Master Character Record Sheet

d20 system

Name: _____ Alignment: _____
Player: _____ Deity: _____
Race: _____ Size: _____

Ability Scores

	Score	Bonus	Temp	Bonus
Str				
Dex				
Con				
Int				
Wis				
Cha				

Armor Class / Defense

Total		Size		Class		Armor		Dex		Wis		Misc		AC Penalty
	= 10 +		+		+		+		+		+			

Vs Touch ____ Flat-Footed ____ Spell Resist. ____

Hit Points

Die	Total	Current

Initiative

Total		Dex		Misc
	=		+	

Classes

Class	Level	Class	Level	Class	Level
Class	Level	Class	Level	Class	Level

Saving Throws

----==Modifiers==----

	Total		Base		Ability		Misc	Modifiers
Fortitude (Con)		=		+		+		
Reflex (Dex)		=		+		+		
Will (Wis)		=		+		+		

Attacks

--------====Modifiers====--------

			Base Attack		Ability		Size		Misc
Unarmed (Str)		=		+		+		+	
Melee (Str)		=		+		+		+	
Ranged (Dex)		=		+		+		+	

Proficiencies

Weapons ❑ Simple
❑ Martial/Archaic
Aromr ❑ Light ❑ Medium
❑ Heavy ❑ Shields

Speeds

d20 Modern Only

Reputation	
Action Points	
Wealth Bonus	

Weapon	Total Attack Bonus	DMG	Type	Critical
Unarmed	__/__/__/__/__		Bldgn.	
Notes:				

Weapon	Total Attack Bonus	DMG	Type	Size	Critical
	__/__/__/__				
Notes:					

Weapon	Total Attack Bonus	DMG	Type	Size	Critical
	__/__/__/__				
Notes:					

Weapon	Total Attack Bonus	DMG	Type	Size	Critical
	__/__/__/__				
Notes:					

Weapon	Total Attack Bonus	DMG	Type	Size	Critical
	__/__/__/__				
Notes:					

Armor	AC	Penalty	Max Dex	Spell Fail	Speed
Notes:					

Shield	Armor Class	Penalty	Spell Fail
Notes:			

Skills

Max Ranks ____ /

Class	Skill Name		Key Ability	Total		Ranks		Abil.		Misc
❑	Appraise*		Int		=		+		+	
❑	Autohympnosis	◆	Wis		=		+		+	
❑	Balance*	●	Dex		=		+		+	
❑	Bluff*		Cha		=		+		+	
❑	Climb*	●	Str		=		+		+	
❑	Computer Use*	❖	Int		=		+		+	
❑	Concentration*		Con		=		+		+	
❑	Craft* (_____)		Int		=		+		+	
❑	Decipher Script		Int		=		+		+	
❑	Demolitions	❖	Int		=		+		+	
❑	Diplomacy*		Cha		=		+		+	
❑	Disable Device		Int		=		+		+	
❑	Disguise*		Cha		=		+		+	
❑	Drive*	❖	Dex		=		+		+	
❑	Escape Artist*	●	Dex		=		+		+	
❑	Forgery*		Int		=		+		+	
❑	Gamble*	❖	Wis		=		+		+	
❑	Gather Information*		Cha		=		+		+	
❑	Handle Animal		Cha		=		+		+	
❑	Heal (Treat Injury)*		Wis		=		+		+	
❑	Hide*	●	Dex		=		+		+	
❑	Intimidate*		Cha		=		+		+	
❑	Investigate	❖	Int		=		+		+	
❑	Jump*	●	Str		=		+		+	
❑	Knowledge (_____)		Int		=		+		+	
❑	Listen*		Wis		=		+		+	
❑	Move Silently*	●	Dex		=		+		+	
❑	Navigate*	❖	Int		=		+		+	
❑	Open Lock		Dex		=		+		+	
❑	Perform* (_____)		Cha		=		+		+	
❑	Pilot	❖	Dex		=		+		+	
❑	Profession^ (_____)		Wis		=		+		+	
❑	Psicraft	◆	Int		=		+		+	
❑	Repair	❖	Int		=		+		+	
❑	Remote View	◆	Int		=		+		+	
❑	Research*	❖	Int		=		+		+	
❑	Ride*		Dex		=		+		+	
❑	Search*		Int		=		+		+	
❑	Sense Motive*		Wis		=		+		+	
❑	Sleight of Hand	●	Dex		=		+		+	
❑	Spellcraft	Ⅱ	Int		=		+		+	
❑	Spot*		Wis		=		+		+	
❑	Stabilize Self	◆	Con		=		+		+	
❑	Survival (Wilderness Lore)*		Wis		=		+		+	
❑	Swim (-1/5 lbs)*	●	Str		=		+		+	
❑	Tumble	●	Dex		=		+		+	
❑	Use Magic Device	Ⅱ	Cha		=		+		+	
❑	Use Psionic Device	◆	Cha		=		+		+	
❑	Use Rope*		Dex		=		+		+	
❑					=		+		+	
❑					=		+		+	
❑					=		+		+	
❑					=		+		+	

