character name						adventure				Grefly			
class(es) & level(s)						profession	1	homewo	orld				
size	age		ger	nder	height	weight	eyes	hair	skin	Character Record	Sheet for	D20 Modern	
Ability Name	Ability	Ability	Temp	Temp		TOTAL	Class Bonuses	Ability Modifier	Misc Misc Modifier Modifier	1	Needed for Next Level	Current	
STR strength	Score	Modifier	Score	Modifier	Initiative		=	DEX 4		Experience	VEXILEVE	Guirent	
strength					Defense		=	+ DFX		Hit Points			
DEX dexterity											wou	inds / Current HPs	
CON					S Melee		_ =	+ STR +	+	Dmg Reduction	╡		
CON					Hanged Ranged		=	+ DEX +	+	Dmg Thresh.	_		
INT intelligence					Fortitude		=	+ CON +	+	Action Points	_		
					S Reflex		=	+ DEX +	+	Speed			
WIS wisdom					ິ Will		=	+ WIS +	+	Reputation	<u> </u>		
CHA charisma					Skill Poin	ts		+ INT +	. — . —	Wealth			
cnansma										0	A 1 111		
			F	eats,	Talents &	Special	Abilities			Skills	Skill Ability Modifer Modifie	y Misc er Ranks Modifier	
										☐ Balance*	= <u>de</u> x		
										□ Bluff □ Climb*	<u> </u>		
										☐ Computer Use	= int		
										☐ Concentration	= cor	1++	
										□ Craft:	= <u>int</u>	_++	
										☐ Decipher Script☐ Demolitions☐	= <u>int</u> = int	_++	
										☐ Diplomacy	= cha		
			-							☐ Disable Device	= int	_++	
										☐ Disguise	= <u>cha</u>		
										☐ Drive ☐ Escape Artist*	= <u>de</u> > = de>		
										☐ Forgery	= int		
										☐ Gamble	= wis	3 + +	
										☐ Gather Information	<u> </u>		
Enc	umh	rance	a -	-4-1 \\/-:- -4	Max D		Oraced Down	. lar	nguages r/w	□ <i>Handle Animal</i> □ Hide*	= cha = de>		
	ear Wo			otal Weight	Load Bonus	s Penalty*	Speed Run			☐ Intimidate	= cha		
clothes, armo	r, weapon	s, jewelry,	_							☐ Investigate	- 1111	_++	
Gear Wor move-equivale	ent action	to discard	pack _									_++	
Light Load	Med	ium Load	Hea	avyLoad	Lift Over Head	Lift Off Ground	Push or Drag	, □		□ <i>Knowledge:</i> □ Listen	= IIIL = wis	_++	
										☐ Move Silently*	= de>		
		•			Equals Max Load Damage N	2x Max Load Max Dex Check	5x Max Load		□	-		_++	
1	Armo	rs		Тура		Bonus Penalty*	Speed Weight			☐ Perform:	= <u>cha</u>		
										☐ <i>Pilot</i> ☐ Profession	= <u>de</u> > = wis		
Notes										-	= n/a	_++	
										□ Repair		_++	
Notes										☐ Research ☐ Ride		_++	
										☐ Search	= int		
Weap	on			Attack Bo	onuses Dam	nage	Critical F	ange Weig	ht Type Size	☐ Sense Motive	= wis	5_++	
										0 0	= <u>de</u> >		
Notes										□ Speak Language □ Spot	= <u>n/a</u> = wis	_++	
										☐ Survival		3 + +	
Notes						[□ Swim*	= str	_++	
					<u> </u>	7	T			☐ Treat Injury	= wis		
Notes										□ Tumble*	= de>		
Notes											=	_ + +	
											=	_++	
Notes					<u> </u>							_ + +	
										Italicized skills cannot be used wi	th zero (0) ranks	_++	
Notes										* Armor/Encumbrance Check Per	nalty applies		
	tilize Laur	el Cadre	house rul	es for armor	- http://www.wam.ur	nd.edu/~cadre				Max Skill Ranks Cla	38:	Cross-Class:	

