

SILVER AGE SENTINELS



CHARACTER FOLIO



CHARACTER'S NAME

Name: _____
 Identity: _____
 Class: _____
 Level: _____
 Occupation: _____
 First Appearance: _____
 Former Aliases: _____
 Place of Birth: _____
 Group Affiliation: _____
 Base of Operations: _____
 Notes: _____

 Original Power Points: _____
 Base Effective Character Level: _____
 Current Power Points: _____
 Experience Points: _____

STR	<input type="text"/> / <input type="text"/> Score / Modifier	INT	<input type="text"/> / <input type="text"/> Score / Modifier
DEX	<input type="text"/> / <input type="text"/> Score / Modifier	WIS	<input type="text"/> / <input type="text"/> Score / Modifier
CON	<input type="text"/> / <input type="text"/> Score / Modifier	CHA	<input type="text"/> / <input type="text"/> Score / Modifier
REFLEX	<input type="text"/>	FORTITUDE	<input type="text"/>
Base AC Modifier: _____		Base Attack Bonus: _____	
Hit Points		Max: _____ Current: _____	
Armour: _____			
Force Field: _____			
Force Field Modifiers: _____			

WEAPON/SPECIAL ATTACK

Name: _____
 To Hit Modifier: _____ (Base Attack Bonus + Skill Bonuses + Miscellaneous Modifiers)
 Damage: _____
 Special Effects/Notes: _____

WEAPON/SPECIAL ATTACK

Name: _____
 To Hit Modifier: _____ (Base Attack Bonus + Skill Bonuses + Miscellaneous Modifiers)
 Damage: _____
 Special Effects/Notes: _____

WEAPON/SPECIAL ATTACK

Name: _____
 To Hit Modifier: _____ (Base Attack Bonus + Skill Bonuses + Miscellaneous Modifiers)
 Damage: _____
 Special Effects/Notes: _____

CHARACTERISTIC ATTRIBUTES

Attribute	Rank	POWER MODIFIER VALUES				Point Cost	Notes
		Area	Duration	Range	Targets		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		
		/	/	/	/		

LIBERTY
JUSTICE
SECURITY
PEACE

CHARACTER ATTRIBUTES

Rank/Effect Rank/Effect Rank/Effect Rank/Effect

POWER ATTRIBUTES

Attribute	Rank	POWER MODIFIER VALUES				Point Cost	Notes
		Area	Duration	Range	Targets		

Rank/Effect Rank/Effect Rank/Effect Rank/Effect

LIBERTY
JUSTICE
SECURITY
PEACE

CHARACTER ATTRIBUTES

SKILLS

Skill	Rank	Cost	Specializations	Skill	Rank	Cost	Specializations

DEFECTS

Defect	Bonus Points	Notes

LIBERTY

 JUSTICE

 SECURITY

 PEACE

SKILLS & DEFECTS

ITEM OF POWER

Name: _____ Rank: _____ Total Power Points: _____

Description: _____

Attribute/Defect	Rank	Area	Duration	Range	Targets	Point Cost	Notes
_____	_____	/	/	/	/	_____	_____
_____	_____	/	/	/	/	_____	_____
_____	_____	/	/	/	/	_____	_____
_____	_____	/	/	/	/	_____	_____
_____	_____	/	/	/	/	_____	_____
_____	_____	/	/	/	/	_____	_____
_____	_____	/	/	/	/	_____	_____
_____	_____	/	/	/	/	_____	_____
_____	_____	/	/	/	/	_____	_____
_____	_____	/	/	/	/	_____	_____

ITEM OF POWER

Name: _____ Rank: _____ Total Power Points: _____

Description: _____

Attribute/Defect	Rank	Area	Duration	Range	Targets	Point Cost	Notes
_____	_____	/	/	/	/	_____	_____
_____	_____	/	/	/	/	_____	_____
_____	_____	/	/	/	/	_____	_____
_____	_____	/	/	/	/	_____	_____
_____	_____	/	/	/	/	_____	_____
_____	_____	/	/	/	/	_____	_____
_____	_____	/	/	/	/	_____	_____
_____	_____	/	/	/	/	_____	_____
_____	_____	/	/	/	/	_____	_____
_____	_____	/	/	/	/	_____	_____