◆ Psionic Skill Ⅱ D&D 3.5 Skill ❖ d20 Modern Skill
● Armor Penalty * Can use unskilled ^ Can use unskilled in d20 Modern

Feats

General Feats
- ❑ Ability Focus
- ❑ Acrobatic
- ❑ Agile
- ❑ Alertness
- ❑ Animal Affinity
- ❑ Armor Prof. Light
  - ❑ Armor Prof. Medium
    - ❑ Armor Prof. Heavy
- ❑ Athletic
- ❑ Blind Fight
- ❑ Combat Casting
- ❑ Combat Expertise
  - ❑ Improved Disarm
  - ❑ Improved Feint
  - ❑ Improved Trip
- ❑ Combat Reflexes
- ❑ Deceptive
- ❑ Deceitful
- ❑ Deft Hands
- ❑ Diligent
- ❑ Dodge
  - ❑ Agile Riposte
  - ❑ Mobility
    - ❑ Spring Attack
      - ❑ Whirlwind Attack
- ❑ Educated
- ❑ Empower Spell-Like Ability
- ❑ Endurance
  - ❑ Diehard
- ❑ Eschew Materials
- ❑ Exotic (Melee) Wpn. Prof.
- ❑ Extra Turning (❑❑❑)
- ❑ Flyby Attack
- ❑ Focused
- ❑ Frightful Presence
- ❑ Great Fortitude
- ❑ Hover
- ❑ Improved Counterspell
- ❑ Improved Critical
- ❑ Improved Familiar
- ❑ Improved Initiative
- ❑ Improved Natural Armor (❑❑❑❑❑)
- ❑ Improved Natural Attack
- ❑ Improved Turning
- ❑ Improved Unarmed Strike
  - ❑ Deflect Arrows
    - ❑ Snatch Arrows
  - ❑ Improved Grapple
  - ❑ Stunning Fist
- ❑ Investigator
- ❑ Leadership
- ❑ Lightening Reflexes
- ❑ Magical Aptitude
- ❑ Martial (Archaic) Wpn. Prof.
- ❑ Mounted Combat
  - ❑ Mounted Archery
    - ❑ Ride-by Attack
  - ❑ Spirited Charge
  - ❑ Trample
- ❑ Multi-Attack
- ❑ Multi-Weapon Fighting
  - ❑ Improved Multi-Wpn Fight.
    - ❑ Greater Multi-Wpn Fight.
  - ❑ Multi-Weapon Defense
- ❑ Natural Spell
- ❑ Negotiator
- ❑ Nimble
- ❑ Nimble Fingers
- ❑ Point Blank Shot
  - ❑ Far Shot
    - ❑ Dead Aim
  - ❑ Precise Shot
    - ❑ Improved Precise Shot
  - ❑ Psionic Shot
    - ❑ Fell Shot
    - ❑ Return Shot
  - ❑ Rapid Shot
    - ❑ Manyshot
  - ❑ Shot on the Run
- ❑ Power Attack
  - ❑ Cleave
    - ❑ Great Cleave
  - ❑ Improved Bull Rush
    - ❑ Awesome Blow
  - ❑ Improved Overrun
  - ❑ Psionic Weapon
    - ❑ Deep Impact
  - ❑ Sunder
    - ❑ Great Sunder
    - ❑ Improved Sunder
- ❑ Quick Draw
- ❑ Quicken Spell-Like Ability
- ❑ Rapid Reload
- ❑ Run
- ❑ Self-Sufficient
- ❑ Shield Proficiency
  - ❑ Improved Shield Bash
  - ❑ Tower Shield Proficiency
- ❑ Simple Weapon Proficiency
- ❑ Skill Focus
- ❑ Snatch
- ❑ Spell Focus
  - ❑ Augment Summoning
  - ❑ Greater Spell Focus
- ❑ Spell Penetration
- ❑ Stealthy
- ❑ Studious
- ❑ Surgery
- ❑ Toughness (❑❑❑)
- ❑ Track
- ❑ Trustworthy
- ❑ Two-Weapon Fighting
  - ❑ Improved Two-Wpn. Fight
    - ❑ Greater Two-Wpn. Fight
  - ❑ Two-Weapon Defense
- ❑ Weapon Finesse
- ❑ Weapon Focus
  - ❑ Greater Weapon Focus
- ❑ Weapon Specialization
  - ❑ Greater Weapon Spec.
- ❑ Wingover

