MONTE COOK'S
ARCANA UNEARTHED
Character Sheet

Character Name: Elidia Talat

Player Name: Randi Zuniga

Race: Loresong Faen Size: small Gender: F

Class: Runethane Level: 5 Hero Points:

ABILITY SCORES

Ability	Score	Modifier	Ability	Score	Modifier
Strength	13	1	Intelligence	20	5
Dexterity	18	4	Wisdom	17	3
Constitution	14	2	Charisma	13	1

SAVING THROWS

Type	Total	=	Base Save	+	Ability Modifier	+	Misc. Modifiers
Reflex (Dex)		=	1	+	4	+	
Fortitude (Con)		=	1	+	2	+	
Will (Wis)		=	4	+	3	+	

INIT.

Initiative Modifier: 4

ARMOR CLASS AND HIT POINTS

AC	=	10	+ Armor Bonus	+ Shield Bonus	+ Dex Modifier	+ Size Modifier	+ Misc. Modifier	+ Modifiers
	=		+		+ 4	+ 1	+	+

Armor Type / Bonus:

Shield Type / Bonus:

Armor Check Penalty: Speed: 20

Spell Failure Chance: 0% Armor Weight:

Armor Class Circumstance Modifiers:

Hit Points: 30 Current Hit Points: Subdual Damage:

ATTACKS AND WEAPONS

Melee Attack	=	Base Attack	+	Str Modifier	+	Size Modifier
	=	2	+	1	+	1

Ranged Attack	=	Base Attack	+	Dex Modifier	+	Size Modifier
	=	2	+	4	+	1

Weapon	Attack	Damage	Critical	Range Increment	Weight	Size	Type
Sickle		1d6	x2		3		S
Sling		1d4	x2	50 ft	5		B

PERSONAL INFO

XP: Money:

Height: Weight:

Age: Languages: see ablilities

Looks:

Personality:

Background/Goals:

SKILLS, FEATS, AND ABILITIES

Skill (Cross-Class?)	Skill Modifier	=	Skill Ranks	+	Ability Modifier	+	Misc. Modifiers
Sneak (cc)		=	2.0	+	4	+	2
Spellcraft		=	8.0	+	5	+	2
Concentration		=	8.0	+	2	+	
Heal (cc)		=	4.0	+	3	+	
Knowledge (Ceremony)		=	8.0	+	5	+	
Knowledge (Magic)		=	8.0	+	5	+	
Knowledge (Runes)		=	8.0	+	5	+	
Knowledge (Dangerous Beasts)		=	4.0	+	5	+	
Alchemy		=	8.0	+	5	+	
Listen (cc)		=	2.0	+	3	+	
Spot		=	4.0	+	3	+	
		=		+		+	

Special Racial and Class Abilities, Feats, etc.

Spell-Like Abilities (1/day) - Detect Magic, Ghost Sound, Lesser Glowglobe

Low-Light Vision

Languages: Common, Faen, Giant

Feats: Resistant to Magic (+1 to save against spells, spell-like, supernatural abilities, magic items, etc...)

Power of the Name

Electric Mage (for spells that cause damgae. fort save against spell's original DC, fail & be stunned for 1 round - if electric spell, stun for 2)

EQUIPMENT AND SPELLS

Equipment

Total Weight of Equipment:

Spells

Spell Save DC Modifier:

Save DC	Level	Spell Slots/Day
	0	3
	1st	2
	2nd	1
	3rd	
	4th	
	5th	
	6th	
	7th	
	8th	
	9th	

Spells Readied

Runes:

Rune of Ill Fortune

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