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character name		adventure							H	age 2
Gear Worn Weight litems including clothing, weapons, armor, jewelry, magic items, etc. that	Gear Packed Weight litems carried in some type of pack that are less accessible, but easily discarded prior to combat to reduce encumbrance			Gear Stowed Weight litems carried in a wagon, on a pack animal, or kept in a building where they are least accessible, but do not count against your encumbrance.			C	ther N	lotes	
always count towards encumbrance, but are easily accessible at all times	discarded prior to comba	t to reduce encumbrance		are least accessible, but	do not count against you	ur encumbrance.				
Armor/Protective Items										
Weapons at the ready										
Total Weight:		Total Weight:								
Weapon Attack Bo	nuses Dam	age Critical	Rar	nge Weight	Type Size	se Skil □	l s s	kill Abilit difer Modifi	y er Rank +	Misc Modifier
									_+	_+
Notes									+	+
								=	+	_+
Notes								=	_+	_+
								_=	_ +	_+
NAME OF THE PROPERTY OF THE PR]		_=		
Notes						<u> </u>			_ +	
									+	+
Notes			-					_=_	_+	_+
								=	_+	_+
Notes								_=	_ +	_+
									_ +	_ +
Pocket Guide to 0	Chinese E	xpletives				Combat	Actions			

Chinese Expletives
Chur ni-duh
Gos se
Pi hua
Duh liou mahng
Hwoon dahn
Gor'am (not really Chinese)
Zhou ma zhi
Jien tah duh guay!
BEE-jway
TYEN shiao-duh
Ai ya, wo mun wan leh
Jen dao mei
Joo ta ma ya ming
Dong ma?
Ke yi
Lao xiong
Nah may gwon-shee
FAHNG-sheen

			<u> </u>
			Combat Actions
ACTIONS	TYPE	AoO?	EFFECT
Delay	Free	No	Voluntarily reduce your inititive by up to 10 + your initiative bonus, at which time you must act or lose your turn.
Standard Move	Move	Yes	Move your Speed in feet in any direction.
Feint	Move	No	Make a Bluff check vs target's Sense Motive; if you win, target loses DEX modifier to Defense on your next attack.
Taunt	Move	No	Make a Bluff check vs target's Sense Motive; if you succeed, your target must attack you next.
Standard Attack	Attack	Maybe	Make a single Ranged, Melee, Unarmed or Touch attack
Fight Defensivley	Attack	No	-4 to Attack; +2 to Defense
Autofire	Attack	Yes	Target a 10 ft square and attack vs DC 10; all occupants of the square make REF save DC 15 or take damage.
Bull Rush/Overrun	Attack	No	Special (see page 151)
Disarm	Attack	Yes	Make an opposed melee attack roll; if you win, your target is disarmed.
Grapple	Attack	Yes	Special (see page 152)
Strike object	Attack	Maybe	
Trip/Throw/ Knock Down	Attack	No	Make a melee touch attack; if you hit, make a STR check opposed by STR or DEX; if you win, your target is prone.
Regroup	Attack	No	+5 to your initiative total.
Total Defense	Attack	No	Lose all attacks; gain +4 dodge bonus to Defense.
Ready an Action	Full	No	Choose an action and a trigger that will prompt it.
Full Attack	Full	No	Make as many attacks as you are allowed in a single rnd.
Charge	Full	No	Move 2x your speed; Gain +2 to attack, -2 to Defense
Cover/ Suppresive Fire	Full	Yes	Make a ranged attack DC 10; Single ally gains +4 dodge bonus to Defense for one round OR single opponent suffers -4 penalty to all rolls.
Run	Full	Yes	Move 4x your Speed in feet in a straight line.
Withdraw	Full	No	Move 2x your speed in feet in any direction.