MONTE COOK'S
# ARCANA UNEARTHED
Character Sheet

Character Name: Rhodri Earthshaker
Player Name: Matt Kendall
Race: Quickling Faen  Size: Small  Gender: Male
Class: Oathsworn  Level: 5  Hero Points:

## ABILITY SCORES

| Ability | Score | Modifier | Ability | Score | Modifier |
|---|---|---|---|---|---|
| Strength | 15 | 2 | Intelligence | 13 | 1 |
| Dexterity | 16 | 3 | Wisdom | 12 | 1 |
| Constitution | 15 | 2 | Charisma | 9 | |

## SAVING THROWS

| Type | Total | = | Base Save | + | Ability Modifier | + | Misc. Modifiers |
|---|---|---|---|---|---|---|---|
| Reflex (Dex) | 7 | = | 4 | + | 3 | + | |
| Fortitude (Con) | 6 | = | 4 | + | 2 | + | |
| Will (Wis) | 5 | = | 4 | + | 1 | + | |

## INIT.

Initiative Modifier: 4

## ARMOR CLASS AND HIT POINTS

| AC | = | Armor 10 | + | Shield Bonus | + | Dex Bonus | + | Size Modifier | + | Misc. Modifier | + | Modifiers |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 18 | = | | + | | + | 3 | + | 1 | + | 3 | + | 1 |

Armor Type / Bonus:
Shield Type / Bonus:
Armor Check Penalty:  Speed: 25
Spell Failure Chance: 0%  Armor Weight:
Armor Class Circumstance Modifiers:

Hit Points:  Current Hit Points:  Subdual Damage:

## ATTACKS AND WEAPONS

| Melee Attack | = | Base Attack | + | Str Modifier | + | Size Modifier |
|---|---|---|---|---|---|---|
| 6 | = | 3 | + | 2 | + | 1 |

| Ranged Attack | = | Base Attack | + | Dex Modifier | + | Size Modifier |
|---|---|---|---|---|---|---|
| 7 | = | 3 | + | 3 | + | 1 |

| Weapon | Attack | Damage | Critical | Range Increment | Weight | Size | Type |
|---|---|---|---|---|---|---|---|
| Unarmed Attacks | 7 | 1d6+2 | 20x2 | | | | |
| Flurry of Blurs | 5/5 | 1d6+2 | 20x2 | | | | |

## PERSONAL INFO

XP:  Money:
Height:  Weight:
Age:  Languages:

Looks: lithe,
Personality:
Background/Goals:

## SKILLS, FEATS, AND ABILITIES

| Skill (Cross-Class?) | Skill Modifier | = | Skill Ranks | + | Ability Modifier | + | Misc. Modifiers |
|---|---|---|---|---|---|---|---|
| Escape Artist | 11 | = | 8.0 | + | 3 | + | |
| Jump | 9 | = | 7.0 | + | 2 | + | |
| Listen | 9 | = | 8.0 | + | 1 | + | |
| Sneak | 9 | = | | + | 3 | + | 6 |
| Spot | 9 | = | 8.0 | + | 1 | + | |
| Swim | 4 | = | 2.0 | + | 2 | + | |
| Tumble | 10 | = | 7.0 | + | 3 | + | |
| | 0 | = | | + | | + | |
| | 0 | = | | + | | + | |
| | 0 | = | | + | | + | |
| | 0 | = | | + | | + | |
| | 0 | = | | + | | + | |

Special Racial and Class Abilities, Feats, etc.
- Compensate for Size : +1 AC/ATT versus Medium
- +2 AC/ATT versus Large, Iron Flesh +1 Natural Armor
- Weapon Focus Unarmed Strike +1ToHit , Low Light Vision
- 125ft Run
- Eschew Food (live on water alone)
- Shattering Blow Full Action ignore 5DR
- Evasion
- Throw Object (1d6 10ft Range)
- Lesser Adaptation (ignore 1hp from environmental effects)
- Refuse Fatigue (never Fatigued), Refuse Fear (Immune to Fear)

## EQUIPMENT AND SPELLS

Equipment
- God Lamp
- Coat
- Waterskin, Sack

Total Weight of Equipment:

Spells

Spell Save DC Modifier:

| Save DC | Level | Spell Slots/Day |
|---|---|---|
| 10 | 0 | |
| 11 | 1st | |
| 12 | 2nd | |
| 13 | 3rd | |
| 14 | 4th | |
| 15 | 5th | |
| 16 | 6th | |
| 17 | 7th | |
| 18 | 8th | |
| 19 | 9th | |

Spells Readied

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