

**MODERN**



# CHARACTER DOSSIER

**Michael Hammes**

## **User's Guide ver. 2.01**

### **INTRODUCTION**

Although probably not necessary, I figured that it would not hurt to include the overall conceptualization behind the various pages you will find in the **d20 Modern Character Dossier**.

### **OVERALL CONCEPT**

You already know this, but the entire product is designed to allow you, the player, to make use of the pages on an as-needed basis to create your own powerful tool for managing your d20 Modern character. Simply print out the pages you need when you need them, fill them in, place them into a folder or notebook for safekeeping and reference and, voilà, you have your very own custom, high-speed file on your character.

### **THE PAGES**

Although the pages are largely self-explanatory, there are some things that could cause confusion. So, in the spirit of the age we live in (which is exemplified by the need to put warning signs on chainsaws telling people not to try and stop the chain with their hand), here follows some important information to make the use of this product more enjoyable for you, our valued customer.

#### **Character Overview** (*page 4*)

This page is designed to cover the role-playing and conceptualization aspects of your character and will see most of its use early on in the character's career. It focuses on what he or she (or it?) looks like, what sort of personality he or she has, his or her beliefs,



the starting occupation (don't forget to put those skills on page 6 or 7 and add those reputation/wealth bonuses on page 5), and the character's background. Essentially, when you've finished filling out this page you should have a good idea of what your character is going to be like and what brought him or her to the adventuring life.

### **Character Stat Sheet** (*page 5*)

This is the sheet you'll probably use most often during game play; it's got all the stuff you'll need for your character during combat and other such pleasantries.

### **Character Skills** (*page 6*)

Here's the place you put all of your character skills (don't forget the ones from your starting occupation from page 4). The boxes are there for cross-class skills or you can use a highlighter to mark your class skills if you prefer to keep track of things that way.

This page is pretty tight, so if there are some additional skills your character needs that aren't on here, you'll have to carry over to page 7.

### **Customized Character Skills** (*page 7*)

This is actually a pretty useful page. You can use it to keep track of any additional character skills you need beyond the ones you listed on page 6, or you can use this page as a stand-alone to keep track of all your character's skills; you simply write in the information for the skills your character has.

### **Hero Feats/Talents/Special Abilities** (*page 8*)

Self-explanatory; keeps you from looking up the specifics for all of the feats and talents (and special abilities) your character picks up as he or she progresses in her adventuring career.

### **Campaign Reference Sheets** (*page 9*)

This is for your character's general equipment; everything from soup to nuts. You can

also put the weapons and armor he or she carries here because this is also the sheet where you figure out just how encumbered your character is and how fast he or she moves (don't forget to put that speed on page 5).

### **Character Civilian Vehicle Sheet** (*page 10*)

This is the place where you describe your character's ride. Your character does have a ride, right? Oh, it's a bicycle? No problem, just check the "Other" box and proceed.

### **Character Combat Modified/Military Vehicle Sheet** (*page 11*)

If you've mounted a .50 cal on your bicycle, you might want to use this sheet. You should also use this sheet if your character owns a tank or other piece of military hardware.

### **Character Spell Sheet** (*page 12*)

If your character uses magic, this is the sheet for you. It lets you keep track of how many total spells you get per day in each of your spell-casting classes and also makes for a handy quick-guide to the spells you do have (if you go over, use page 26).

### **Character Spells** (*page 13*)

You can use this page to keep track of only new spells (i.e., spells not in books available to you), or use it to keep track of all your character's spells as a kind of a portable spell book (was that a Close or Medium range spell?).

### **Character Psionic Power Sheet** (*page 14*)

If psionics is your character's game, this is the sheet for you. It lets you keep track of how many total power points you get per day, how many you have left, your powers, etc. (if you go over, use page 26).

**Character Psionic Powers**  
(page 15)

You can use this page to keep track of only new powers (i.e. powers in books not available to you), or use it to keep track of all your character's powers (what was the radius on that?).

**Character FX/Notable/Special Items** (page 16)

Does your character have a shiny, nickel-plated pistol with laser sight? Describe that puppy here. Fortunate enough to have an FX item, keep track of it here? Design your own cool item? Write it up and hand it to your GM, he or she will thank you for it. Trust me.

