

WANTED BY FBI

d20 MODERN

Roleplaying Game

WFO sighted Su

NAME

Classes/Lvls. _____
 Adv. Classes/Lvls. _____
 Pst. Classes/Lvls. _____
 Starting Occupation _____

Affiliation _____
 Campaign _____

ATTRIBUTES

	STR	DEX	CON	INT	WIS	CHA
MOD						
TEMP SCORE						
TEMP MOD						

HEALTH

HIT-DICE _____
 HIT-POINTS _____
 MAX _____
 WOUNDS _____
 NONLETHAL _____
 HEALING (____/____)

SAVES

FORT (CON) = + + + +

REFLEX (DEX) = + + + +

WILL (WIS) = + + + +

INITIATIVE

Modifier = +

TOTAL DEX MOD MISC MOD

Action Points

_____ Reputation _____
 _____ Wealth Bonus _____

DEFENSE

10 + + + + + + =

CLASS EQUIP. DEX MOD SIZE

TOTAL Flat Foot Touch

RESISTANCES

_____ Damage Reduction _____

ATTACKS

MELEE (STR) = + + + + +

RANGE (DEX) = + + + + +

GRAPPLE

=

TOTAL STR+

ATK+ SIZE+ MISC+

WEAPONS

Weapon	MW+	MISC+	TOTAL Atk+	Size	Type	DAMAGE	Crit	Rate	Range	WT	AMMO / LEFT
											/
											/
											/
											/
											/
											/
											/
											/

NOTES:



We the People



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GENERAL SKILLS

Class	SKILLS	Key Ability	TOTAL MOD	ABL MOD	Ranks	Misc. MOD	Syn. MOD
<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"/>	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 Info.	CHA			+	+	+
<input type="checkbox"/>	Handle Animal	CHA			+	+	+
<input type="checkbox"/>	Hide	DEX			+	+	+
<input type="checkbox"/>	Intimidate	CHA			+	+	+
<input type="checkbox"/>	Investigate	INT			+	+	+
<input type="checkbox"/>	Jump	STR			+	+	+
<input type="checkbox"/>	Listen	WIS			+	+	+
<input type="checkbox"/>	Move Silently	DEX			+	+	+
<input type="checkbox"/>	Navigate	INT			+	+	+
<input type="checkbox"/>	Pilot	DEX			+	+	+
<input type="checkbox"/>	R/W Language	-----			+	+	+
<input type="checkbox"/>	Repair	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"/>	Speak Language	-----			+	+	+
<input type="checkbox"/>	Spot	WIS			+	+	+
<input type="checkbox"/>	Survival	WIS			+	+	+
<input type="checkbox"/>	Swim	STR			+	+	+
<input type="checkbox"/>	Treat Injury	WIS			+	+	+
<input type="checkbox"/>	Tumble	DEX			+	+	+
<input type="checkbox"/>	_____	---			+	+	+
<input type="checkbox"/>	_____	---			+	+	+
<input type="checkbox"/>	_____	---			+	+	+
<input type="checkbox"/>	_____	---			+	+	+
<input type="checkbox"/>	_____	---			+	+	+
<input type="checkbox"/>	_____	---			+	+	+

SKILL POINTS PER LEVEL

• Ist _____ : (_____ +INT _____) x _____ = _____

• Class _____ : _____ +INT _____ = _____

• Class _____ : _____ +INT _____ = _____

• Class _____ : _____ +INT _____ = _____

• Class _____ : _____ +INT _____ = _____

VARIABLE SKILLS

Class	SKILLS	Key Ability	TOTAL MOD	ABL MOD	Ranks	Misc. MOD	Syn. MOD
<input type="checkbox"/>	Craft (Chemical)	INT			+	+	+
<input type="checkbox"/>	Craft (Electronic)	INT			+	+	+
<input type="checkbox"/>	Craft (Mechanic)	INT			+	+	+
<input type="checkbox"/>	Craft (Pharm)	INT			+	+	+
<input type="checkbox"/>	Craft (Structural)	INT			+	+	+
<input type="checkbox"/>	Craft (Visual Art)	INT			+	+	+
<input type="checkbox"/>	Craft (Writing)	INT			+	+	+
<input type="checkbox"/>	Craft (_____)	INT			+	+	+
<input type="checkbox"/>	Craft (_____)	INT			+	+	+
<input type="checkbox"/>	Craft (_____)	INT			+	+	+
<input type="checkbox"/>	Craft (_____)	INT			+	+	+
<input type="checkbox"/>	Know (Arcana)	INT			+	+	+
<input type="checkbox"/>	Know (Art)	INT			+	+	+
<input type="checkbox"/>	Know (Behavior)	INT			+	+	+
<input type="checkbox"/>	Know (Business)	INT			+	+	+
<input type="checkbox"/>	Know (Civics)	INT			+	+	+
<input type="checkbox"/>	Know (Current)	INT			+	+	+
<input type="checkbox"/>	Know (Earth/Life)	INT			+	+	+
<input type="checkbox"/>	Know (History)	INT			+	+	+
<input type="checkbox"/>	Know (Phys Sci)	INT			+	+	+
<input type="checkbox"/>	Know (Pop Cult)	INT			+	+	+
<input type="checkbox"/>	Know (Streetwise)	INT			+	+	+
<input type="checkbox"/>	Know (Tactics)	INT			+	+	+
<input type="checkbox"/>	Know (Tech)	INT			+	+	+
<input type="checkbox"/>	Know (Theo/Philo)	INT			+	+	+
<input type="checkbox"/>	Know (_____)	INT			+	+	+
<input type="checkbox"/>	Know (_____)	INT			+	+	+
<input type="checkbox"/>	Know (_____)	INT			+	+	+
<input type="checkbox"/>	Know (_____)	INT			+	+	+
<input type="checkbox"/>	Perform (Act)	CHA			+	+	+
<input type="checkbox"/>	Perform (Dance)	CHA			+	+	+
<input type="checkbox"/>	Prfm. (Keyboards)	CHA			+	+	+
<input type="checkbox"/>	Prfm. (Percussion)	CHA			+	+	+
<input type="checkbox"/>	Perform (Sing)	CHA			+	+	+
<input type="checkbox"/>	Prfm. (Stand-Up)	CHA			+	+	+
<input type="checkbox"/>	Perform (Strings)	CHA			+	+	+
<input type="checkbox"/>	Perform (Winds)	CHA			+	+	+
<input type="checkbox"/>	Prfm. (_____)	CHA			+	+	+
<input type="checkbox"/>	Prfm. (_____)	CHA			+	+	+
<input type="checkbox"/>	Prfm. (_____)	CHA			+	+	+
<input type="checkbox"/>	Prfm. (_____)	CHA			+	+	+
<input type="checkbox"/>	Prof. (_____)	INT			+	+	+
<input type="checkbox"/>	Prof. (_____)	INT			+	+	+
<input type="checkbox"/>	Prof. (_____)	INT			+	+	+
<input type="checkbox"/>	Prof. (_____)	INT			+	+	+
<input type="checkbox"/>	Prof. (_____)	INT			+	+	+
<input type="checkbox"/>	Prof. (_____)	INT			+	+	+

PROFICIENCIES

Armor: Light Medium Heavy

Melee Weapons: Simple Archaic Exotic

Firearms: Personal Advanced Exotic

Specific/Exotic Weapons: _____



