

MODERN²⁰

MODERN MAYHEM
AND MYSTERY
TO THE 20TH POWER!

CHARACTER NAME _____ PLAYER _____

CLASSES _____ CHARACTER LEVEL _____ CURRENT OCCUPATION / HOBBY _____

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

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 = 10 + + + + + + +

TOTAL Class Bonus Equipment Bonus Dex Modifier Size Modifier Misc Bonus Armor Penalty

INITIATIVE = +

TOTAL Dex Modifier Misc Modifier

BASE ATTACK

SPEED

SAVING THROWS	TOTAL	Base Save	Ability Modifier	Misc Modifier
FORTITUDE (CONSTITUTION)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
REFLEX (DEXTERITY)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WILL (WISDOM)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RECOVERY (CONSTITUTION)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

REPUTATION

ACTION POINTS

WEALTH BONUS

ATTACK	TOTAL	Base Attack Bonus	Str Modifier	Size Modifier	Misc Modifier
MELEE	<input type="text"/>				
RANGED	<input type="text"/>				
	TOTAL	Base Attack Bonus	Dex Modifier	Size Modifier	Misc Modifier

WEAPON	TOTAL ATTACK BONUS	DAMAGE	RATE OF FIRE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGE	TYPE	STR MIN	DEX MIN
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	RATE OF FIRE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGE	TYPE	STR MIN	DEX MIN
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	RATE OF FIRE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RANGE	TYPE	STR MIN	DEX MIN
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPECIAL PROPERTIES			

ARMOR	DR	VULN	MIN STR	ARMOR PEN	MOVE PEN
<input type="text"/>					

ARMOR	DR	VULN	MIN STR	ARMOR PEN	MOVE PEN
<input type="text"/>					

Cross Class	SKILLS				Max Ranks	/
	Skill Name	Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc Modifier
	Academics: ■	Int	=	+	+	
	Academics:	Int	=	+	+	
	Academics:	Int	=	+	+	
	Academics:	Int	=	+	+	
	Acrobatics	Dex	=	+	+	
	Art: ■	Cha	=	+	+	
	Art:	Cha	=	+	+	
	Athletics	Str	=	+	+	
	Chemistry: acids ■	Int	=	+	+	
	Chemistry: explosives	Int	=	+	+	
	Chemistry: pharmacology	Int	=	+	+	
	Chemistry: poisons	Int	=	+	+	
	Computers ■	Int	=	+	+	
	Crime ■	Int	=	+	+	
	Engineering ■	Int	=	+	+	
	Firearms ■	Dex	=	+	+	
	Influence	Cha	=	+	+	
	Leadership ■	Cha	=	+	+	
	Legal ■	Int	=	+	+	
	Magic ■	Cha	=	+	+	
	Medicine ■	Wis	=	+	+	
	Outdoorsman	Wis	=	+	+	
	Perception	Wis	=	+	+	
	Read/Write Language	NA	=	+	+	
	Speak Language	NA	=	+	+	
	Stealth	Dex	=	+	+	
	Streetwise	Wis	=	+	+	
	Unarmed	Str	=	+	+	
	Vehicles	Dex	=	+	+	
	Weapons ■	Str	=	+	+	
			=	+	+	
			=	+	+	
			=	+	+	
			=	+	+	

Skills marked with ■ can't be use untrained.

HIT LOCATION			
D20	Location	Damage Modifier	Attack Modifier
1	Foot	X½	-12
2-5	Calf	X1	-12
6	Knee	X1	-14
7-10	Thigh	X1	-12
11	Groin	X1½	-16
12-14	Arm	X½	-12
15-16	Stomach	X1	-14
17-18	Chest	X1	-12
19	Throat	X2	-18
20	Head	X2	-18