**Character Career Tracker**  
(page 17)

Consider this a historical document, something that you can pull out to look at how your character has progressed over time. It's also something the GM can use when you gain negative levels. 'Ware the vampire.

**Campaign Summary** (page 18)

Use this sheet to write up some basic information about the campaign your character is adventuring in.

**Contact/NPC Dossier** (page 19)

Character got a good contact, or a persistent enemy? Keep track of them here. It's kind of a "mini-dossier" for GM characters.

**Organization Dossier** (page 20)

Got some secret organization your character is part of or is fighting? Keep track of them here.

**Creature Dossier** (page 21)

Did your character encounter some bizarre alien or creature? Here's the place to keep a file on it, just in case it comes back.

**Contact/NPC/Organization/Creature Dossier** (page 22)

If you're having a lot of significant contact with someone, or something, feel free to use this page to keep up with all the goings-on. Keeps the GM honest. They like that too.

**Adventure Log** (page 23)

This is the way you keep track of all the great adventures your character has had during the campaign. Feel free to pull this out and wax nostalgic whenever you're not actually playing. Don't forget to keep track of all the clues, rumors, vital information, etc. that your character couldn't resolve this adventure; you'll be seeing the man with the one blue shoe again (and you'll write that up on page 24).

**Secret/Rumor/Lead/Clue/Information Follow-Up** (page 24)

I call this the "generate your own adventure" page. Simply tell the GM your character wants to follow up on a clue/lead/rumor/etc. from a previous adventure and let the fun begin.

**Recon Map** (page 25)

Once your character has located the villain's hideout, it's not a bad idea to case the joint. If he or she has an apartment (okay "hideout"), then you can use this to describe it as well; you just know you'll be fighting in it some day (so much for your deposit).

**Notes** (page 26)

The catchall.

CHARACTER NAME: \_\_\_\_\_ PLAYER NAME: \_\_\_\_\_

GENDER: \_\_\_\_\_ RACE: \_\_\_\_\_ AGE: \_\_\_\_\_

EYES: \_\_\_\_\_ HAIR: \_\_\_\_\_ HEIGHT: \_\_\_\_\_ WEIGHT: \_\_\_\_\_

LANGUAGE: \_\_\_\_\_ READ/WRITE? YES ☐ NO ☐

LANGUAGE: \_\_\_\_\_ READ/WRITE? YES ☐ NO ☐

LANGUAGE: \_\_\_\_\_ READ/WRITE? YES ☐ NO ☐

LANGUAGE: \_\_\_\_\_ READ/WRITE? YES ☐ NO ☐

QUOTE: \_\_\_\_\_

DISTINGUISHING FEATURES (SCARS, BIRTHMARKS, TATTOOS, ETC.): \_\_\_\_\_

\_\_\_\_\_

PERSONALITY TRAITS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

ALLEGIANCES: \_\_\_\_\_

\_\_\_\_\_

STARTING OCCUPATION: \_\_\_\_\_

BACKGROUND (FAMILY, HISTORY, PAST EXPERIENCES, ETC.): \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

5 of 27

| Skills                   |                    |             |            |                          |            |
|--------------------------|--------------------|-------------|------------|--------------------------|------------|
| CROSS CLASS              | SKILL              | KEY ABILITY | SKILL MOD. | = ABILITY MOD. + RANKS + | MISC. 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"/> | Craft ( )          | Int         |            |                          |            |
| <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"/> | 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"/> | Knowledge ( )      | Int         |            |                          |            |
| <input type="checkbox"/> | Listen             | Wis         |            |                          |            |
| <input type="checkbox"/> | Move Silently      | Dex*        |            |                          |            |
| <input type="checkbox"/> | Navigate           | Int         |            |                          |            |
| <input type="checkbox"/> | Perform ( )        | Cha         |            |                          |            |
| <input type="checkbox"/> | Perform ( )        | Cha         |            |                          |            |
| <input type="checkbox"/> | Pilot              | Dex         |            |                          |            |
| <input type="checkbox"/> | Profession         | Wis         |            |                          |            |
| <input type="checkbox"/> | Rd/Wrt Lang. ( )   | N/A         |            |                          |            |
| <input type="checkbox"/> | Rd/Wrt Lang. ( )   | N/A         |            |                          |            |
| <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 Lang. ( )    | N/A         |            |                          |            |
| <input type="checkbox"/> | Speak Lang. ( )    | N/A         |            |                          |            |
| <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"/> | Autohypnosis       | Wis         |            |                          |            |
| <input type="checkbox"/> | Psicraft           | Int         |            |                          |            |
| <input type="checkbox"/> | Spellcraft         | Int         |            |                          |            |

