MONTE COOK'S
ARCANA UNEARTHED
Character Sheet

Character Name: Sajsan

Player Name: Brenda Singleton

Race: Verrik (3) Size: M Gender: F

Class: Akashic (2) Level: 5 Hero Points: 1

ABILITY SCORES

Ability	Score	Modifier	Ability	Score	Modifier
Strength	10		Intelligence	15	2
Dexterity	12	1	Wisdom	16	3
Constitution	14	2	Charisma	11	

SAVING THROWS

Type	Total	=	Base Save	+	Ability Modifier	+	Misc. Modifiers
Reflex (Dex)	2	=	1	+	1	+	
Fortitude (Con)	3	=	1	+	2	+	
Will (Wis)	9	=	6	+	3	+	

INIT.

Initiative Modifier: 1

ARMOR CLASS AND HIT POINTS

AC	=	Armor 10	+	Shield Bonus	+	Dex Bonus	+	Size Modifier	+	Misc. Modifier	+	Modifiers
16	=	4	+	1	+	1	+		+		+	

Hit Points: 35 Current Hit Points: _____ Subdual Damage: _____

Armor Type / Bonus: Leather Coat

Shield Type / Bonus: Buckler

Armor Check Penalty: -1 Speed: 30

Spell Failure Chance: 0% Armor Weight: _____

Armor Class Circumstance Modifiers: _____

ATTACKS AND WEAPONS

Melee Attack	=	Base Attack	+	Str Modifier	+	Size Modifier
3	=	3	+		+	

Ranged Attack	=	Base Attack	+	Dex Modifier	+	Size Modifier
4	=	3	+	1	+	

Weapon	Attack	Damage	Critical	Range Increment	Weight	Size	Type
MW Long Bow	+5	1d8	20x3	100			
MW Heavy Pick	+4	1d6	20x4				

PERSONAL INFO

XP: _____ Money: _____

Height: _____ Weight: _____

Age: _____ Languages: _____

Looks: _____

Personality: _____

Background/Goals: _____

SKILLS, FEATS, AND ABILITIES

Skill (Cross-Class?)	Skill Modifier	=	Skill Ranks	+	Ability Modifier	+	Misc. Modifiers
Know: (Magic)	10	=	8.0	+	2	+	
Know: (Religion)	10	=	8.0	+	2	+	
Know: (History)	6	=	4.0	+	2	+	
Know: (Nature)	4	=	2.0	+	2	+	
Know: (Deangerous Beasts)	4	=	2.0	+	2	+	
Know: (Ceremony)	4	=	2.0	+	2	+	
Listen	9	=	6.0	+	3	+	
Spot	9	=	6.0	+	3	+	
Search	6	=	4.0	+	2	+	
Gather Information	8	=	8.0	+	0	+	
Diplomacy	8	=	8.0	+	0	+	
Decipher Script	6	=	4.0	+	2	+	
Concentration	6		4.0		2		

Special Racial and Class Abilities, Feats, etc.

Sensory Control (can selectively shut off senses)
Sensitive (sense magic within 5ft (50% success))
Intuitive Sense (never flat-footed)
Slippery Mind (2nd save for any enchantment)
Skill Memory (Full Round +2 1/day)
Perfect Recall (double Int Bonus for memory related checks)

Additional Skill Ranks 6

EQUIPMENT AND SPELLS

Equipment

Adventurer's Gear
Smoke Sticks
Lantern of Revealing

Total Weight of Equipment: _____

Spells

Spell Save DC Modifier: 3

Save DC	Level	Spell Slots/Day
13	0	
14	1st	
15	2nd	
16	3rd	
17	4th	
18	5th	
19	6th	
20	7th	
21	8th	
22	9th	

Spells Readied

Contact [1/day] "Drop,Fall, Flee"
Sense Thoughts [1/day]
Lesser Telekinesis [1/day]
Compelling Command [1/day]
Detect Magic [1/day]
Disorient [1/day]
Object Loresight [3/day]
Levitate [1/day]
Mind Stab [1/day]
Read Mind [1/day]
Telepathy [2/day]

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