



Master Character Record Sheet

Name: _____
 Player: _____
 Race: _____

Alignment: _____
 Dofly: _____
 Size: _____

Ability Scores				Armor Class / Defense		Vs Touch	Flat-Footed	Spell Resist.	AC Penalty	
Score	Bonus	Temp	Bonus	Total	Size	Class	Armor	Dex	Wis	Misc
Str				_____ = 10 + _____ + _____		_____	_____	_____	_____	_____
Dex										
Con										
Int										
Wis										
Cha										

Classes					
Class	Level	Class	Level	Class	Level

Saving Throws					
	Total	Base	Ability	Misc	Modifiers
Fortitude (Con)	_____	_____	_____	_____	_____
Reflex (Dex)	_____	_____	_____	_____	_____
Will (Wis)	_____	_____	_____	_____	_____

Attacks					
	Base Attack	Ability	Size	Misc	Modifiers
Unarmed (Str)	_____	_____	_____	_____	_____
Melee (Str)	_____	_____	_____	_____	_____
Ranged (Dex)	_____	_____	_____	_____	_____

Proficiencies	
Weapons	<input type="checkbox"/> Simple <input type="checkbox"/> Martial/Archaic
Armor	<input type="checkbox"/> Light <input type="checkbox"/> Medium <input type="checkbox"/> Heavy <input type="checkbox"/> Shields

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

◆ 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
Manyslot
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
Quickened 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
Quickened Spell
Silent Spell
Spell Mastery
Still Spell
Widen Spell
Psionic Feats
Combat Manifestation
Improved Psycrystal
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
Quickened 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.
Strate
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

Allegiances

Table with 1 header row: r20 Modern Only and 5 empty rows.

Class Traits / Abil.

Table with 1 header row and 10 empty rows.

Racial Traits / Abil.

Table with 1 header row and 10 empty rows.

Equipment

Table with 2 columns: Item Name, Weight. Includes a Total Weight row at the bottom.

Languages

Table with 2 columns: Language, Read/Write?

Magic / Psionics / FX Abilities

Table with 3 columns: Arcane Spells, Divine Spells, Psionic Powers.

Henchmen / Animal Companions / Familiars

Table with 11 columns: Name, Race/Class, HD/Lvl, HP, Int, Spd, AC, AL, Attacks, DMG.

Currency / Wealth

Experience Points

