d20 MULTIVERSE

CHARACTER RECORD SHEET

CHARACTER NAME | PLAYER

CLASSES | LEVELS | STARTING OCCUPATION

AGE | GENDER | HEIGHT | WEIGHT | EYES | HAIR | SKIN

ABILITIES

	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HITPOINTS

TOTAL | WOUNDS/CURRENT HP | DAMAGE REDUCTION | TOUCH DEFENSE

DEFENSE

TOTAL = 10 + CLASS BONUS + EQUIPMENT BONUS + DEX MODIFIER + SIZE MODIFIER + MISC MODIFIER | ARMOR PENALTY | FLAT-FOOTED DEFENSE

INITIATIVE MODIFIER

TOTAL = DEX MODIFIER + MISC MODIFIER

BASE ATTACK BONUS

SPEED

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER
FORTITUDE (CONSTITUTION)				
REFLEX (DEXTERITY)				
WILL (WISDOM)				

REPUTATION

ACTION POINTS

WEALTH BONUS

ATTACKS

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
MELEE ATTACK BONUS					
RANGED ATTACK BONUS					

	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER
RANGED ATTACK BONUS					

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

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RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR

ARMOR	TYPE	EQUIPMENT BONUS	PROFICIENT?
			Yes ☐ No ☐

ARMOR PENALTY	SPEED	WEIGHT	SIZE	MAX DEX	SPECIAL PROPERTIES

PROTECTIVE ITEM

PROTECTIVE ITEM	TYPE	EQUIPMENT BONUS	PROFICIENT?
			Yes ☐ No ☐

ARMOR PENALTY	SPEED	WEIGHT	SIZE	MAX DEX	SPECIAL PROPERTIES

MUNITIONS

SKILLS

MAX RANKS /

CROSS-CLASS	SKILL NAME	KEY ABILITY	=	SKILL MODIFIER	+	ABILITY MODIFIER	+	RANKS	+	MISC MODIFIER
☐	Balance	Dex	=		+		+		+	
☐	Bluff	Cha	=		+		+		+	
☐	Climb	Str	=		+		+		+	
☐	Computer Use	Int	=		+		+		+	
☐	Concentration	Con	=		+		+		+	
☐	Craft (_____)	Int	=		+		+		+	
☐	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	=		+		+		+	
☐	Hide	Dex*	=		+		+		+	
☐	Intimidate	Cha	=		+		+		+	
☐	Investigate ■	Int	=		+		+		+	
☐	Jump	Str*	=		+		+		+	
☐	Knowledge (_____)	Int	=		+		+		+	
☐	Knowledge (_____)	Int	=		+		+		+	
☐	Knowledge (_____)	Int	=		+		+		+	
☐	Listen	Wis	=		+		+		+	
☐	Move Silently	Dex*	=		+		+		+	
☐	Navigate	Int	=		+		+		+	
☐	Perform (_____)	Cha	=		+		+		+	
☐	Perform (_____)	Cha	=		+		+		+	
☐	Pilot ■	Dex	=		+		+		+	
☐	Profession (_____)	Wis	=		+		+		+	
☐	Read/Write Lang.(_____)	-	=		+		+		+	
☐	Read/Write Lang.(_____)	-	=		+		+		+	
☐	Repair ■	Int	=		+		+		+	
☐	Research	Int	=		+		+		+	
☐	Ride	Dex	=		+		+		+	
☐	Search	Int	=		+		+		+	
☐	Sense Motive	Wis	=		+		+		+	
☐	Slight of Hand ■	Dex	=		+		+		+	
☐	Speak Language (_____)	-	=		+		+		+	
☐	Speak Language (_____)	-	=		+		+		+	
☐	Spot	Wis	=		+		+		+	
☐	Survival	Wis	=		+		+		+	
☐	Swim	Str*	=		+		+		+	
☐	Treat Injury	Wis	=		+		+		+	
☐	Tumble ■	Dex*	=		+		+		+	
☐			=		+		+		+	
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☐			=		+		+		+	

Skills marked with ■ can not be used untrained

* ARMOR PENALTY , if any, applies.

