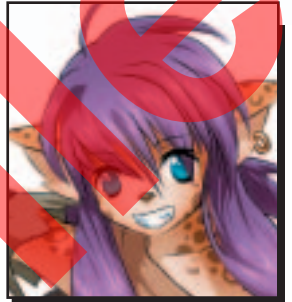




besm d20 d20 mecha CHARACTER FOLIO



You can't be expected to keep all your character notes on random pieces of paper.
They deserve their own **Character Folio!**

This is the ultimate *BESM d20* and *d20 Mecha* character sheet and player bookkeeping tool.

Inside you'll find entries where you can record:

Ability Scores
Saving Throws
Calculated Values
Attributes
Feats
Skills

Defects
Character Advancement
Armour
Weapons
Items of Power
Gadgets

Mecha and Vehicles
Agents, Henchmen, and Servants
Allies and Contacts
Background Information
Character Illustration
...and much more.

The complete story of your anime character — all in one place!



For Use With:



Requires use of the Dungeons & Dragons®, Third Edition Core Books, published by Wizards of the Coast®

Character Name: _____
 Player Name: _____
 Date Created: _____ Date Retired: _____
 Class: _____ Level: _____
 Class: _____ Level: _____
 Class: _____ Level: _____
 Occupation: _____
 Place of Birth: _____
 Current Home: _____
 Group Affiliation: _____
 Notes: _____

 Discretionary Character Points: _____
 Bonus Points: _____
 Total Character Level: _____
 Current Character Points: _____
 Experience Points: _____

STR	<input type="text"/> / <input type="text"/> Score / Modifier	INT	<input type="text"/> / <input type="text"/> Score / Modifier
DEX	<input type="text"/> / <input type="text"/> Score / Modifier	WIS	<input type="text"/> / <input type="text"/> Score / Modifier
CON	<input type="text"/> / <input type="text"/> Score / Modifier	CHA	<input type="text"/> / <input type="text"/> Score / Modifier
REFLEX	<input type="text"/>	FORTITUDE	<input type="text"/>
Hit Points Max: _____ Current: _____		Willpower: _____	
Energy Points Max: _____ Current: _____		Shock Value: _____	
Armour Class: _____		Base Attack Bonus: _____	
Armour: _____		Force Field: _____	
Force Field Modifiers: _____		Force Field Modifiers: _____	

WEAPON/SPECIAL ATTACK

Name: _____
 To Hit Modifier: _____ (Base Attack Bonus + Skill Bonuses + Miscellaneous Modifiers)
 Damage: _____
 Special Effects/Notes: _____

WEAPON/SPECIAL ATTACK

Name: _____
 To Hit Modifier: _____ (Base Attack Bonus + Skill Bonuses + Miscellaneous Modifiers)
 Damage: _____
 Special Effects/Notes: _____

WEAPON/SPECIAL ATTACK

Name: _____
 To Hit Modifier: _____ (Base Attack Bonus + Skill Bonuses + Miscellaneous Modifiers)
 Damage: _____
 Special Effects/Notes: _____

ITEM OF POWER

Name: _____ Rank: _____ Total Points: _____
 Description: _____

Attribute	Rank	Point Cost	Notes
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

ITEM OF POWER

Name: _____ Rank: _____ Total Points: _____
 Description: _____

Attribute	Rank	Point Cost	Notes
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

GADGETS

Gadget	Notes
_____	_____
_____	_____
_____	_____
_____	_____

VEHICLES

Vehicle	Notes
_____	_____
_____	_____
_____	_____
_____	_____