THE ARCANUM

Name _____
Player _____
Alignment _____ Profession _____
Background _____ Race _____ LVL ____

	Score	bonus to saves	other bonuses		Score	bonus to saves	other bonuses	
Strength			DMG bns		Intelligence			INT skills %
Speed			DEX skills	%	Willpower			CHA1 skills %
Dexterity			to hit bns		Charisma			CHA2 skills %
Constitution			HP/lvl		Perception			PERC skills %
Renown		%						Detect Invisible %

Background skills	Start %	%/LVL	LVL gained	Total
			1	
			1	

Bonus skills (max = 1/2 Intelligence)	Start %	%/LVL	LVL gained	Total

Class skills	Start %	%/LVL	LVL gained	Total

Armour/ defensive item	DEX save	DMG rdcn
TOTAL		

Weapon proficiencies	specialised?	to hit bonus	DMG bonus
basic combat skill			
	☐		
	☐		
	☐		
	☐		
	☐		

combat training (attacks/rnd)

Spells/ day

Heal/ day (lvl)

HP/ LVL

Weapon	effective range/ long range	TOTAL to hit bonus	DMG dice	TOTAL DMG bonuses

Total XP	Unspent XP	Maximum HP	Current HP

DEX skills: set/disarm traps, set/disarm snares, lock picking, picking pockets, stalking, waylay, assassinate CHA1 skills: con, oratory CHA2 skills: acting, infiltrate
INT skills: decipher, hide, camouflage/ambush, read magic, woodcraft, analyse mixtures PERC skills: tracking, read tracks, detect traps, detect snares, tailing, forgery

Equipment worn or carried	weight

Other things owned	location

Languages

Alchemical/ magical crafts/ Class features

Money 1gp = 10sp = 100cp	location

Backpack	weight