d20 MODERN
Roleplaying Game

Character Phra Kru Ba Neua Chai	**Player**
Class Strong	**Level** 7
Race/Species Human	**Alignment/Allegiance** LG
Birthplace Thailand	**Date of Birth**
Nationality Thai	**Residence** Golden Horse Monastery
Starting Occupation Cowboy Monk	**Aliases**

Sex Male **Age** 44
Height 5' 7" **Weight** 140 lb
Hair Bald **Eyes** Brown

ABILITIES

	SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR STRENGTH	16	3		
DEX DEXTERITY	14	2		
CON CONSTITUTION	15	2		
INT INTELLIGENCE	11	0		
WIS WISDOM	17	3		
CHA CHARISMA	12	1		

REPUTATION 3 **ACTION POINTS** 23 **WEALTH BONUS** 0

HIT POINTS

MAXIMUM 52 **CURRENT**

Die Type d8

DEFENSE

16 = 10 +

CLASS	EQUIPMENT	DEX	SIZE	MISC	MISC	MAX DEX	PENALTY
4		2					

ARMOR WORN

SAVING THROWS

	TOTAL	A	B	C	D	ABILITY	MISC	MISC
FORTITUDE CONSTITUTION	6	4				2 Con		
REFLEX DEXTERITY	4	2				2 Dex		
WILL WISDOM	5	2				3 Wis		

INITIATIVE

TOTAL	DEX	MISC
2	2 Dex	

SPEED BASE 30 **MODIFIED**

ATTACK ROLLS

	TOTAL	2ND	3RD	4TH	5TH	A	B	C	D	ABILITY	SIZE	MISC	MISC
MELEE STRENGTH	10	−5	−10	−15	−20	7				3 Str			
RANGED DEXTERITY	9	−5	−10	−15	−20	7				2 Dex			
GRAPPLE STRENGTH	10	−5	−10	−15	−20	7				3 Str			

WEAPONS

Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Unarmed Strike	+12/+7	1d8+5	19-20, x3		B	

Notes

Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Horsewhip	+10/+5	1d2+5	x2		S	

Notes

Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Ankus	+10/+5	1d4+5	x3		P	

Notes

Weapon	Att Bonus	Damage	Critical	Range	Type	Size

Notes

Weapon	Att Bonus	Damage	Critical	Range	Type	Size

Notes

SKILLS

MAX RANKS = LVL+3(/2)

Skill	CROSS CLASS	TOTAL	ABILITY	RANKS	MISC	MISC
Balance	CC	4.0	Dex	2		2
Bluff	CC	1.0	Cha			
Climb	CC	3.0	Str			
Computer Use	CC	0.0	Int			
Concentration	CC	7.0	Con	3.0	2	
Craft (____)	CC	0.0	Int			
Craft (____)	CC	0.0	Int			
Craft (____)	CC	0.0	Int			
Decipher Script ■	CC	0.0	Int			
Demolitions ■	CC	0.0	Int			
Diplomacy	CC	1.0	Cha			
Disable Device ■	CC	0.0	Int			
Disguise	CC	1.0	Cha			
Drive	CC	2.0	Dex			
Escape Artist	CC	2.0	Dex*			
Forgery	CC	0.0	Int			
Gamble	CC	3.0	Wis			
Gather Information	CC	1.0	Cha			
Handle Animal ■	CC	7.0	Cha	6.0		
Hide	CC	2.0	Dex*			
Intimidate	CC	1.0	Cha			
Investigate ■	CC	0.0	Int			
Jump	CC	3.0	Str*			
Knowledge (Religion)	CC	3.0	Int	3.0		
Knowledge (____)	CC	0.0	Int			
Knowledge (____)	CC	0.0	Int			
Listen	CC	5.0	Wis	3		2
Move Silently	CC	2.0	Dex*			
Navigate	CC	1.0	Int	1.0		
Perform (____)	CC	1.0	Cha			
Perform (____)	CC	1.0	Cha			
Perform (____)	CC	1.0	Cha			
Pilot ■	CC	2.0	Dex			
Profession	CC	3.0	Wis			
Repair ■	CC	0.0	Int			
Research	CC	0.0	Int			
Ride	CC	7.0	Dex	3.0		2
Search	CC	0.0	Int			
Sense Motive	CC	3.0	Wis			
Sleight of Hand ■	CC	2.0	Dex			
Spot	CC	5.0	Wis	3		2
Survival	CC	8.0	Wis	5.0		
Swim	CC	3.0	Str*			
Treat Injury	CC	3.0	Wis			
Tumble ■	CC	2.0	Dex*			
____		0.0				
____		0.0				
____		0.0				
____		0.0				
____		0.0				
____		0.0				
____		0.0				
____		0.0				
____		0.0				
____		0.0				

■ CANNOT BE USED UNTRAINED — * ARMOR CHECK PENALTY APPLIES

Item	Location	Wt	Item	Location	Wt
Monk Robes	Worn	2.0			
Prayer Beads	Worn	1.0			
Current Load			Total Weight Carried		3.0

MOVEMENT & CARRYING CAPACITY

EXPERIENCE

Total Experience

XPs Needed For Next Level

	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
LIFTING	230	460	1,150
	= MAX LOAD	= 2 × MAX LOAD	= 5 × MAX LOAD
	WALK	HUSTLE	RUN
MOVEMENT	30	60	120
	= BASE SPEED	= 2 × BASE SPEED	= 4 × BASE SPEED

Load	Capacity	Max Dex	Enc Pen	Move	Run
Light	to 77 lbs.	Normal	Normal	Normal	Normal
Medium	to 153 lbs.	+3	−3	×¾	×4
Heavy	to 230 lbs.	+1	−6	×½	×3

FEATS & SPECIAL ABILITIES

Alertness
Dodge
Brawl
Improved Brawl
Focused
Combat Martial Arts
Improved Combat Martial Arts
Advanced Combat Martial Arts
Simple Weapon Proficiency

LANGUAGES