



MONTE COOK'S
**ARCANA
EVOLVED**
CHARACTER RECORD SHEET

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

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 ■
 Jump ■
 Knowledge (_____)
 Knowledge (_____)
 Knowledge (_____)
 Knowledge (_____)
 Listen ■
 Open Lock
 Perform (_____)
 Perform (_____)
 Perform (_____)
 Profession (_____)
 Ride ■
 Search ■
 Sense Motive ■
 Sleight of Hand
 Sneak ■
 Spellcraft
 Spot ■
 Survival ■
 Swim ■
 Tumble
 Use Magic Device
 Use Rope ■

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

ARMOR

CLASS

ARMOR
 Modifiers _____
 Armor Shield Dex Size Natural Misc Misc
 = 10 +
 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				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	Misc
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						
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						

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

Proficiencies

Weapons: Simple Martial Armor: Light Medium Heavy Exotic 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	Lift Off Ground	Push Or Drag
= 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

XP's Needed For Next Level

Hit Points By Level

MONEY & GEMS

cp –

sp –

gp –

pp –

Gems –

SPECIAL ABILITIES & FEATS

<div style="border: 1px solid black; height: 400px; margin-bottom: 5px;"></div>	<div style="border: 1px solid black; height: 400px; margin-bottom: 5px;"></div>	<div style="border: 1px solid black; height: 400px; margin-bottom: 5px;"></div>
<div style="border: 1px solid black; height: 100px; margin-bottom: 5px;"></div>	<h3 style="text-align: center; margin-bottom: 5px;">LANGUAGES</h3> <div style="border: 1px solid black; height: 100px;"></div>	<div style="border: 1px solid black; height: 100px;"></div>

SPELLS

Access: Simple Complex

Spell Save DC	Level	Spell Slots Per Day	Spells Readied
<input type="text"/>	0	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>
<input type="text"/>	10th	<input type="text"/>	<input type="text"/>

Spell Save DC Mod	Modifiers		Effective Caster Lvl
<input type="text"/>	Ability	Misc	<input type="text"/>

= 10 + + +

SPELLS & POWERS

MAGIC ITEMS

HENCHMEN/ANIMAL COMPANIONS

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

CHARACTER DESCRIPTION

Character Name	Age	Sex
Description	Birth Date	Size
	Height	Weight
	Hair	Eyes
	Skin	Handedness

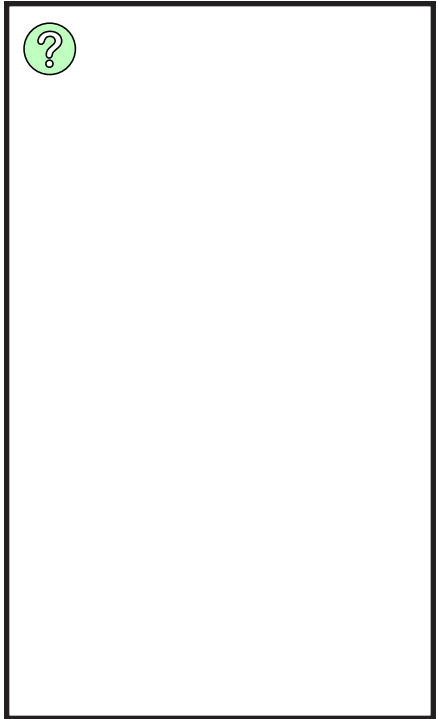
Personality _____

Quote(s) _____

Contacts/Friends _____

Enemies _____

Character Sketch



BACKGROUND & NOTES

Truename/Effects _____ Date Created _____ DM/Campaign _____