Character _____ Player Matt

Class Fast/Tough/Dread Race Weren Level 15/14 3/3/8/+1BC1

Starting Occupation Heir Alignment/Allegiance _____

Sex Male Age 20 Height 7 9 Weight _____ Hair _____ Eyes Grey

Birthplace _____ Date of Birth _____

Nationality _____ Residence _____

d20 MODERN

CHARACTER RECORD SHEET

ABILITIES

		Ability Modifier	Temp Score	Temp Modifier
STR Strength	28	9		
DEX Dexterity	17	3		
CON Constitution	18	4		
INT Intelligence	13	1		
WIS Wisdom	13	1		
CHA Charisma	15	2		

HIT POINTS

Maximum 124 Current

DR 10/10e

Die Type _____

REPUTATION 4 ACTION POINTS 75 WEALTH BONUS 30

DEFENSE

37 = 10 + Class 9 + Equipment 10 + Dex 0* + Size -1 + Misc 8 + Temp _____ (Max Dex +1, Penalty -4)

Armor Worn: Power armor

SAVING THROWS

	Total	Class Base A	Class Base B	Class Base C	Class Base D	Ability	Misc 1	Misc 2
FORTITUDE Constitution	13	2	1	6		4		
REFLEX Dexterity	10	1	2	3		3	2	
WILL Wisdom	7	1	1	4		1		

INITIATIVE

Total	Dex	Misc
9	3	6

SPEED Base 35 Modified _____

ATTACK ROLLS

	Total	2nd	Multiple Attacks 3rd	4th	5th	Class Base A	B	C	D	Ability	Size	Misc 1	Misc 2
MELEE Strength	13	13	-10	-15	-20	6	2	2		9	-1		
RANGED Dexterity	12	7	-10	-15	-20	6	2	3		3	-1		
GRAPPLE Strength	23	-5	-10	-15	-20	6	2	2		9	+4		

WEAPONS

Weapon	Att Bonus	Damage	Critical	Range	Type	Size
weren dire axe	18/13	2d10+17	X3	M		G
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Cavalcade Chaingun	12/7	7d6	20			L
Notes 850 round belts 4 phase 4 [illegible]						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
claws	18/13	1d6+10	20	M		
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						

SKILLS

Max Ranks = Lvl+3(/2)

	Class	Total	Ability	Modifiers: Ranks	Misc 1	Misc 2
Balance	✓	6	DEX 3	3		
Bluff		2	CHA 2			
Climb	✓	15	STR 10	5		
Computer Use		1	INT 1			
Concentration	✓	4	CON 4			
Craft ( )		1	INT 1			
Craft ( )		1	INT 1			
Craft ( )		1	INT 1			
Decipher Script ■		1	INT 1			
Demolitions ■		1	INT 1			
Diplomacy		2	CHA 2			
Disable Device ■		1	INT 1			
Disguise		2	CHA 2			
Drive	✓	3	DEX 3			
Escape Artist	✓	-1	DEX 3			-4
Forgery		1	INT 1			
Gamble		1	WIS 1			
Gather Information		2	CHA 2			
Handle Animal ■		2	CHA 2			
Hide	✓	-5	DEX 3			-4
Intimidate	✓	12	CHA 2	10		
Investigate ■		1	INT 1			
Jump	✓	15	STR 10	5		
Knowledge ( )		1	INT 1			
Knowledge ( )		1	INT 1			
Knowledge ( )		1	INT 1			
Listen		4	WIS 1	3		
Move Silently	✓	-3	DEX 3			-4
Navigate		1	INT 1			
Perform ( )		2	CHA 2			
Perform ( )		2	CHA 2			
Perform ( )		2	CHA 2			
Pilot ■	✓	3	DEX 3			
Profession	✓	18	WIS 1	17		
Repair ■		1	INT 1			
Research		1	INT 1			
Ride	✓	3	DEX 3			
Search		1	INT 1			
Sense Motive		1	WIS 1			
Sleight of Hand ■	✓	3	DEX 3			
Spot	✓	6	WIS 1	5		
Survival	✓	1	WIS 1			
Swim	✓	6	STR 10			-4
Treat Injury		1	WIS 1			
Tumble ■	✓	4	DEX 3	5		-4

■ Cannot be used untrained — * Armor check penalty applies

EQUIPMENT CARRIED

Item	Location	Wt	Item	Location	Wt
Force Field Dr10/-			Feat plexus	✓	
Energy shield Dr5/energy			advanced pros arm	✓	
matter shield Dr5/-			plastiflesh (10)		
Barrage chaingun			Biocort (5)		
Phasing ammo 400			piercing visor		
Plasma ammo 800			power backpack		
Wren dire axe			power pack (10)		
Power armor					
Heavy Sub armor					
fort shel	✓				
init implant	✓				
anti shock implant	✓				
Current Load			Total Weight Carried		

OTHER POSSESSIONS

MOVEMENT & CARRYING CAPACITY

LIFTING

LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
= MAX LOAD	= 2 × MAX LOAD	= 5 × MAX LOAD

MOVEMENT

WALK	HUSTLE	RUN
= BASE SPEED	= 2 × BASE SPEED	= 4 × BASE SPEED

Load	Capacity	Max Dex	Enc Pen	Move	Run
Light		Normal	Normal	Normal	Normal
Medium		+3	−3	×¾	×4
Heavy		+1	−6	×½	×3

EXPERIENCE

Total Experience

XPs Needed For Next Level

FEATS & SPECIAL ABILITIES

evasion
Increased speed
Remain conscious
Second wind
Fearless
stability
unhindered
Ability Surge 3/day
Master defender +4
knockdown
heavy artillery
Improved damage threshold
educated
Low Gadaption
Light Med power Proficiency
Personal firearms
Advanced firearms
weapon / greater weapon focus
Improved initiative
Power crit
Burst fire
archaic weapons Proficiency
lightning reflexes
low light vision

LANGUAGES

Common
wren