## \* ARMOR PENALTY TRAINED ONLY

TIP: USE A HIGHLIGHTER TO MARK YOUR  
CLASS SKILLS FOR QUICK REFERENCE.

## SKILL CHECK D20 + SKILL MODIFIER

## TAKING 10 WHEN NOT THREATENED OR DISTRACTED; 10 + SKILL MODIFIER

## TAKING 20 PLANTY OF TIME, NO THREAT OR DISTRACTION, NO PENALTY FOR FAILURE; 20 + SKILL MODIFIER

## AID ANOTHER SKILL CHECK DC 10, CANNOT TAKE 10, SUCCESS GIVES ALLY +2 CIRCUMSTANCE BONUS TO SKILL CHECK.

## SKILL SYNERGY MINIMUM 5 RANKS IN RELATED SKILL AND GM MUST DECIDE SKILL COMPLIMENTS ANOTHER IN SITUATION; +2 SYNERGY BONUS ON SKILL CHECK.

\* ARMOR PENALTY  
TRAINED ONLY

## SKILL CHECK

D20 + SKILL MODIFIER

**TAKING 10**  
WHEN NOT THREATENED  
OR DISTRACTED;  
**10 + SKILL MODIFIER**

**TAKING 20**  
**PLANTY OF TIME, NO THREAT**  
**OR DISTRACTION, NO PENALTY**  
**FOR FAILURE;**  
**20 + SKILL MODIFIER**

**AID ANOTHER**  
**SKILL CHECK DC 10,**  
**CANNOT TAKE 10,**  
**SUCCESS GIVES ALLY +2 CIRCUMSTANCE**  
**BONUS TO SKILL CHECK.**

**SKILL SYNERGY**  
**MINIMUM 5 RANKS IN RELATED SKILL**  
**AND GM MUST DECIDE SKILL**  
**COMPLIMENTS ANOTHER IN SITUATION;**  
**+2 SYNERGY BONUS ON SKILL CHECK.**

**NAME (TYPE) (EX/SP/SU):** \_\_\_\_\_

**BENEFIT:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**NAME (TYPE) (EX/SP/SU):** \_\_\_\_\_

**BENEFIT:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**NAME (TYPE) (EX/SP/SU):** \_\_\_\_\_

**BENEFIT:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**NAME (TYPE) (EX/SP/SU):** \_\_\_\_\_

**BENEFIT:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**NAME (TYPE) (EX/SP/SU):** \_\_\_\_\_

**BENEFIT:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**NAME (TYPE) (EX/SP/SU):** \_\_\_\_\_

**BENEFIT:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**NAME (TYPE) (EX/SP/SU):** \_\_\_\_\_

**BENEFIT:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



[illegible]

**SECURITY SYSTEM:** \_\_\_\_\_

[illegible]

| Equipment | Size | Weight | Location | Special Qualities |
|-----------|------|--------|----------|-------------------|
|           |      |        |          |                   |
|           |      |        |          |                   |
|           |      |        |          |                   |
|           |      |        |          |                   |
|           |      |        |          |                   |

[illegible]

VEHICLE MAKE AND MODEL: \_\_\_\_\_

NICKNAME: \_\_\_\_\_

COLOR: \_\_\_\_\_

USUALLY PARKED (STREET, GARAGE, ETC.): \_\_\_\_\_

SECURITY SYSTEM: \_\_\_\_\_

AIRCRAFT ☐ WHEELED ☐ TRACKED ☐ WATER ☐

| CREW | PASS. | CARGO | INIT. | MAN. | TOP<br>SPEED | DEFENSE | HARDNESS | HIT POINTS | SIZE | PURCHASE<br>DC | RESTRICTION |
|------|-------|-------|-------|------|--------------|---------|----------|------------|------|----------------|-------------|
|      |       |       |       |      |              |         |          |            |      |                |             |