Item Creation Feats
- ❑ Brew Potion
- ❑ Craft Crystal Capacitor
- ❑ Craft Dorje
- ❑ Craft Magic Arms and Armor
  - ❑ Craft Construct
- ❑ Craft Psionic Arms and Armor
- ❑ Craft Rod
- ❑ Craft Staff
- ❑ Craft Universal Item
- ❑ Craft Wand
- ❑ Craft Wondrous Item
- ❑ Encode Stone
- ❑ Forge Ring
- ❑ Scribe Scroll
- ❑ Scribe Tattoo

Metamagic Feats
- ❑ Empower Spell
- ❑ Enlarge Spell
- ❑ Extend Spell
- ❑ Heighten Spell
- ❑ Quicken Spell
- ❑ Silent Spell
- ❑ Spell Mastery (❑❑❑)
- ❑ Still Spell
- ❑ Widen Spell

Psionic Feats
- ❑ Combat Manifestation
- ❑ Improved Psicrystal (❑❑❑❑)
- ❑ Inertial Armor
- ❑ Inner Strength
  - ❑ Talented
    - ❑ Body Fuel
    - ❑ Trigger Power
- ❑ Mental Adversary (❑❑❑❑)
  - ❑ Disarm Mind
- ❑ Mental Leap (❑❑❑❑)
- ❑ Metacreative
- ❑ Power Penetration
  - ❑ Greater Pwr Penetration
- ❑ Psionic Body
- ❑ Psionic Dodge
- ❑ Psionic Fist
  - ❑ Power Touch
  - ❑ Unavoidable Strike
- ❑ Psionic Focus
  - ❑ Greater Psionic Focus
- ❑ Psychic Bastion
  - ❑ Mind Trap
- ❑ Psychoanalyst
  - ❑ Psychic Inquisitor
- ❑ Rapid Metabolism
  - ❑ Psionic Metabolism
- ❑ Speed of Thought
  - ❑ Psionic Charge
    - ❑ Up the Walls
- ❑ Stand Still

Metapsionic Feats
- ❑ Delay Power
- ❑ Enlarge Power
- ❑ Extend Power
  - ❑ Persistent Power
- ❑ Heighten Power
- ❑ Hide Power
- ❑ Master Dorje
- ❑ Maximize Power
- ❑ Quicken Power
- ❑ Twin Power

Modern Feats
- ❑ Aircraft Operation
- ❑ Attentive
- ❑ Brawl
  - ❑ Improved Brawl
  - ❑ Knockout Punch
    - ❑ Impr Knockout Punch
  - ❑ Street Fighting
- ❑ Builder
- ❑ Cautious
- ❑ Combat Martial Arts
  - ❑ Impr Combat Martial Arts
    - ❑ Adv Combat Martial Arts
- ❑ Confident
- ❑ Creative
- ❑ Defensive Martial Arts
  - ❑ Combat Throw
    - ❑ Improved Combat Throw
  - ❑ Elusive Target
  - ❑ Unbalance Opponent
- ❑ Drive-by Attack
- ❑ Gearhead
- ❑ Guide
- ❑ Heroic Surge
- ❑ Improved Damage Threshold
- ❑ Low Profile
- ❑ Medical Expert
- ❑ Personal Firearms Prof.
  - ❑ Advanced Firearms Prof.
    - ❑ Burst Fire
    - ❑ Exotic Firearms Prof.
    - ❑ Strafe
- ❑ Point Blank Shot
  - ❑ Double Tap
  - ❑ Skip Shot
- ❑ Quick Reload
- ❑ Renown
- ❑ Surface Vehicle Operation
- ❑ Vehicle Expert
  - ❑ Force Stop
  - ❑ Vehicle Dodge
- ❑ Wild Talent
- ❑ Windfall

