox"/>	Concentration	Con			
<input type="checkbox"/>	Craft ()	Int			
<input type="checkbox"/>	Craft ()	Int			
<input type="checkbox"/>	Decipher Script	Int			
<input type="checkbox"/>	Demolitions	Int			
<input type="checkbox"/>	Diplomacy	Cha			
<input type="checkbox"/>	Disable Device	Int			
<input type="checkbox"/>	Disguise	Cha			
<input type="checkbox"/>	Drive	Dex			
<input type="checkbox"/>	Escape Artist	Dex*			
<input type="checkbox"/>	Forgery	Int			
<input type="checkbox"/>	Gamble	Wis			
<input type="checkbox"/>	Gather Information	Cha			
<input type="checkbox"/>	Handle Animal	Cha			
<input type="checkbox"/>	Hide	Dex*			
<input type="checkbox"/>	Intimidate	Cha			
<input type="checkbox"/>	Investigate	Int			
<input type="checkbox"/>	Jump	Str*			
<input type="checkbox"/>	Knowledge ()	Int			
<input type="checkbox"/>	Knowledge ()	Int			
<input type="checkbox"/>	Listen	Wis			
<input type="checkbox"/>	Move Silently	Dex*			
<input type="checkbox"/>	Navigate	Int			
<input type="checkbox"/>	Perform ()	Cha			
<input type="checkbox"/>	Perform ()	Cha			
<input type="checkbox"/>	Pilot	Dex			
<input type="checkbox"/>	Profession	Wis			
<input type="checkbox"/>	Rd/Wrt Lang. ()	N/A			
<input type="checkbox"/>	Rd/Wrt Lang. ()	N/A			
<input type="checkbox"/>	Repair	Int			
<input type="checkbox"/>	Research	Int			
<input type="checkbox"/>	Ride	Dex			
<input type="checkbox"/>	Search	Int			
<input type="checkbox"/>	Sense Motive	Wis			
<input type="checkbox"/>	Sleight of Hand	Dex*			
<input type="checkbox"/>	Speak Lang. ()	N/A			
<input type="checkbox"/>	Speak Lang. ()	N/A			
<input type="checkbox"/>	Spot	Wis			
<input type="checkbox"/>	Survival	Wis			
<input type="checkbox"/>	Swim	Str*			
<input type="checkbox"/>	Treat Injury	Wis			
<input type="checkbox"/>	Tumble	Dex*			
<input type="checkbox"/>	Autohypnosis	Wis			
<input type="checkbox"/>	Psicraft	Int			
<input type="checkbox"/>	Spellcraft	Int			

* ARMOR PENALTY
TRAINED ONLY

TIP: USE A HIGHLIGHTER TO MARK YOUR CLASS SKILLS FOR QUICK REFERENCE.

SKILL CHECK
D20 + SKILL MODIFIER

TAKING 10
WHEN NOT THREATENED
OR DISTRACTED;
10 + SKILL MODIFIER

TAKING 20
PLANTY OF TIME, NO THREAT
OR DISTRACTION, NO PENALTY
FOR FAILURE;
20 + SKILL MODIFIER

AID ANOTHER
SKILL CHECK DC 10,
CANNOT TAKE 10,
SUCCESS GIVES ALLY +2 CIRCUMSTANCE
BONUS TO SKILL CHECK.

SKILL SYNERGY
MINIMUM 5 RANKS IN RELATED SKILL
AND GM MUST DECIDE SKILL
COMPLIMENTS ANOTHER IN SITUATION;
+2 SYNERGY BONUS ON SKILL CHECK.

NAME (TYPE) (EX/SP/SU): _____

BENEFIT: _____

NAME (TYPE) (EX/SP/SU): _____

BENEFIT: _____

NAME (TYPE) (EX/SP/SU): _____

BENEFIT: _____

NAME (TYPE) (EX/SP/SU): _____

BENEFIT: _____

NAME (TYPE) (EX/SP/SU): _____

BENEFIT: _____

NAME (TYPE) (EX/SP/SU): _____

BENEFIT: _____

NAME (TYPE) (EX/SP/SU): _____

BENEFIT: _____

VEHICLE MAKE AND MODEL: _____

NICKNAME: _____

COLOR: _____

USUALLY PARKED (STREET, GARAGE, ETC.): _____

SECURITY SYSTEM: _____

AIRCRAFT **WHEELED** **TRACKED** **WATER**

CREW	PASS.	CARGO	INT.	MAN.	TOP SPEED	DEFENSE	HARDNESS	HIT POINTS	SIZE	PURCHASE DC	RESTRICTION

MOUNTED RANGED WEAPONS

DAMAGE	CRITICAL	DAMAGE TYPE	RANGE INCREMENT	RATE OF FIRE	MAGAZINE	SIZE	WEIGHT	PURCHASE DC	RESTRICTION
							*	*	*
							*	*	*
							*	*	*