**MOUNTED RANGED WEAPONS**

| DAMAGE | CRITICAL | DAMAGE<br>TYPE | RANGE<br>INCREMENT | RATE OF<br>FIRE | MAGAZINE | SIZE | WEIGHT | PURCHASE<br>DC | RESTRICTION |
|--------|----------|----------------|--------------------|-----------------|----------|------|--------|----------------|-------------|
|        |          |                |                    |                 |          |      | *      | *              | *           |
|        |          |                |                    |                 |          |      | *      | *              | *           |
|        |          |                |                    |                 |          |      | *      | *              | *           |

**MOUNTED EXPLOSIVE WEAPONS**

| DAMAGE | CRITICAL | DAMAGE<br>TYPE | BURST<br>RADIUS | REFLEX<br>DC | RANGE<br>INCREMENT | SIZE | WEIGHT | PURCHASE<br>DC | RESTRICTION |
|--------|----------|----------------|-----------------|--------------|--------------------|------|--------|----------------|-------------|
|        |          |                |                 |              |                    |      | *      | *              | *           |
|        |          |                |                 |              |                    |      | *      | *              | *           |
|        |          |                |                 |              |                    |      | *      | *              | *           |

\*WEIGHT, PURCHASE DC, AND RESTRICTION RATINGS DO NOT APPLY; WEAPONS ARE PART OF THE VEHICLE ON WHICH THEY ARE MOUNTED.

MODIFICATIONS/NOTES: \_\_\_\_\_

---



---



---



---



---



---

12 of 27

NAME: \_\_\_\_\_

SOURCE: BOOK ☐ \_\_\_\_\_ PDF ☐ \_\_\_\_\_ HOMEBREW ☐

SOURCE NAME: \_\_\_\_\_

SCHOOL AND DESCRIPTOR: \_\_\_\_\_

LEVEL: \_\_\_\_\_ COMPONENTS: \_\_\_\_\_

CASTING TIME: \_\_\_\_\_ RANGE: \_\_\_\_\_

TARGET/EFFECT/AREA: \_\_\_\_\_ DURATION: \_\_\_\_\_

SAVING THROW: \_\_\_\_\_ SPELL RESISTANCE: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

---

---

---

---

---

---

---

---

NAME: \_\_\_\_\_

SOURCE: BOOK ☐ \_\_\_\_\_ PDF ☐ \_\_\_\_\_ HOMEBREW ☐

SOURCE NAME: \_\_\_\_\_

SCHOOL AND DESCRIPTOR: \_\_\_\_\_

LEVEL: \_\_\_\_\_ COMPONENTS: \_\_\_\_\_

CASTING TIME: \_\_\_\_\_ RANGE: \_\_\_\_\_

TARGET/EFFECT/AREA: \_\_\_\_\_ DURATION: \_\_\_\_\_

SAVING THROW: \_\_\_\_\_ SPELL RESISTANCE: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

---

---

---

---

---

---

---

---



[illegible]