Epic Feats
- ❑ Familiar Spell
- ❑ Great Smiting (❑❑❑)
- ❑ Improved Elemental Wild Shape
- ❑ Improved Favored Enemy (❑❑)
- ❑ Improved Metamagic (❑❑)
- ❑ Improved Sneak Attack (❑❑)
- ❑ Improved Spell Capacity (❑❑)
- ❑ Improved Stunning Fist (❑❑)
- ❑ Lasting Inspiration
- ❑ Overwhelming Critical
- ❑ Planar Turning
- ❑ Spell Knowledge (❑❑❑)
- ❑ Terrifying Rage
- ❑
- ❑

Henchmen / Animal Companions / Familiars

Name	Race/Class	HD/Lvl	HP	Init	Spd	AC	AL	Attacks	DMG
								/	/
								/	/
								/	/
								/	/

Allegiances

d20 Modern Only

Racial Traits / Abil.

Class Traits / Abil.

Equipment

Item Name	Weight
Total Weight	

Languages

Language	Read/Write?

Magic / Psionics / FX Abilities

Arcane Spells	Divine Spells	Psionic Powers

Currency / Wealth

Experince Points

Spells

Spells/Day										
Bonus Spells	---									
Level	0	1	2	3	4	5	6	7	8	9
Spell DCs										

Ranges

Short	Medium	Long
25 ft + 5 ft / 2 Lvls	100 ft + 10 ft / 2 Lvls	100 ft + 10 ft / 2 Lvls

Spells Known (Bards & Sorcs)

0	1st	2nd	3rd	4th
5th	6th	7th	8th	9th

Domain (Clrc)		Granted Power	
Domain (Clrc)		Granted Power	

Kwn.	Prep	Scroll	Spell Name	Level	Sch.	Cast	Comp.	Rng.	Duration	Save	SR	Effect(s)
❑	❑	❑										
❑	❑	❑										
❑	❑	❑										
❑	❑	❑										
❑	❑	❑										
❑	❑	❑										
❑	❑	❑										
❑	❑	❑										
❑	❑	❑										
❑	❑	❑										
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❑	❑	❑										
❑	❑	❑										
❑	❑	❑										

Psionic Abilities

Psion Powers

Primary Discipline	Key Ability

Power Points

Total	Current

Psicrystal

Personality	Intelligence

Notes:

Psionic Combat DC Modifiers

1d20 + DC Mod + Key Abil	Ego Whip	Id Insul.	Mind Bla.	Mind Thr.	Psychic C.
Empty Mind	+1	-2	+3	-3	-5
Intellect Fortress	-2	+1	0	+6	+4
Mental Barrier	-1	+4	-3	+1	+3
Thought Shield	-4	-1	-2	+4	+2
Tower of Iron Will	+3	0	-1	+5	-3
Non-Psionic Buffer	-8	-9	+4	-8	-8
Flat-Footed	+8	+7	+8	+8	+8

Attack Modes

	Attack Name	PP	Disp	Manifest	Range	Will DC	Ability Damage
❑	Ego Whip	3	Me	1 Action	Close	1d20 + Dex Mod. + SP	1d4 Dex
❑	Id Insinuation	3	Me	1 Action	Close	1d20 + Str Mod. + SP	1d2 Str
❑	Mind Blast	9	Vi	1 Action	60 ft	1d20 + Cha Mod. + SP	1d4 Cha
❑	Mind Thrust	1	Me	1 Action	Close	1d20 + Int Mod. + SP	1d2 Int
❑	Psychic Crush	5	Me	1 Action	Close	1d20 + Wis Mod. + SP	2d4 Wis

Defense Modes

	Attack Name	PP	Disp	Manifest	Range	Secondary Protection
❑	Empty Mind	1	Au	1 Action	Personal	None
❑	Intelect Fortress	5	Au	1 Action	Personal	3 Mental Hardness
❑	Mental Barrier	3	Au	1 Action	Personal	2 Mental Hardness
❑	Thought Shield	1	Au	1 Action	Personal	1 Mental Hardness
❑	Tower of Iron Will	5	Au	1 Action	10 ft	2 Mental Hardness, 10 ft Radius

Total Powers					
	0-Level	1st-Level	2nd-Level	3rd-Level	4th-Level
	5th-Level	6th-Level	7th-Level	8th-Level	9th-Level

Disc	Power Name	Level	Cost	Abil.	Manif	Display	Rng.	Duration	Save	PR	Effect(s)
Save DC: 1d20 + Power Level + Ability Modifier											
❑											
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