

NAME	
BACKGROUND	
ROLE	
LEVEL	



TRUE20 ADVENTURE ROLEPLAYING

DESCRIPTION & BACKGROUND

CHARACTER PORTRAIT

ABILITIES		COMBAT		SAVING THROWS		OTHER STATISTICS	
STRENGTH		INITIATIVE		TOUGHNESS		SIZE	
DEXTERITY		DEFENSE		FORTITUDE		SPEED	
CONSTITUTION		BASE ATTACK BONUS		REFLEX			
INTELLIGENCE		MELEE ATTACK BONUS		WILL			
WISDOM		RANGED ATTACK BONUS		CHARACTERISTICS			
CHARISMA				VIRTUE			
DAMAGE TRACK				VICE			
0	5+	10+	15+				
BRUISED	DAZED	STAGGERED	UNCONSCIOUS				
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			WEALTH AND REPUTATION	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		WEALTH	
						PROF. SKILL	
HURT	WOUNDED	DISABLED	DYING	DEAD		REPUTATION	
WEAPON		ATTACK BONUS		DAMAGE BONUS		RANGE	

SKILL	BONUS	SKILL	BONUS	SKILL	BONUS
	<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"/>		<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

FEATS

POWERS

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