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 TOTAL [ ] = 10+ [ ] 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)	[ ] =	[ ] +	[ ] +	[ ]
REFLEX (DEXTERITY)	[ ] =	[ ] +	[ ] +	[ ]
WILL (WISDOM)	[ ] =	[ ] +	[ ] +	[ ]
RECOVERY (CONSTITUTION)	[ ]			

REPUTATION [ ]
ACTION POINTS [ ]
WEALTH BONUS [ ]

ATTACK

	TOTAL	Base Attack Bonus	Str Modifier	Size Modifier	Misc Modifier
MELEE	[ ] =	[ ] +	[ ] +	[ ] +	[ ]
RANGED	[ ] =	[ ] +	[ ] +	[ ] +	[ ]
	TOTAL	Base Attack Bonus	Dex Modifier	Size Modifier	Misc Modifier

WEAPON

	TOTAL ATTACK BONUS	DAMAGE	RATE OF FIRE

RANGE	TYPE	STR MIN	DEX MIN	SPECIAL PROPERTIES

WEAPON

	TOTAL ATTACK BONUS	DAMAGE	RATE OF FIRE

RANGE	TYPE	STR MIN	DEX MIN	SPECIAL PROPERTIES

WEAPON

	TOTAL ATTACK BONUS	DAMAGE	RATE OF FIRE

RANGE	TYPE	STR MIN	DEX MIN	SPECIAL PROPERTIES

ARMOR

	DR	VULN	MIN STR	ARMOR PEN	MOVE PEN

ARMOR

	DR	VULN	MIN STR	ARMOR PEN	MOVE PEN

SKILLS

Max Ranks [ ] / [ ]

Cross Class	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

BACKGROUND	SKILLS

OCCUPATION	SKILLS

PERK	EFFECT

ALLEGIANCES

GEAR

ITEM	WT.	ITEM	WT.

DISADVANTAGES

DISADVANTAGE	DSR	EFFECT

FEATS

ABILITY	EFFECT