CAMPAIGN: **D20 MULTIVERSE**

EXPERIENCE

GEAR

ITEM	WT.	ITEM	

Total Weight Carried: ☐

SPECIAL EQUIPMENT

ITEM	ITEM

SPECIAL

FEATS

- ☐ Acrobatic
- ☐ Aircraft Operation* (_____)
- ☐ Aircraft Operation* (_____)
- ☐ Alertness
- ☐ Animal Affinity
- ☐ Archaic Weapons Proficiency
- ☐ Armor Proficiency (Light)
  - ☐ Armor Proficiency (Medium)
    - ☐ Armor Proficiency (Heavy)
- ☐ Athletic
- ☐ Attentive
- ☐ Blind-Fight
- ☐ Brawl
  - ☐ Improved Brawl
  - ☐ Knockout Punch
    - ☐ Improved Knockout Punch
  - ☐ Streetfighting
    - ☐ Improved Feint
- ☐ Builder
- ☐ Cautious
- ☐ Combat Expertise
  - ☐ Improved Disarm
  - ☐ Improved Trip
  - ☐ Whirlwind Attack
- ☐ Combat Martial Arts
  - ☐ Improved Combat Martial Arts
    - ☐ Advanced Combat Martial Arts
- ☐ Combat Reflexes
- ☐ Confident
- ☐ Creative
- ☐ Deceptive
- ☐ Defensive Martial Arts
  - ☐ Combat Throw
    - ☐ Improved Combat Throw
  - ☐ Elusive Target
  - ☐ Unbalance Opponent
- ☐ Dodge
  - ☐ Agile Riposte
  - ☐ Mobility
    - ☐ Spring Attack
- ☐ Drive-By Attack
- ☐ Educated*
- ☐ Educated*
- ☐ Endurance
- ☐ Exotic Melee* (_____)
- ☐ Exotic Melee* (_____)
- ☐ Exotic Melee* (_____)
- ☐ Far Shot
  - ☐ Dead Aim
- ☐ Focused
- ☐ Frightful Presence
- ☐ Gearhead
- ☐ Great Fortitude
- ☐ Guide
- ☐ Heroic Surge
- ☐ Improved Damage Threshold**
- ☐ Improved Initiative
- ☐ Iron Will
- ☐ Lightning Reflexes
- ☐ Low Profile
- ☐ Medical Expert
- ☐ Meticulous
- ☐ Nimble
- ☐ Personal Firearms Proficiency
  - ☐ Advanced Firearms proficiency
    - ☐ Burst Fire
    - ☐ Exotic Firearms* (_____)
    - ☐ Exotic Firearms* (_____)
    - ☐ Exotic Firearms* (_____)
    - ☐ Strafe
- ☐ Point Blank Shot
  - ☐ Double Tap
  - ☐ Precise Shot
  - ☐ Shot on the Run
  - ☐ Skip Shot
- ☐ Power Attack
  - ☐ Cleave
    - ☐ Great Cleave
  - ☐ Improved Bull Rush
  - ☐ Sunder
- ☐ Quick Draw
- ☐ Quick Reload
- ☐ Renown
- ☐ Run
- ☐ Simple Weapons Proficiency
- ☐ Stealthy
- ☐ Studious
- ☐ Surface Vehicle Op.*(_____)
- ☐ Surface Vehicle Op.*(_____)
- ☐ Surgery
- ☐ Toughness**
- ☐ Track
- ☐ Trustworthy
- ☐ Two-Weapon Fighting
  - ☐ Improved Two-Weapon Fighting
    - ☐ Advanced 2-Weapon Fighting
- ☐ Vehicle Expert
  - ☐ Force Stop
  - ☐ Vehicle Dodge
- ☐ Weapon Finesse* (_____)
- ☐ Weapon Finesse* (_____)
- ☐ Weapon Finesse* (_____)
- ☐ Weapoon Focus* (_____)
- ☐ Weapoon Focus* (_____)
- ☐ Weapoon Focus* (_____)
- ☐ Windfall**

*You can gain this feat multiple times, each time it applies to a different skill, type of equipment, or weapon type.
** You can gain this feat multiple times. Its Effects Stack

LANGUAGES

LANGUAGE	R/W?	LANGUAGE	R/W?

TALENTS / SPECIAL ABILITIES