MOUNTED EXPLOSIVE WEAPONS

DAMAGE	CRITICAL	DAMAGE TYPE	BURST RADIUS	REFLEX DC	RANGE INCREMENT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION
							*	*	*
							*	*	*
							*	*	*

*WEIGHT, PURCHASE DC, AND RESTRICTION RATINGS DO NOT APPLY; WEAPONS ARE PART OF THE VEHICLE ON WHICH THEY ARE MOUNTED.

MODIFICATIONS/NOTES: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

SOURCE NAME: _____

SCHOOL AND DESCRIPTOR: _____

LEVEL: _____ COMPONENTS: _____

CASTING TIME: _____ RANGE: _____

TARGET/EFFECT/AREA: _____ DURATION: _____

SAVING THROW: _____ SPELL RESISTANCE: _____

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

SOURCE NAME: _____

SCHOOL AND DESCRIPTOR: _____

LEVEL: _____ COMPONENTS: _____

CASTING TIME: _____ RANGE: _____

TARGET/EFFECT/AREA: _____ DURATION: _____

SAVING THROW: _____ SPELL RESISTANCE: _____

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

SOURCE NAME: _____

KEY ABILITY AND DESCRIPTOR: _____

LEVEL: _____ DISPLAY: _____

MANIFESTATION TIME: _____ RANGE: _____

TARGET/EFFECT/AREA: _____ DURATION: _____

SAVING THROW: _____ POWER RESISTANCE: _____

POWER POINT COST: _____

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

SOURCE NAME: _____

KEY ABILITY AND DESCRIPTOR: _____

LEVEL: _____ DISPLAY: _____

MANIFESTATION TIME: _____ RANGE: _____

TARGET/EFFECT/AREA: _____ DURATION: _____

SAVING THROW: _____ POWER RESISTANCE: _____

POWER POINT COST: _____

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

SOURCE NAME: _____

WEIGHT: _____

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

SOURCE NAME: _____

WEIGHT: _____

DESCRIPTION: _____

NAME: _____

SOURCE: BOOK _____ PDF _____ HOMEBREW

SOURCE NAME: _____

WEIGHT: _____

DESCRIPTION: _____

LEVEL	CLASS/LEVEL TAKEN	FEATS/TALENTS/SPECIAL ABILITIES GAINED	ABILITY SCORE	SKILLS IMPROVED
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				

CAMPAIGN NAME: _____

MAGIC?: YES NO PSIONIC POWERS?: YES NO FX ITEMS?: YES NO

REALITY LEVEL¹: REALISTIC HEROIC SUPER HEROIC
1 Determines Massive Damage Threshold and Point-Buy Allowance (If Used)

PUBLISHED SETTING?: YES NO PUBLISHER: _____

SOURCEBOOKS USED/ALLOWED: _____

CAMPAIGN BACKGROUND: _____

CAMPAIGN SETTING NOTES (RULES CHANGES, ENVIRONMENTAL DIFFERENCES, RACES PRESENT, ETC.):

NAME: _____ NICKNAME/ALIAS: _____

ATTITUDE TO PARTY: HELPFUL FRIENDLY INDIFFERENT UNFRIENDLY HOSTILE

CURRENT STATUS (ACTIVE, OUTLAWED, DISBANDED, DESTROYED, ETC.): _____

PHYSICAL APPEARANCE/CHARACTERISTICS (HAIR COLOR, SKIN COLOR, TATTOOS, FACIAL HAIR): _____

PERSONALITY TRAITS/ALLEGIANCES: _____

JOB/POSITION: _____ HOME: _____ WORK: _____

KNOWN ABILITIES/RESOURCES/WEAPONS/SPELLS/POWERS/WEAKNESSES: _____

MEMBER OF ORGANIZATION? Yes No

ORGANIZATION SHEET? Yes No

ORGANIZATION: _____

STATUS WITHIN ORGANIZATION: _____

KNOWN FRIENDS/FOES/RELATIVES/ASSOCIATES

NAME: _____

NPC SHEET/CONTACT? Yes No NPC CONTACT

NAME: _____

NPC SHEET/CONTACT? Yes No NPC CONTACT

NAME: _____

NPC SHEET/CONTACT? Yes No NPC CONTACT

NAME: _____

NPC SHEET/CONTACT? Yes No NPC CONTACT

NAME: _____

NPC SHEET/CONTACT? Yes No NPC CONTACT

NAME: _____

NPC SHEET/CONTACT? Yes No NPC CONTACT

INTERACTIONS (HOW HAS THE ORGANIZATION AIDED/HINDERED THE PARTY OR HOW HAS THE PARTY AIDED/HINDERED THE ORGANIZATION?):

