

Character \_\_\_\_\_ Player \_\_\_\_\_  
 Class \_\_\_\_\_ Race \_\_\_\_\_ Level \_\_\_\_\_  
 Starting Occupation \_\_\_\_\_ Alignment/Allegiance \_\_\_\_\_  
 Sex \_\_\_\_\_ Age \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_ Hair \_\_\_\_\_ Eyes \_\_\_\_\_  
 Birthplace \_\_\_\_\_ Date of Birth \_\_\_\_\_  
 Nationality \_\_\_\_\_ Residence \_\_\_\_\_



URBAN ARCANAE  
 CHARACTER RECORD SHEET

ABILITIES	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIERS
<b>STR</b> STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>DEX</b> DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CON</b> CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>INT</b> INTELLIGENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>WIS</b> WISDOM	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CHA</b> CHARISMA	<input type="text"/>	<input type="text"/>	<input type="text"/>

HIT POINTS
MAXIMUM
CURRENT
<input type="text"/>
<input type="text"/>

Die Type

SKILLS	CROSS CLASS	TOTAL	ABILITY RANKS	MODIFIERS	MISC 1	MISC 2
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MAX RANKS = LVL+3/(/2)

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			
Repair ■			INT			
Research			INT			
Ride			DEX			
Search			INT			
Sense Motive			WIS			
Sleight of Hand ■			DEX			
Spot			WIS			
Survival			WIS			
Swim			STR*			
Treat Injury			WIS			
Tumble ■			DEX*			

REPUTATION  ACTION POINTS  WEALTH BONUS

DEFENSE	CLASS	EQUIPMENT	DEX	SIZE	MISC 1	MISC 2	MAX DEX	PENALTY
<input type="text"/> =10+	<input type="text"/>	<input type="text"/>	DEX <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ARMOR WORN

SAVING THROWS	TOTAL	A	B	C	D	ABILITY	MODIFIERS	MISC 1	MISC 2
<b>FORTITUDE</b> CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	CON	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>REFLEX</b> DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>WILL</b> WISDOM	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>

INITIATIVE	TOTAL	DEX	MISC
<input type="text"/>	DEX <input type="text"/>	<input type="text"/>	<input type="text"/>

SPEED

ATTACK ROLLS	TOTAL	2ND	3RD	4TH	5TH	A	B	C	D	ABILITY	SIZE	MISC 1	MISC 2
<b>MELEE</b> STRENGTH	<input type="text"/>	-5	-10	-15	-20	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	STR	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>RANGED</b> DEXTERITY	<input type="text"/>	-5	-10	-15	-20	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>GRAPPLE</b> STRENGTH	<input type="text"/>	-5	-10	-15	-20	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	STR	<input type="text"/>	<input type="text"/>	<input type="text"/>

WEAPONS	Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Weapon	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Weapon	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Weapon	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Weapon	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Notes	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

■ CANNOT BE USED UNTRAINED — \* ARMOR CHECK PENALTY APPLIES

### EQUIPMENT CARRIED

Item	Location	Wt	Item	Location	Wt
Current Load			Total Weight Carried		

### OTHER POSSESSIONS


### MOVEMENT & CARRYING CAPACITY

#### LIFTING

LIFT OVER HEAD = MAX LOAD	LIFT OFF GROUND = 2 × MAX LOAD	PUSH OR DRAG = 5 × MAX LOAD

#### MOVEMENT

WALK = BASE SPEED	HUSTLE = 2 × BASE SPEED	RUN = 4 × BASE SPEED

Load	Capacity	Max Dex	Enc Pen	Move	Run
Light		Normal	Normal	Normal	Normal
Medium		+3	-3	×¾	×4
Heavy		+1	-6	×½	×3

### EXPERIENCE

Total Experience

XP's Needed For Next Level

### FEATS & SPECIAL ABILITIES




### LANGUAGES


## FX ABILITIES

### SPELLS

Spell Save DC	Level	Spells Per Day	Bonus Spells	# Spells Known
<input type="text"/>	0	<input type="text"/>	0	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>

Spell Save DC Mod  = 10 + 

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### PSIONIC POWER POINTS



### FX ITEMS


## HENCHMEN OR ANIMAL COMPANIONS

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

**CHARACTER DESCRIPTION**

Character Name \_\_\_\_\_

Character Sketch

Description \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Personality \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Quote(s) \_\_\_\_\_  
\_\_\_\_\_

Contacts/Friends \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Enemies \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**BACKGROUND & NOTES**