GADGETS

Gadget _____ Notes _____

VEHICLES

Vehicle _____ Notes _____

DESCRIPTION

Ethnicity/Nationality: _____

Gender: _____

Age: _____

Birthdate: _____

Height: _____

Weight: _____

Hair Colour: _____

Eye Colour: _____

Distinguishing Marks: _____

Notes: _____

PERSONALITY PROFILE

Personality Traits: _____

Strengths: _____

Weaknesses: _____

Character Illustration

LIBERTY
JUSTICE
SECURITY
PEACE

CHARACTER DESCRIPTION

CHARACTER HISTORY & FAMILY

Background Events of Note: _____

Source of Powers: _____

Family Member Name: _____

Relation: _____

Location: _____

Notes: _____

Family Member Name: _____

Relation: _____

Location: _____

Notes: _____

Family Member Name: _____

Relation: _____

Location: _____

Notes: _____

Family Member Name: _____

Relation: _____

Location: _____

Notes: _____

LIBERTY

JUSTICE

SECURITY

PEACE

CHARACTER HISTORY

Contact Name: _____

Location: _____

Allegiances: _____

Abilities of Note: _____

Notes: _____

Contact Name: _____

Location: _____

Allegiances: _____

Abilities of Note: _____

Notes: _____

Contact Name: _____

Location: _____

Allegiances: _____

Abilities of Note: _____

Notes: _____

Contact Name: _____

Location: _____

Allegiances: _____

Abilities of Note: _____

Notes: _____

Contact Name: _____

Location: _____

Allegiances: _____

Abilities of Note: _____

Notes: _____

LIBERTY

JUSTICE

SECURITY

PEACE

SOCIAL ELEMENTS

Contact Name: _____

Location: _____

Allegiances: _____

Abilities of Note: _____

Notes: _____

Contact Name: _____

Location: _____

Allegiances: _____

Abilities of Note: _____

Notes: _____

Contact Name: _____

Location: _____

Allegiances: _____

Abilities of Note: _____

Notes: _____

PHILOSOPHY AND IDEALS

Thoughts on Law and Order: _____

Thoughts on Responsibility and Obligation: _____

Thoughts on Love and Romance: _____

Other Thoughts/Beliefs of Note: _____

SUPERHERO TEAM

Team Name: _____
Role within the Team: _____

Teammate	Role within the Team	Thoughts on Teammate
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Team Dynamics: _____