DATE ENCOUNTERED: _____

CAMPAIGN DATE: _____

SPECIFICS: _____

NAME: _____ NICKNAME/ALIAS: _____

ATTITUDE TO PARTY: HELPFUL FRIENDLY INDIFFERENT UNFRIENDLY HOSTILE

CURRENT STATUS (ACTIVE, OUTLAWED, DISBANDED, DESTROYED, ETC.): _____

KNOWN GOALS/PLANS/METHODS/RESOURCES: _____

LOCATION OF HEADQUARTERS: _____ RECON MAP? YES NO

ADDITIONAL LOCATIONS

TYPE (OFFICE/SAFEHOUSE/ETC.): _____

LOCATION: _____

TYPE (OFFICE/SAFEHOUSE/ETC.): _____

LOCATION: _____

KNOWN MEMBERS

NAME: _____

NPC SHEET/CONTACT? YES NO NPC CONTACT

NAME: _____

NPC SHEET/CONTACT? YES NO NPC CONTACT

NAME: _____

NPC SHEET/CONTACT? YES NO NPC CONTACT

NAME: _____

NPC SHEET/CONTACT? YES NO NPC CONTACT

NAME: _____

NPC SHEET/CONTACT? YES NO NPC CONTACT

NAME: _____

NPC SHEET/CONTACT? YES NO NPC CONTACT

INTERACTIONS (HOW HAS THE ORGANIZATION AIDED/HINDERED THE PARTY OR HOW HAS THE PARTY AIDED/HINDERED THE ORGANIZATION?):

DATE ENCOUNTERED: _____ CAMPAIGN DATE: _____

SPECIFICS: _____

NAME: _____ **NICKNAME/ALIAS:** _____

ATTITUDE TO PARTY: **HELPFUL** **FRIENDLY** **INDIFFERENT** **UNFRIENDLY** **HOSTILE**

CURRENT STATUS (ALIVE, DEAD, HIDING, MISSING, INCARCERATED, ETC.): _____

PHYSICAL APPEARANCE/CHARACTERISTICS (SKIN COLOR, FUR, SCALES, CLAWS, ETC.): _____

PERSONALITY TRAITS/ALLEGIANCES (IF ANY): _____

KNOWN ABILITIES/POWERS/WEAKNESSES: _____

INTERACTIONS (HOW HAS THE CREATURE AIDED/HINDERED THE PARTY OR HOW HAS THE PARTY AIDED/HINDERED THE CREATURE?):

