

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

MONTE COOK'S
ARCANA
UNEARTHED
CHARACTER RECORD SHEET

ABILITY SCORES

STRENGTH
DEXTERITY
CONSTITUTION
INTELLIGENCE
WISDOM
CHARISMA

Score	Mod	Temp Score	Temp Mod

HIT POINTS

Max Disabled Dying Dead

Die Type(s) Damage Reduction

Current Hit Points

SKILLS

- Alchemy
- Appraise ■
- Balance ■
- Bluff ■
- Climb ■
- Concentration ■
- Craft ■ (_____)
- Decipher Script
- Diplomacy ■
- Disable Device
- Disguise ■
- Escape Artist ■
- Forgery ■
- Gather Information ■
- Handle Animal
- Heal ■
- Innuendo
- Intimidate ■
- Intuit Direction
- Jump ■
- Knowledge (_____)
- Knowledge (_____)
- Knowledge (_____)
- Knowledge (_____)
- Listen ■
- Open Lock
- Perform (_____)
- Perform (_____)
- Perform (_____)
- Profession (_____)
- Ride ■
- Search ■
- Sense Motive ■
- Sleight of Hand
- Sneak ■
- Spellcraft
- Spot ■
- Swim ■
- Tumble
- Use Magic Device
- Use Rope ■
- Wilderness Survival ■

Class Skill	Total	Max Ranks = Lvl+3(/2)			
		Ability Ranks	Misc 1	Misc 2	Misc 3
		Int			
		Int			
		Dex*			
		Cha			
		Str*			
		Con			
		Int			
		Cha			
		Int			
		Cha			
		Dex*			
		Int			
		Cha			
		Wis			
		Wis			
		Cha			
		Str*			
		Int			
		Wis			
		Str*			
		Int			
		Dex			
		Cha			
		Cha			
		Cha			
		Wis			
		Dex			
		Cha			
		Wis			
		Wis			
		Cha			
		Dex			
		Wis			

ARMOR

Armor = 10 + + + + + + +

Armor Worn/Additional Modifiers _____

CLASS

- 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				Modifiers		
		1	2	3	4	Ability	Magic	Misc
Fortitude						Con		
Reflex						Dex		
Will						Wis		

INITIATIVE

Total Dex Misc

Base Modified

Speed

ATTACK ROLLS

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

Additional Modifiers _____

WEAPONS

Weapon	Att Bonus	Damage	Critical	Range	Type	Size							
Notes	<table border="1"> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>												
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■ 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			
Current Load						Total Weight Carried					

MOVEMENT & LIFTING

Movement

Walk []	Hustle []	Run []
= Base Speed	= 2 × Base Speed	= 4 × Base Speed

Lifting

[]	[]	[]
Lift Over Head = Max Load	Lift Off Ground = 2 × Max Load	PUSH OR DRAG = 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

		<h3>LANGUAGES</h3>