NAME: \_\_\_\_\_

SOURCE: BOOK ☐ \_\_\_\_\_ PDF ☐ \_\_\_\_\_ HOMEBREW ☐

SOURCE NAME: \_\_\_\_\_

KEY ABILITY AND DESCRIPTOR: \_\_\_\_\_

LEVEL: \_\_\_\_\_ DISPLAY: \_\_\_\_\_

MANIFESTATION TIME: \_\_\_\_\_ RANGE: \_\_\_\_\_

TARGET/EFFECT/AREA: \_\_\_\_\_ DURATION: \_\_\_\_\_

SAVING THROW: \_\_\_\_\_ POWER RESISTANCE: \_\_\_\_\_

POWER POINT COST: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

---

---

---

---

---

---

NAME: \_\_\_\_\_

SOURCE: BOOK ☐ \_\_\_\_\_ PDF ☐ \_\_\_\_\_ HOMEBREW ☐

SOURCE NAME: \_\_\_\_\_

KEY ABILITY AND DESCRIPTOR: \_\_\_\_\_

LEVEL: \_\_\_\_\_ DISPLAY: \_\_\_\_\_

MANIFESTATION TIME: \_\_\_\_\_ RANGE: \_\_\_\_\_

TARGET/EFFECT/AREA: \_\_\_\_\_ DURATION: \_\_\_\_\_

SAVING THROW: \_\_\_\_\_ POWER RESISTANCE: \_\_\_\_\_

POWER POINT COST: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

---

---

---

---

---

---

NAME: \_\_\_\_\_

SOURCE: BOOK ☐ \_\_\_\_\_ PDF ☐ \_\_\_\_\_ HOMEBREW ☐

SOURCE NAME: \_\_\_\_\_

WEIGHT: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

NAME: \_\_\_\_\_

SOURCE: BOOK ☐ \_\_\_\_\_ PDF ☐ \_\_\_\_\_ HOMEBREW ☐

SOURCE NAME: \_\_\_\_\_

WEIGHT: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

NAME: \_\_\_\_\_

SOURCE: BOOK ☐ \_\_\_\_\_ PDF ☐ \_\_\_\_\_ HOMEBREW ☐

SOURCE NAME: \_\_\_\_\_

WEIGHT: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

| LEVEL | CLASS/LEVEL<br>TAKEN | FEATS/TALENTS/SPECIAL<br>ABILITIES GAINED | ABILITY<br>SCORE | SKILLS<br>IMPROVED |
|-------|----------------------|-------------------------------------------|------------------|--------------------|
| 1     |                      |                                           |                  |                    |
| 2     |                      |                                           |                  |                    |
| 3     |                      |                                           |                  |                    |
| 4     |                      |                                           |                  |                    |
| 5     |                      |                                           |                  |                    |
| 6     |                      |                                           |                  |                    |
| 7     |                      |                                           |                  |                    |
| 8     |                      |                                           |                  |                    |
| 9     |                      |                                           |                  |                    |
| 10    |                      |                                           |                  |                    |
| 11    |                      |                                           |                  |                    |
| 12    |                      |                                           |                  |                    |
| 13    |                      |                                           |                  |                    |
| 14    |                      |                                           |                  |                    |
| 15    |                      |                                           |                  |                    |
| 16    |                      |                                           |                  |                    |
| 17    |                      |                                           |                  |                    |
| 18    |                      |                                           |                  |                    |
| 19    |                      |                                           |                  |                    |
| 20    |                      |                                           |                  |                    |

CAMPAIGN NAME: \_\_\_\_\_

MAGIC?: ☐ YES ☐ NO      PSIONIC POWERS?: ☐ YES ☐ NO      FX ITEMS?: ☐ YES ☐ NO

REALITY LEVEL<sup>1</sup>: REALISTIC ☐      HEROIC ☐      SUPER HEROIC ☐  
1 Determines Massive Damage Threshold and Point-Buy Allowance (If Used)

PUBLISHED SETTING?: ☐ YES ☐ NO      PUBLISHER: \_\_\_\_\_

SOURCEBOOKS USED/ALLOWED: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

CAMPAIGN BACKGROUND: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

CAMPAIGN SETTING NOTES (RULES CHANGES, ENVIRONMENTAL DIFFERENCES, RACES PRESENT, ETC.):  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

NAME: \_\_\_\_\_ NICKNAME/ALIAS: \_\_\_\_\_

ATTITUDE TO PARTY: ☐ HELPFUL ☐ FRIENDLY ☐ INDIFFERENT ☐ UNFRIENDLY ☐ HOSTILE

CURRENT STATUS (ACTIVE, OUTLAWED, DISBANDED, DESTROYED, ETC.): \_\_\_\_\_

PHYSICAL APPEARANCE/CHARACTERISTICS (HAIR COLOR, SKIN COLOR, TATTOOS, FACIAL HAIR): \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

PERSONALITY TRAITS/ALLEGIANCES: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