DATE ENCOUNTERED: _____ **CAMPAIGN DATE:** _____

SPECIFICS: _____

DATE ENCOUNTERED: _____ **CAMPAIGN DATE:** _____

SPECIFICS: _____

DATE ENCOUNTERED: _____ **CAMPAIGN DATE:** _____

SPECIFICS: _____

DATE PLAYED: _____

CAMPAIGN DATE: _____

SPECIFICS: _____

DATE PLAYED: _____

CAMPAIGN DATE: _____

SPECIFICS: _____

DATE PLAYED: _____

CAMPAIGN DATE: _____

SPECIFICS: _____

DATE PLAYED: _____

CAMPAIGN DATE: _____

SPECIFICS: _____

DATE PLAYED: _____

CAMPAIGN DATE: _____

SPECIFICS: _____

DATE PLAYED: _____

CAMPAIGN DATE: _____

SPECIFICS: _____

DATE PLAYED: _____

CAMPAIGN DATE: _____

SPECIFICS: _____

DATE PLAYED: _____ **CAMPAIGN DATE:** _____

ADVENTURE SUMMARY: _____

NPCs/CONTACT/ORGANIZATIONS/CREATURES MET: _____

SECRETS/RUMORS/LEADS/CLUES/INFORMATION DISCOVERED: _____

SECRETS/RUMORS/LEADS/CLUES/INFORMATION DISCOVERED FOLLOW UP SHEET ENTRY? Yes No

DATE PLAYED: _____ **CAMPAIGN DATE:** _____

ADVENTURE SUMMARY: _____

NPCs/CONTACT/ORGANIZATIONS/CREATURES MET: _____

SECRETS/RUMORS/LEADS/CLUES/INFORMATION DISCOVERED: _____

SECRETS/RUMORS/LEADS/CLUES/INFORMATION DISCOVERED FOLLOW UP SHEET ENTRY? Yes No

DATE INTRODUCED: _____ **CAMPAIGN DATE:** _____

HOW DISCOVERED (WHO, WHAT, WHEN, WHERE, WHY, HOW): _____

SUMMARY: _____

FOLLOW UP RESULTS: _____

DATE INTRODUCED: _____ **CAMPAIGN DATE:** _____

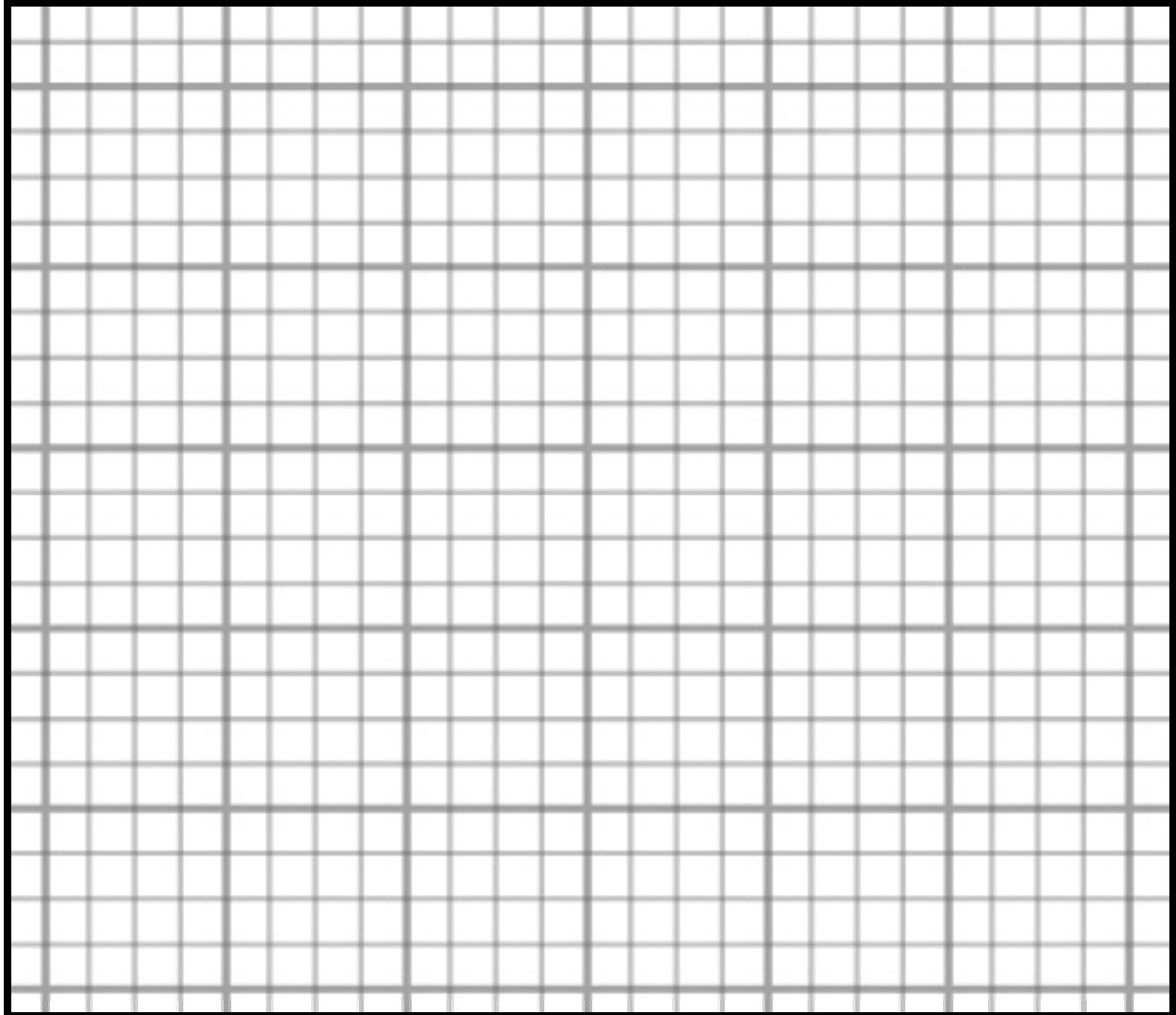
HOW DISCOVERED (WHO, WHAT, WHEN, WHERE, WHY, HOW): _____

SUMMARY: _____

FOLLOW UP RESULTS: _____

LOCATION: _____

DESCRIPTION: _____



NOTES (GUARDS, SECURITY SYSTEM, VALUABLES, ETC.): _____

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