



CHARACTER NAME _____ PLAYER _____

CLASS _____ CHARACTER LEVEL _____ STARTING OCCUPATION _____ SPECIES _____

AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____



URBAN ARCANANA
campaign setting

CHARACTER
RECORD SHEET

ABILITIES	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL CURRENT HP _____

HP hit points _____

DEFENSE _____ = 10 + _____ + _____ + _____ + _____ + _____ + _____

TOTAL CLASS BONUS EQUIPMENT BONUS DEX MODIFIER SIZE MODIFIER MISC BONUS ARMOR PENALTY

INITIATIVE modifier _____ = _____ + _____

TOTAL DEX MODIFIER MISC MODIFIER

BASE ATTACK bonus _____

SPEED _____

CROSS-CLASS SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS		MISC MODIFIER
			ABILITY MODIFIER	RANKS	

- Balance Dex = + +
- Bluff Cha = + +
- Climb Str = + +
- Computer Use Int = + +
- Concentration Con = + +
- Craft (_____) Int = + +
- Craft (_____) Int = + +
- Craft (_____) Int = + +
- Decipher Script ■ Int = + +
- Demolitions ■ Int = + +
- Diplomacy Cha = + +
- Disable Device ■ Int = + +
- Disguise Cha = + +
- Drive Dex = + +
- Escape Artist Dex* = + +
- Forgery Int = + +
- Gamble Wis = + +
- Gather Information Cha = + +
- Handle Animal ■ Cha = + +
- Hide Dex* = + +
- Intimidate Cha = + +
- Investigate ■ Int = + +
- Jump Str* = + +
- Knowledge (_____) Int = + +
- Knowledge (_____) Int = + +
- Knowledge (_____) Int = + +
- Listen Wis = + +
- Move Silently Dex* = + +
- Navigate Int = + +
- Perform (_____) Cha = + +
- Perform (_____) Cha = + +
- Perform (_____) Cha = + +
- Pilot ■ Dex = + +
- Profession Wis = + +
- Read/Write Lang. (_____) - = + +
- Read/Write Lang. (_____) - = + +
- Read/Write Lang. (_____) - = + +
- Repair ■ Int = + +
- Research Int = + +
- Ride Dex = + +
- Search Int = + +
- Sense Motive Wis = + +
- Sleight of Hand ■ Dex = + +
- Speak Language (_____) - = + +
- Speak Language (_____) - = + +
- Speak Language (_____) - = + +
- Spot Wis = + +
- Survival Wis = + +
- Swim Str* = + +
- Treat Injury Wis = + +
- Tumble ■ Dex* = + +
- _____ = + +
- _____ = + +
- _____ = + +

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER
FORTITUDE (CONSTITUTION)	_____	_____	_____	_____
REFLEX (DEXTERITY)	_____	_____	_____	_____
WILL (WISDOM)	_____	_____	_____	_____

REPUTATION _____

ACTION POINTS _____

WEALTH BONUS _____

ATTACKS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
MELEE attack bonus	_____	_____	_____	_____	_____
RANGED attack bonus	_____	_____	_____	_____	_____

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM		TYPE	EQUIPMENT BONUS	PROFICIENT?
ARMOR PENALTY	WEIGHT	SPEED	SIZE	MAX DEX
SPECIAL PROPERTIES				