JOB/POSITION: \_\_\_\_\_ HOME: \_\_\_\_\_ WORK: \_\_\_\_\_

KNOWN ABILITIES/RESOURCES/WEAPONS/SPILLS/POWERS/WEAKNESSES: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

MEMBER OF ORGANIZATION? ☐ YES ☐ NO

ORGANIZATION SHEET? ☐ YES ☐ NO

ORGANIZATION: \_\_\_\_\_

STATUS WITHIN ORGANIZATION: \_\_\_\_\_

KNOWN FRIENDS/FOES/RELATIVES/ASSOCIATES

NAME: \_\_\_\_\_

NPC SHEET/CONTACT? YES ☐ NO ☐ NPC ☐ CONTACT ☐

NAME: \_\_\_\_\_

NPC SHEET/CONTACT? YES ☐ NO ☐ NPC ☐ CONTACT ☐

NAME: \_\_\_\_\_

NPC SHEET/CONTACT? YES ☐ NO ☐ NPC ☐ CONTACT ☐

NAME: \_\_\_\_\_

NPC SHEET/CONTACT? YES ☐ NO ☐ NPC ☐ CONTACT ☐

NAME: \_\_\_\_\_

NPC SHEET/CONTACT? YES ☐ NO ☐ NPC ☐ CONTACT ☐

NAME: \_\_\_\_\_

NPC SHEET/CONTACT? YES ☐ NO ☐ NPC ☐ CONTACT ☐

INTERACTIONS (HOW HAS THE ORGANIZATION AIDED/HINDERED THE PARTY OR HOW HAS THE PARTY AIDED/HINDERED THE ORGANIZATION?):

DATE ENCOUNTERED: \_\_\_\_\_

CAMPAIGN DATE: \_\_\_\_\_

SPECIFICS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

NAME: \_\_\_\_\_ NICKNAME/ALIAS: \_\_\_\_\_

ATTITUDE TO PARTY: ☐ HELPFUL ☐ FRIENDLY ☐ INDIFFERENT ☐ UNFRIENDLY ☐ HOSTILE

CURRENT STATUS (ACTIVE, OUTLAWED, DISBANDED, DESTROYED, ETC.): \_\_\_\_\_

KNOWN GOALS/PLANS/METHODS/RESOURCES: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

LOCATION OF HEADQUARTERS: \_\_\_\_\_ RECON MAP? ☐ YES ☐ NO

#### ADDITIONAL LOCATIONS

TYPE (OFFICE/SAFEHOUSE/ETC.): \_\_\_\_\_

LOCATION: \_\_\_\_\_

TYPE (OFFICE/SAFEHOUSE/ETC.): \_\_\_\_\_

LOCATION: \_\_\_\_\_

#### KNOWN MEMBERS

NAME: \_\_\_\_\_

NPC SHEET/CONTACT? YES ☐ NO ☐ NPC ☐ CONTACT ☐

NAME: \_\_\_\_\_

NPC SHEET/CONTACT? YES ☐ NO ☐ NPC ☐ CONTACT ☐

NAME: \_\_\_\_\_

NPC SHEET/CONTACT? YES ☐ NO ☐ NPC ☐ CONTACT ☐

NAME: \_\_\_\_\_

NPC SHEET/CONTACT? YES ☐ NO ☐ NPC ☐ CONTACT ☐

NAME: \_\_\_\_\_

NPC SHEET/CONTACT? YES ☐ NO ☐ NPC ☐ CONTACT ☐

NAME: \_\_\_\_\_

NPC SHEET/CONTACT? YES ☐ NO ☐ NPC ☐ CONTACT ☐

INTERACTIONS (HOW HAS THE ORGANIZATION AIDED/HINDERED THE PARTY OR HOW HAS THE PARTY AIDED/HINDERED THE ORGANIZATION?):

DATE ENCOUNTERED: \_\_\_\_\_ CAMPAIGN DATE: \_\_\_\_\_

SPECIFICS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

NAME: \_\_\_\_\_ NICKNAME/ALIAS: \_\_\_\_\_

ATTITUDE TO PARTY: ☐ HELPFUL ☐ FRIENDLY ☐ INDIFFERENT ☐ UNFRIENDLY ☐ HOSTILE

CURRENT STATUS (ALIVE, DEAD, HIDING, MISSING, INCARCERATED, ETC.): \_\_\_\_\_

PHYSICAL APPEARANCE/CHARACTERISTICS (SKIN COLOR, FUR, SCALES, CLAWS, ETC.): \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