Tensions and Rivalries: _____

Romances: _____

LIBERTY
JUSTICE
SECURITY
PEACE

SOCIAL ELEMENTS

SIDEKICKS/HENCHMEN

Name: _____

Occupation: _____

STR: _____ DEX: _____ CON: _____

INT: _____ WIS: _____ CHA: _____

REF: _____ FORT: _____ WILL: _____

Base Attack Bonus: _____ Base AC Modifier: _____

Hit Points: _____

Weapon/Special Attack

Name: _____

To Hit Modifier: _____

Damage _____

Special Effects/Notes: _____

Attributes: _____

Skills: _____

Defects: _____

SIDEKICKS/HENCHMEN

Name: _____

Occupation: _____

STR: _____ DEX: _____ CON: _____

INT: _____ WIS: _____ CHA: _____

REF: _____ FORT: _____ WILL: _____

Base Attack Bonus: _____ Base AC Modifier: _____

Hit Points: _____

Weapon/Special Attack

Name: _____

To Hit Modifier: _____

Damage _____

Special Effects/Notes: _____

Attributes: _____

Skills: _____

Defects: _____

SIDEKICKS/HENCHMEN

Name: _____

Occupation: _____

STR: _____ DEX: _____ CON: _____

INT: _____ WIS: _____ CHA: _____

REF: _____ FORT: _____ WILL: _____

Base Attack Bonus: _____ Base AC Modifier: _____

Hit Points: _____

Weapon/Special Attack

Name: _____

To Hit Modifier: _____

Damage _____

Special Effects/Notes: _____

Attributes: _____

Skills: _____

Defects: _____

SIDEKICKS/HENCHMEN

Name: _____

Occupation: _____

STR: _____ DEX: _____ CON: _____

INT: _____ WIS: _____ CHA: _____

REF: _____ FORT: _____ WILL: _____

Base Attack Bonus: _____ Base AC Modifier: _____

Hit Points: _____

Weapon/Special Attack

Name: _____

To Hit Modifier: _____

Damage _____

Special Effects/Notes: _____

Attributes: _____

Skills: _____

Defects: _____

SITUATION REPORTS

Companions/Allies/Teammates: _____

Villains Involved: _____

Notable Events: _____

Outcome: _____

Notes: _____

SITUATION REPORTS

Companions/Allies/Teammates: _____

Villains Involved: _____

Notable Events: _____

Outcome: _____

Notes: _____

SITUATION REPORTS

Companions/Allies/Teammates: _____

Villains Involved: _____

Notable Events: _____

Outcome: _____

Notes: _____

SITUATION REPORTS

Companions/Allies/Teammates: _____

Villains Involved: _____

Notable Events: _____

Outcome: _____

Notes: _____

LIBERTY

JUSTICE

SECURITY

PEACE

SITUATION REPORTS

SITUATION REPORTS

Companions/Allies/Teammates: _____

Villains Involved: _____

Notable Events: _____

Outcome: _____

Notes: _____

SITUATION REPORTS

Companions/Allies/Teammates: _____

Villains Involved: _____

Notable Events: _____

Outcome: _____

Notes: _____

SITUATION REPORTS

Companions/Allies/Teammates: _____

Villains Involved: _____

Notable Events: _____

Outcome: _____

Notes: _____

SITUATION REPORTS

Companions/Allies/Teammates: _____

Villains Involved: _____

Notable Events: _____

Outcome: _____

Notes: _____

SHORT-TERM GOALS

MEDIUM-TERM GOALS

LONG-TERM GOALS

OTHER NOTES

LIBERTY

JUSTICE

SECURITY

PEACE

OTHER NOTES

Starting Ability Scores						Starting Hit Points	Starting Power Points	Starting ECL	Experience Points
Str	Dex	Con	Int	Wis	Cha				
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Level	Hit Points Gained	Power Points Gained	Skill Ranks Gained	Attribute Ranks Gained
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

- Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
- The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
- Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
- Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
- Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
- Notice of Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
- Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
- Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
- Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
- COPYRIGHT NOTICE

System Reference Document, Copyright 2000, Wizards of the Coast, Inc.;
 Authors: Monte Cook, Johnathon Tweet, and Skip Williams, based on original material by E. Gary Gygax and Dave Arneson
 Silver Age Sentinels d20 Character Folio, Copyright 2002, Guardians Of Order, Inc.;
 Developer: Jeff Mackintosh

Designed by: Jeff Mackintosh
Cover by: Storn Cook (Illustration)
 Jeff Mackintosh (Colouring)

All characters and artwork are trademark and © of their respective owners.

ISBN 1-894525-68-X Version 1.0

All rights reserved under international law. No part of this book may be reproduced in part or in whole, in any form or by any means, without permission from the publisher, except for Open Gaming Content.

All information presented in Helvetica is Open Content. All information presented in any font other than Helvetica, all images and graphics, and all fictional character names, organizations, items or objects, and locations are Product Identity. All rights reserved.

GUARDIANS OF ORDER, INC. • P.O. Box 25016 • 370 Stone Road • Guelph, Ontario • CANADA • N1G 4T4
 Phone: (519) 821-7174 • Fax: (519) 821-7635 • info@guardiansorder.com • http://www.guardiansorder.com

© 2003 GUARDIANS OF ORDER, INC. All Rights Reserved.
 GUARDIANS OF ORDER and SILVER AGE SENTINELS are trademarks of GUARDIANS OF ORDER, INC.
 'D20 SYSTEM' and the 'D20 SYSTEM' logo are Trademarks owned by WIZARDS OF THE COAST and are used according to the terms of the D20 System License version 3.0. A copy of this License can be found at www.wizards.com/d20.

DUNGEONS & DRAGONS® and WIZARDS OF THE COAST® are Registered Trademarks of WIZARDS OF THE COAST, and are used with Permission.

SILVER AGE SENTINELS

d20 system CHARACTER FOLIO

Your superheroes can't be expected to keep all their notes on random pieces of paper.

They deserve their own Character Folio!

This is the ultimate *Silver Age Sentinels* d20 character sheet and player bookkeeping tool. Inside you'll find entries where you can record:

- Ability Scores
- Saving Throws
- Attributes
- Defects
- character advancement
- armour
- weapons
- items of power
- gadget designs
- vehicle data
- henchmen and sidekick profiles
- team players
- background information
- and much more.

The complete story of your superhero character — all in one place!

