

MONTE COOK'S ARCANA UNEARTHED

Character Sheet

CHARACTER NAME: _____

Player Name: _____

Race: _____ Size: _____ Gender: _____

Class: _____ Level: _____ Hero Points: _____

ABILITY SCORES					
Ability	Score	Modifier	Ability	Score	Modifier
Strength	___	___	Intelligence	___	___
Dexterity	___	___	Wisdom	___	___
Constitution	___	___	Charisma	___	___

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

INIT.
Initiative
Modifier

ARMOR CLASS AND HIT POINTS

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

HIT POINTS: _____ Current Hit Points: _____ Subdual Damage: _____

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

ATTACKS AND 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

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	Special Racial and Class Abilities, Feats, etc.
		=		+		+		
		=		+		+		
		=		+		+		
		=		+		+		
		=		+		+		
		=		+		+		
		=		+		+		
		=		+		+		
		=		+		+		
		=		+		+		
		=		+		+		
		=		+		+		
		=		+		+		

EQUIPMENT AND SPELLS

EQUIPMENT	SPELLS	SPELLS READIED
	Spell Save DC Modifier: _____	
	Save DC	
	Level	
	Spell Slots/Day	
	0	
	1st	
	2nd	
	3rd	
	4th	
	5th	
	6th	
	7th	
	8th	
	9th	

Total Weight of Equipment: _____

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