Character _____ Player _____
Class _____ Level _____
Race _____ Hero Points _____
Patron Deity/Religion _____
Origin _____ Residence _____

MONTE COOK'S
ARCANA UNEARTHED
CHARACTER RECORD SHEET

ABILITY SCORES

	Score	Mod	Temp Score	Temp Mod
STRENGTH		-5		
DEXTERITY		-5		
CONSTITUTION		-5		
INTELLIGENCE		-5		
WISDOM		-5		
CHARISMA		-5		

HIT POINTS

Max

Disabled 0 | Dying -1 | Dead -1

Die Type(s)

Damage Reduction

Current Hit Points

ARMOR

ARMOR CLASS = 10 + Armor + Shield + Dex (-5) + Size + Natural + Misc 1 + Misc 2

Modifiers: Armor | Shield | Dex | Size | Natural | Misc 1 | Misc 2

Armor Worn/Additional Modifiers

AC When Flat-footed	
AC Versus Touch Attacks	
Miss Chance	
Max Dexterity Bonus	
Armor Check Penalty	
Arcane Spell Failure	
Spell Resistance	

SAVING THROWS

	Total	Class Base 1	2	3	4	Ability	Magic	Misc
Fortitude	-5					-5		
Reflex	-5					-5		
Will	-5					-5		

INITIATIVE

Total	Dex	Misc
-5	-5	

	Base	Modified
Speed		

ATTACK ROLLS

	Total	Multiple Attacks 2nd	3rd	4th	5th	Class Base 1	2	3	4	Ability	Size	Misc 1	Misc 2
Melee	-5	-5	-10	-15						-5			
Ranged	-5	-5	-10	-15						-5			
Grapple	-5	-5	-10	-15						-5			
	0												

Additional Modifiers

WEAPONS

Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
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)

	Class Skill	Total	Ability	Ranks	Misc 1	Misc 2	Misc 3
Alchemy		-5	-5				
Appraise ■		-5	-5				
Balance ■		-5	-5*		-		
Bluff ■		-5	-5				
Climb ■		-5	-5*		-		
Concentration ■		-5	-5				
Craft ■ (_____)		-5	-5				
Decipher Script		-5	-5				
Diplomacy ■		-5	-5				
Disable Device		-5	-5				
Disguise ■		-5	-5				
Escape Artist ■		-5	-5*		-		
Forgery ■		-5	-5				
Gather Information ■		-5	-5				
Handle Animal		-5	-5				
Heal ■		-5	-5				
Innuendo		-5	-5				
Intimidate ■		-5	-5				
Intuit Direction		-5	-5				
Jump ■		-5	-5*		-		
Knowledge (Local)		-5	-5				
Knowledge (Religion)		-5	-5				
Knowledge (Arcana)		-5	-5				
Knowledge (Dungeoneering)		-5	-5				
Listen ■		-5	-5				
Open Lock		-5	-5				
Perform (Act/Oratory)		-5	-5				
Perform (Dance)		-5	-5				
Perform (Sing)		-5	-5				
Profession (Instrument)		-5	-5				
Ride ■		-5	-5*				
Search ■		-5	-5				
Sense Motive ■		-5	-5				
Sleight of Hand		-5	-5*		-		
Sneak ■		-5	-5*		-		
Spellcraft		-5	-5				
Spot ■		-5	-5				
Swim ■		-5	-5*		-		
Tumble		-5	-5*		-		
Use Magic Device		-5	-5				
Use Rope ■		-5	-5				
Wilderness Survival ■		-5	-5				
Knowledge (Architect./Engineer)		0	0				
Knowledge (Geography/History)		0	0				
Knowledge (Machines)		0	0				
Knowledge (Nature)		0	0				
Knowledge (Nobility/Royalty)		0	0				
Knowledge (The Planes)		0	0				
		0					
		0					
		0					
		0					

■ Denotes Skill Can Be Used Untrained — * Armor Check Penalty Applies (Double For Swim)

Proficiencies

Weapons: ☒ Simple ☒ Martial Armor: ☒ Light ☒ Medium ☒ Heavy ☒ Shields

EQUIPMENT

Item	Location	Wt	Item	Location	Wt	Item	Location	Wt
Backpack, leather	Back	2						
Money (coins)	Purse/Belt							
Current Load						Total Weight Carried		

MOVEMENT & LIFTING

	Walk	Hustle	Run
Movement		0	0
	= Base Speed	= 2 × Base Speed	= 4 × Base Speed
	Lift Over Head	Lift Off Ground	PUSH OR DRAG
Lifting		0	0
	= Max Load	= 2 × Max Load	= 5 × Max Load

Load	Capacity	Max Dex	Enc Pen	Run
Light		Normal	Normal	Normal
Medium		+3	-3	×4
Heavy		+1	-6	×3

EXPERIENCE

Total Experience

XPs Needed For Next Level

Hit Points By Level

MONEY & GEMS

cp –

sp –

gp –

pp –

Gems –

SPECIAL ABILITIES & FEATS

FEATS

Level 1:

RACE:

LANGUAGES

Commun

SPELLS

Spell Save DC	Level	Spell Slots Per Day	Spells Readied	Access Simple	Access Complex
10	0			❑	❑
11	1st			❑	❑
12	2nd			❑	❑
13	3rd			❑	❑
14	4th			❑	❑
15	5th			❑	❑
16	6th			❑	❑
17	7th			❑	❑
18	8th			❑	❑
19	9th			❑	❑

Spell Save DC Mod		Modifiers: Ability	Modifiers: Misc	Effective Caster Lvl
0	= 10 +			

MAGIC ITEMS

SPELLS & POWERS

HENCHMEN/ANIMAL COMPANIONS

Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													

CHARACTER DESCRIPTION

Character Name	Age	Sex Male
Description	Birth Date	Size Medium
	Height	Weight lbs.
	Hair	Eyes
	Skin	Handedness

Personality

Character Sketch

Quote(s)

Contacts/Friends Les Lames Vives

Enemies

BACKGROUND & NOTES

Truename/Effects

Date Created

DM/Campaign Aquilonien/Ptolus

Arcana Unearthed Character Sheet V2.2 8/03 by Patrick M. Murphy • A Mad Irishman Production • www.mad-irishman.net
Arcana Unearthed in used with permission of Wizards of the Coast, Inc. All rights reserved. ©2003 Monte J. Cook.