

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

DEFENSE

_____ = 10 + _____ + _____ + _____ + _____ + _____



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	_____	_____	_____	_____
RANG.	_____	_____	_____	_____

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: _____

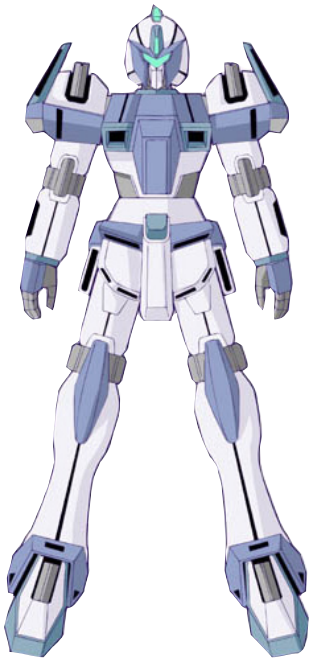
AMMO:

<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



MECHA



HELMET

VISOR

CRANIUM

BACK

SHOULDERS

TORSO

BELT

BOOTS

WEAPONS

WEAPON	DAMAGE	CRIT.	TYPE	RANGE	ROF	MAG.	SIZE

LEFT ARM

RIGHT ARM

LEFT HAND

RIGHT HAND

LEFT LEG

RIGHT LEG

EQUIPMENT & NOTES

CYBERNETICS

MAX. NUMBER: _____

IMPLANT	HARDNESS	HP	PURCH. DC	RES

MUTATIONS

POSITIVE MUTATIONS	MP	NEGATIVE MUTATIONS	MP

NANOTECHNOLOGY

STARSHIP

Ship Name: _____

Type: _____ Size: _____

Tactical Speed: _____ Crew: _____

Passengers Capacity: _____ Cargo Capacity: _____

Hardness: _____ HD/HP: _____

Defense: _____ Flat-footed: _____ Autopilot: _____

Initiative: _____ Targeting: _____ Grapple: _____

Pilot's Class Bonus: _____ Pilot's Dexterity: _____

Gunner's Attack Bonus: _____

WEAPONS

WEAPON	DAMAGE	CRIT.	TYPE	RANGE	ROF	MAG.	SIZE

SYSTEMS & NOTES

