AKASHIC

Character Name: _____

Player Name: _____

Race: _____ Size: _____ Gender: _____

Level: _____ Hero Points: _____

SAVING THROWS

Type	Total	=	Base Save	+	Ability Modifier	+	Misc. Modifiers
Reflex (Dex)	____	=	____	+	____	+	____
Fortitude (Con)	____	=	____	+	____	+	____
Will (Wis)	____	=	____	+	____	+	____

ABILITY SCORES

Ability	Score	Modifier
Strength	____	____
Dexterity	____	____
Constitution	____	____
Intelligence	____	____
Wisdom	____	____
Charisma	____	____

ARMOR CLASS & HIT POINTS

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

Armor Type / Bonus: _____ Armor Check Penalty: _____

Shield Type / Bonus: _____ Armor Weight: _____

Initiative: _____ Speed: _____ Conditional AC Modifiers: _____

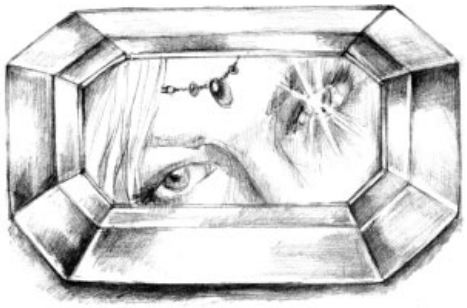
Hit Points	____
Current Hit Points	____
Subdual Damage	____
Dying	____
Dead	____

ATTACKS & WEAPONS

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

Ranged Attack	=	Base Attack	+	Dex Modifier	+	Size Modifier
____	=	____	+	____	+	____

Weapon	Attack	Damage	Critical	Range Increment	Weight	Size	Type
_____	____	____	____	____	____	____	____
_____	____	____	____	____	____	____	____
_____	____	____	____	____	____	____	____



CLASS ABILITIES

☐ **Skill Memory (Su):** Add +2 to one skill check ____ ×/day. Becomes +4 at 9th level and +6 at 17th level

☐ **Perfect Recall (Ex):** Add Intelligence bonus again to Knowledge checks, doubled for checks to remember things.

☐ **Delve Into Collective Memory (Su):** Add + ____ to knowledge roll on table below. 1/day/level. Takes 10 minutes.

DC	Type of Knowledge
10	Common, known by at least a substantial minority of people.
20	Uncommon but available, known by a few people in the area.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, may be forgotten by most who once knew it, possibly known only by those who don't understand its significance.

☐ **Minor Akashic Abilities:**

_____

_____

_____

_____

☐ **Lesser Akashic Abilities:**

_____

_____

_____

_____

☐ **Feat Memory (Su):** After full round, you can use a feat as though you possessed it for 1 round/level. 1/day

☐ **Greater Akashic Abilities:**

_____

_____

_____

☐ **Spell Memory (Su):** You can cast one simple spell of 7th level or lower once. 1/day

NOTES

©2003 Monte J. Cook. Permission granted to photocopy this page for personal use only.

MONTE COOK'S

ARCANA UNEARTHED

CHARACTER SHEET

Character Name: _____

Player Name: _____

Height: _____ Weight: _____ Eyes: _____

Description: _____

Background: _____

Goals: _____

SKILLS

Skill*	Skill Modifier	=	Skill Ranks	+	Ability Modifier	+	Misc. Modifiers
Alchemy (Int)	____	=	____	+	____	+	____
Appraise (Int)	____	=	____	+	____	+	____
Balance (Dex)	____	=	____	+	____	+	____
Bluff (Cha)	____	=	____	+	____	+	____
Climb (Str)	____	=	____	+	____	+	____
Concentration (Con)	____	=	____	+	____	+	____
Craft (Int)	____	=	____	+	____	+	____
Decipher Script (Int)	____	=	____	+	____	+	____
Diplomacy (Cha)	____	=	____	+	____	+	____
Disable Device (Int)	____	=	____	+	____	+	____
Disguise (Cha)	____	=	____	+	____	+	____
Escape Artist (Dex)	____	=	____	+	____	+	____
Forgery (Int)	____	=	____	+	____	+	____
Gather Information (Cha)	____	=	____	+	____	+	____
Handle Animal (Cha)	____	=	____	+	____	+	____
Heal (Wis)	____	=	____	+	____	+	____
Innuendo (Wis)	____	=	____	+	____	+	____
Intimidate (Cha)	____	=	____	+	____	+	____
Intuit Direction (Wis)	____	=	____	+	____	+	____
Jump (Str)	____	=	____	+	____	+	____
Knowledge (Architecture) (Int)	____	=	____	+	____	+	____
Knowledge (Ceremony) (Int)	____	=	____	+	____	+	____
Knowledge (Cosmology) (Int)	____	=	____	+	____	+	____
Knowledge (Dangerous Beasts) (Int)	____	=	____	+	____	+	____
Knowledge (Engineering) (Int)	____	=	____	+	____	+	____
Knowledge (Geography) (Int)	____	=	____	+	____	+	____
Knowledge (History) (Int)	____	=	____	+	____	+	____
Knowledge (Magic) (Int)	____	=	____	+	____	+	____
Knowledge (Nature) (Int)	____	=	____	+	____	+	____
Knowledge (Nobility/Courtesy) (Int)	____	=	____	+	____	+	____
Knowledge (Religion) (Int)	____	=	____	+	____	+	____
Knowledge (Runes) (Int)	____	=	____	+	____	+	____
Knowledge (Sailing/Navigation) (Int)	____	=	____	+	____	+	____
Knowledge (Science) (Int)	____	=	____	+	____	+	____
Listen (Wis)	____	=	____	+	____	+	____
Open Lock (Dex)	____	=	____	+	____	+	____
Perform (Cha)	____	=	____	+	____	+	____
Ride (Dex)	____	=	____	+	____	+	____
Search (Int)	____	=	____	+	____	+	____
Sense Motive (Wis)	____	=	____	+	____	+	____
Sleight of Hand (Dex)	____	=	____	+	____	+	____
Sneak (Dex)	____	=	____	+	____	+	____
Speak Language (None)	____	=	____	+	____	+	____
Spellcraft (Int)	____	=	____	+	____	+	____
Spot (Wis)	____	=	____	+	____	+	____
Swim (Str)	____	=	____	+	____	+	____
Tumble (Dex)	____	=	____	+	____	+	____
Use Magic Device (Cha)	____	=	____	+	____	+	____
Use Rope (Dex)	____	=	____	+	____	+	____
Wilderness Survival (Wis)	____	=	____	+	____	+	____

* Underline all class skills.

RACIAL ABILITIES & LANGUAGES

FEATS

EQUIPMENT

Item	Weight	Location

Total Equipment Weight: _____

Light Load Limit: _____ Medium Load Limit: _____ Heavy Load Limit: _____

Lift Over Head Limit: _____ Lift Off Ground Limit: _____ Push or Drag Limit: _____

MONEY

PP: _____ GP: _____ SP: _____ CP: _____

Other: _____

©2003 Monte J. Cook. Permission granted to photocopy this page for personal use only.