

d20

MODERN

d20 FUTURE

Character Sheet 1.0 by Ema

ID

Name: \_\_\_\_\_  
Player: \_\_\_\_\_

Species: \_\_\_\_\_  
Age: \_\_\_\_\_ Gender: \_\_\_\_\_  
Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
Progress Level: \_\_\_\_\_

SKILLS

MAX. RANK: \_\_\_\_\_ / \_\_\_\_\_

SKILL NAME	CLASS	TOTAL	RANK	ABILITY	MISC
◆ Balance	<input type="checkbox"/>	_____	_____	+ DEX	+ *
◆ Bluff	<input type="checkbox"/>	_____	_____	+ CHA	+ *
◆ Climb	<input type="checkbox"/>	_____	_____	+ STR	+ *
◆ Computer Use	<input type="checkbox"/>	_____	_____	+ INT	+ *
◆ Concentration	<input type="checkbox"/>	_____	_____	+ CON	+ *
Craft					
(Chemical)	<input type="checkbox"/>	_____	_____	+ INT	+ *
(Electronic)	<input type="checkbox"/>	_____	_____	+ INT	+ *
(Mechanical)	<input type="checkbox"/>	_____	_____	+ INT	+ *
(Pharmaceutical)	<input type="checkbox"/>	_____	_____	+ INT	+ *
(Structural)	<input type="checkbox"/>	_____	_____	+ INT	+ *
◆ (Visual Art)	<input type="checkbox"/>	_____	_____	+ INT	+ *
◆ (Writing)	<input type="checkbox"/>	_____	_____	+ INT	+ *
◆ Decipher Script	<input type="checkbox"/>	_____	_____	+ INT	+ *
◆ Demolitions	<input type="checkbox"/>	_____	_____	+ INT	+ *
◆ Diplomacy	<input type="checkbox"/>	_____	_____	+ CHA	+ *
◆ Disable Device	<input type="checkbox"/>	_____	_____	+ INT	+ *
◆ Disguise	<input type="checkbox"/>	_____	_____	+ CHA	+ *
◆ Drive	<input type="checkbox"/>	_____	_____	+ DEX	+ *
◆ Escape Artist	<input type="checkbox"/>	_____	_____	+ DEX	+ *
◆ Forgery	<input type="checkbox"/>	_____	_____	+ INT	+ *
◆ Gamble	<input type="checkbox"/>	_____	_____	+ WIS	+ *
◆ Gather Information	<input type="checkbox"/>	_____	_____	+ CHA	+ *
◆ Handle Animal	<input type="checkbox"/>	_____	_____	+ CHA	+ *
◆ Hide	<input type="checkbox"/>	_____	_____	+ DEX	+ *
◆ Intimidate	<input type="checkbox"/>	_____	_____	+ CHA	+ *
◆ Investigate	<input type="checkbox"/>	_____	_____	+ INT	+ *
◆ Jump	<input type="checkbox"/>	_____	_____	+ STR	+ *
Knowledge					
(Arcane Lore)	<input type="checkbox"/>	_____	_____	+ INT	+ *
(Art)	<input type="checkbox"/>	_____	_____	+ INT	+ *
(Behavioral Science)	<input type="checkbox"/>	_____	_____	+ INT	+ *
(Business)	<input type="checkbox"/>	_____	_____	+ INT	+ *
(Civics)	<input type="checkbox"/>	_____	_____	+ INT	+ *
(Current Events)	<input type="checkbox"/>	_____	_____	+ INT	+ *
(Earth/Life Science)	<input type="checkbox"/>	_____	_____	+ INT	+ *
(History)	<input type="checkbox"/>	_____	_____	+ INT	+ *
(Physical Science)	<input type="checkbox"/>	_____	_____	+ INT	+ *
(Popular Culture)	<input type="checkbox"/>	_____	_____	+ INT	+ *
(Streetwise)	<input type="checkbox"/>	_____	_____	+ INT	+ *
(Tactics)	<input type="checkbox"/>	_____	_____	+ INT	+ *
(Technology)	<input type="checkbox"/>	_____	_____	+ INT	+ *
(Theology/Philos.)	<input type="checkbox"/>	_____	_____	+ INT	+ *
◆ Listen	<input type="checkbox"/>	_____	_____	+ WIS	+ *
◆ Move Silently	<input type="checkbox"/>	_____	_____	+ DEX	+ *
◆ Navigate	<input type="checkbox"/>	_____	_____	+ INT	+ *
Perform					
◆ (Act)	<input type="checkbox"/>	_____	_____	+ CHA	+ *
◆ (Dance)	<input type="checkbox"/>	_____	_____	+ CHA	+ *
◆ (Keyboards)	<input type="checkbox"/>	_____	_____	+ CHA	+ *
◆ (Percussion Instr.)	<input type="checkbox"/>	_____	_____	+ CHA	+ *
◆ (Sing)	<input type="checkbox"/>	_____	_____	+ CHA	+ *
◆ (Stand-Up)	<input type="checkbox"/>	_____	_____	+ CHA	+ *
◆ (Stringed Instr.)	<input type="checkbox"/>	_____	_____	+ CHA	+ *
◆ (Wind Instr.)	<input type="checkbox"/>	_____	_____	+ CHA	+ *
◆ Pilot	<input type="checkbox"/>	_____	_____	+ DEX	+ *
◆ Profession	<input type="checkbox"/>	_____	_____	+ WIS	+ *
Read/Write Language					
(_____)	<input type="checkbox"/>	_____	_____		
(_____)	<input type="checkbox"/>	_____	_____		
(_____)	<input type="checkbox"/>	_____	_____		
(_____)	<input type="checkbox"/>	_____	_____		
(_____)	<input type="checkbox"/>	_____	_____		
Repair	<input type="checkbox"/>	_____	_____	+ INT	+ *
◆ Research	<input type="checkbox"/>	_____	_____	+ INT	+ *
◆ Ride	<input type="checkbox"/>	_____	_____	+ DEX	+ *
◆ Search	<input type="checkbox"/>	_____	_____	+ INT	+ *
◆ Sense Motive	<input type="checkbox"/>	_____	_____	+ WIS	+ *
◆ Sleight of Hand	<input type="checkbox"/>	_____	_____	+ DEX	+ *
Speak Language					
(_____)	<input type="checkbox"/>	_____	_____		
(_____)	<input type="checkbox"/>	_____	_____		
(_____)	<input type="checkbox"/>	_____	_____		
(_____)	<input type="checkbox"/>	_____	_____		
(_____)	<input type="checkbox"/>	_____	_____		
◆ Spot	<input type="checkbox"/>	_____	_____	+ WIS	+ *
◆ Survival	<input type="checkbox"/>	_____	_____	+ WIS	+ *
◆ Swim	<input type="checkbox"/>	_____	_____	+ STR	+ *
◆ Treat Injury	<input type="checkbox"/>	_____	_____	+ WIS	+ *
◆ Tumble	<input type="checkbox"/>	_____	_____	+ DEX	+ *
_____	<input type="checkbox"/>	_____	_____		
_____	<input type="checkbox"/>	_____	_____		
_____	<input type="checkbox"/>	_____	_____		

