

Name			
Background			
Role/Level		Reputation	
Prof. Skill		Wealth	



# TRUE20 ADVENTURE ROLEPLAYING

Description	Character Portrait
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Vice	Virtue
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Abilities	Combat	Saving Throws
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Strength		Initiative Bonus	
Dexterity		Combat Bonus	
Constitution		Defense	
Intelligence		Dodge/Parry	
Wisdom		Grapple Bonus	
Charisma		Speed	

TOUGH Toughness		FORT Fortitude	
REFLEX		WILL	

### Damage Track

0	5+	10+	15+
Bruised	Dazed	Staggered	Unconscious

	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Hurt	Wounded	Disabled	Dying
			Dead

### Fatigue Track

Fatigue Save Modifier	Winded	Fatigued	Exhausted
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Weapon	Attack Bonus	Damage Bonus	Range
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### Feats

### Powers

Max Power Bonus: \_\_\_\_\_

Max Power Save DC: \_\_\_\_\_

C, F, M, MC: Concentration, Fatiguing, Maintenance, Mental Contact

### Special Abilities

### Equipment

Conviction	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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