PERSONALITY TRAITS/ALLEGIANCES (IF ANY): \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

KNOWN ABILITIES/POWERS/WEAKNESSES: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

INTERACTIONS (HOW HAS THE CREATURE AIDED/HINDERED THE PARTY OR HOW HAS THE PARTY AIDED/HINDERED THE CREATURE?):

DATE ENCOUNTERED: \_\_\_\_\_ CAMPAIGN DATE: \_\_\_\_\_

SPECIFICS: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

DATE ENCOUNTERED: \_\_\_\_\_ CAMPAIGN DATE: \_\_\_\_\_

SPECIFICS: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_

DATE ENCOUNTERED: \_\_\_\_\_ CAMPAIGN DATE: \_\_\_\_\_

SPECIFICS: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_



DATE PLAYED: \_\_\_\_\_

CAMPAIGN DATE: \_\_\_\_\_

SPECIFICS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

DATE PLAYED: \_\_\_\_\_

CAMPAIGN DATE: \_\_\_\_\_

SPECIFICS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

DATE PLAYED: \_\_\_\_\_

CAMPAIGN DATE: \_\_\_\_\_

SPECIFICS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

DATE PLAYED: \_\_\_\_\_

CAMPAIGN DATE: \_\_\_\_\_

SPECIFICS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

DATE PLAYED: \_\_\_\_\_

CAMPAIGN DATE: \_\_\_\_\_

SPECIFICS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

DATE PLAYED: \_\_\_\_\_

CAMPAIGN DATE: \_\_\_\_\_

SPECIFICS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

DATE PLAYED: \_\_\_\_\_

CAMPAIGN DATE: \_\_\_\_\_

SPECIFICS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

DATE PLAYED: \_\_\_\_\_ CAMPAIGN DATE: \_\_\_\_\_

ADVENTURE SUMMARY: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

NPCs/CONTACT/ORGANIZATIONS/CREATURES MET: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SECRETS/RUMORS/LEADS/CLUES/INFORMATION DISCOVERED: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SECRETS/RUMORS/LEADS/CLUES/INFORMATION DISCOVERED FOLLOW UP SHEET ENTRY? Yes ☐ No ☐

DATE PLAYED: \_\_\_\_\_ CAMPAIGN DATE: \_\_\_\_\_

ADVENTURE SUMMARY: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

NPCs/CONTACT/ORGANIZATIONS/CREATURES MET: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SECRETS/RUMORS/LEADS/CLUES/INFORMATION DISCOVERED: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