ABILITIES

	MOD.	TEMP.	MOD.
STR STRENGTH	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
DEX DEXTERITY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CON CONSTITUTION	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
INT INTELLIGENCE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WIS WISDOM	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CHA CHARISMA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

LEVEL

Experience: \_\_\_\_\_ TOT.

Next Level: \_\_\_\_\_

Class/Level: \_\_\_\_\_

Reputation: \_\_\_\_\_ Wealth Bonus: \_\_\_\_\_

Starting Occupation: \_\_\_\_\_

Allegiances: \_\_\_\_\_

HP

CURRENT	MAS
<input type="checkbox"/>	<input type="checkbox"/>

DEFENSE

CLASS	EQUIP.	DEX	SIZE	Misc
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



SAVES

	BASE	ABILITY	Misc
FORTIT.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
REFLEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
WILL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

ACTIONS

	DEX	Misc
INITIATIVE	<input type="checkbox"/>	<input type="checkbox"/>
SPEED	<input type="checkbox"/>	<input type="checkbox"/>
ACTION POINTS	<input type="checkbox"/>	<input type="checkbox"/>

Notes: \_\_\_\_\_

ATTACKS

	BASE ATTACK BONUS	ABILITY	SIZE	TEMP
MELEE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RANG.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

ARMOR

ARMOR	TYPE	EQUIP.	BONUS	PROF.	MAX DEX	PENALTY	SPEED
_____	_____	<input type="checkbox"/>	_____	<input type="checkbox"/>	_____	_____	_____

WEAPONS

WEAPON	MODIFIED ATTACKS	DAMAGE	CRIT.	TYPE	RANGE	RoF	MAG.	SIZE	RES
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

Notes: \_\_\_\_\_

AMMO:

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Type: _____	Type: _____	Type: _____

◆ Untrained Skill \* Armor Penalty







