Character Name:_____

Background: _____

Role/Level: _____

Description: _____

_____

_____

_____

A True20 Interactive Character Sheet

Abilities

Strength	
Dexterity	
Constitution	
Intelligence	
Wisdom	
Charisma	
Size	
Speed	
Wealth	
Reputation	
Conviction	

☐☐☐☐☐☐☐☐☐☐☐☐

Virtue _____

Vice _____

Using Conviction

Re-roll: Roll die 11-20.
Easy Challenge: Reduce difficulty of skill challenge by 5
Feat: Gain for one round or length of duration
Dodge: Retain bonus when flat-footed/surprised
Gain Standard Action
Remove Fatigue or Stun
Make Recovery Check
Ignore Disabled (1 round)
Stabilize Dying Character

Fatigue

Winded	Fatigued	Exhausted
☐	☐	☐
-1	-2	-3

Combat

	Total	=	DEX	+	Misc
Initiative					

Attack Bonuses

	Total	=	BAB	+	Mod	+	Size	+	Misc
Melee									
Ranged									
Grapple									

Defences

	Total	=	BAB	+	Mod	+	Size	+	Misc	
Dodge					Dex					+ 10
Parry					Str					+ 10

Saving Throws

	Total	=	Base	+	Mod	+	Misc
Fortitude					Con		
Reflex							
Will					Wis		

	Total	=	Armor	+	Mod	+	Misc
Toughness					Con		

Damage Tracker

Non-Lethal		Failed by		Lethal
Hurt		0		Bruised
Dazed		5+		Wounded
Staggered	☐	10+	☐	Disabled
Unconscious	☐	15+	☐	Dying
		20+	☐	Dead

Damage Conditions

Hurt/Bruised: -1 on Toughness checks for damage category (lethal or non-lethal)
Dazed: -1 Toughness, lose next turn
Wounded: -1 Toughness, -2 on checks, stunned (-2 defence, lose next action/dodge)
Staggered: Stunned, can only use standard or move action until healed
Disabled: If standard action taken, begin dying
Dying: DC 10 Con check or die, DC20 to stabilize

Skills

Total = Ranks + Misc + Ability - Armor

Acrobatics*				Dex	
Bluff				Cha	
Climb				Str	
Computers*				Int	
Concentration				Wis	
Craft*				Int	
Diplomacy				Cha	
Disable Device*				Int	
Disguise				Cha	
Drive*				Dex	
Escape Artist				Dex	
Gather Information				Cha	
Handle Animal				Cha	
Intimidate				Cha	
Jump				Str	
Knowledge*				Int	
Knowledge*				Int	
Knowledge*				Int	
Language*				Int	
Medicine*				Wis	
Notice				Wis	
Perform				Cha	
Pilot*				Dex	
Ride*				Dex	
Search				Int	
Sense Motive				Wis	
Sleight of Hand*				Dex	
Stealth				Dex	
Survival				Wis	
Swim				Str	

Feats, Powers & Abilities

Power Bonus — Total = ____ — Rank + Mod + Misc

Power Save — Total = ____ — Levels + Mod + Misc + 10

Equipment

Weapon	Attack	Damage	Critical	Range

Item	Wt	Item	Wt	Item	Wt

Languages

Carrying Capacity (p. 93)

Total Weight ____ Current Load ____

		Max Dex	Chk Pen	Speed	All-Out
Light Load		full	none	full	full
Medium Load		+3	-3	2/3	full
Heavy Load		+1	-6	2/3	-1 mult

Push/Drag ____ Lift/Throw ____

Notes