SECRETS/RUMORS/LEADS/CLUES/INFORMATION DISCOVERED FOLLOW UP SHEET ENTRY? Yes ☐ No ☐

DATE INTRODUCED: \_\_\_\_\_ CAMPAIGN DATE: \_\_\_\_\_

HOW DISCOVERED (WHO, WHAT, WHEN, WHERE, WHY, HOW): \_\_\_\_\_

\_\_\_\_\_

SUMMARY: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

FOLLOW UP RESULTS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

DATE INTRODUCED: \_\_\_\_\_ CAMPAIGN DATE: \_\_\_\_\_

HOW DISCOVERED (WHO, WHAT, WHEN, WHERE, WHY, HOW): \_\_\_\_\_

\_\_\_\_\_

SUMMARY: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

FOLLOW UP RESULTS: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

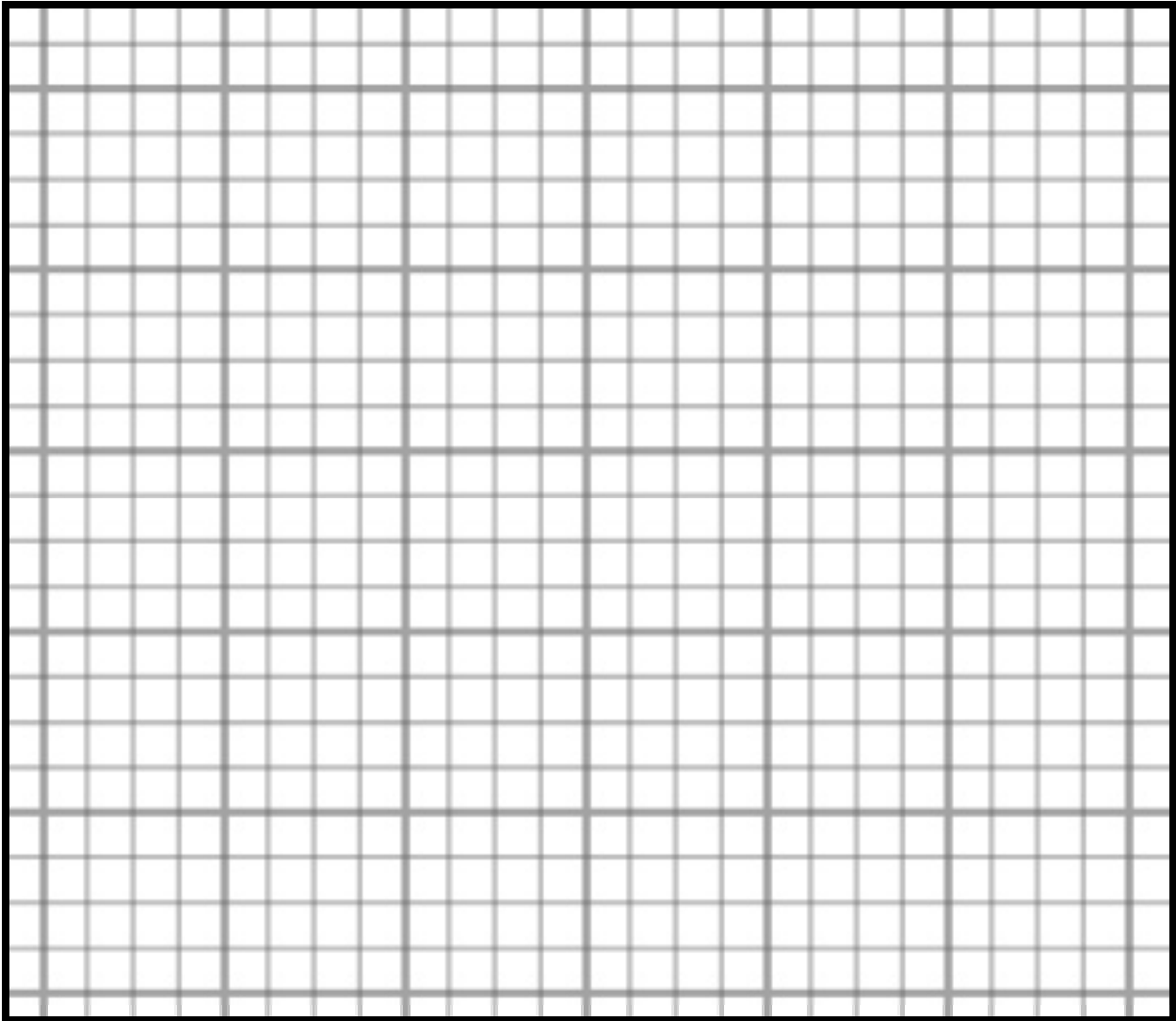
\_\_\_\_\_

\_\_\_\_\_

LOCATION: \_\_\_\_\_

DESCRIPTION: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_



NOTES (GUARDS, SECURITY SYSTEM, VALUABLES, ETC.: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

[illegible]

## 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.

1. 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.

2. 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.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. 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.

5. 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.

6. Notice of License 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.

7. 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.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. 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.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. 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.

12. 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.

13. 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.

14. 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.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.: Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.: Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Modern: Character Dossier Copyright 2004 Michael Hammes. Published by Ronin Arts, [www.roninarts.com](http://www.roninarts.com).

**Modern: Campaign Planner** is copyright © 2004 Michael Hammes. All text in this book is designated as open game content. You may not distribute this PDF without permission of the author. **d20 Modern™** is a trademark of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and is used with permission. Wizards of the Coast® is a registered trademark of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc., and is used with permission.