MONTE COOK'S
ARCANA UNEARTHED
Character Sheet

Character Name: Graal-Potak
Player Name: Colin Brent
Race: Giant | Size: Large | Gender: Male
Class: Giant/Warmain | Level: 3/4 | Hero Points: 3

ABILITY SCORES

Ability	Score	Modifier	Ability	Score	Modifier
Strength	22	6	Intelligence	10	0
Dexterity	12	1	Wisdom	15	2
Constitution	17	3	Charisma	13	1

SAVING THROWS

Type	Total	=	Base Save	+	Ability Modifier	+	Misc. Modifiers
Reflex (Dex)	4	=	3	+	1	+	
Fortitude (Con)	9	=	6	+	3	+	
Will (Wis)	5	=	3	+	2	+	

INIT.

Initiative Modifier: 1

ARMOR CLASS AND HIT POINTS

AC	=	Armor 10	+	Shield Bonus	+	Dex Bonus	+	Size Modifier	+	Misc. Modifier	+	Modifiers
23	=	8	+	3	+	1	+	-1	+	2	+	

Hit Points: 79 | Current Hit Points: | Subdual Damage:

Armor Type / Bonus: Plate Mail, MW/+8
Shield Type / Bonus: Great Shield, +1/+3
Armor Check Penalty: -6 | Speed: 20
Spell Failure Chance: 0% | Armor Weight: 145
Armor Class Circumstance Modifiers:

ATTACKS AND WEAPONS

Melee Attack	=	Base Attack	+	Str Modifier	+	Size Modifier
11	=	6	+	6	+	-1

Ranged Attack	=	Base Attack	+	Dex Modifier	+	Size Modifier
6	=	6	+	1	+	-1

Weapon	Attack	Damage	Critical	Range Increment	Weight	Size	Type
Giant's Hammer MW	12/7	2d6,8	20,x2	10 ft	35	H	b
Giant Mighty Bow (+6)	7/2	2d6,6	20,x3	110ft	6	H	p

PERSONAL INFO

XP: | Money:
Height: 11'3" | Weight: 840 lbs.
Age: 102 | Languages: Giant

Looks:
Personality:
Background/Goals:

SKILLS, FEATS, AND ABILITIES

Skill (Cross-Class?)	Skill Modifier	=	Skill Ranks	+	Ability Modifier	+	Misc. Modifiers
Diplomacy	10	=	5.0	+	1	+	4
Intimidate	5	=	4.0	+	1	+	
Knowledge (nobility)	2	=	2.0	+		+	
Sense Motive	9	=	5.0	+	2	+	2
Concentration	7	=	4.0	+	3	+	
Heal	4	=		+	2	+	2
Listen	2	=		+	2	+	
Search	0	=		+	0	+	
Spot	2	=		+	2	+	
	0	=		+		+	
	0	=		+		+	
	0	=		+		+	

Special Racial and Class Abilities, Feats, etc.

- Prof. w/ Simple & Martial Weapons
- Prof. w/Light, Medium, Heavy Armor & Shields
- Sturdy (+1 hp/level)
- Faster Healer (1.5xLevel/day)
- Power Attack
- Power Charge
- Chi-Julud (+2/+1 STR/CON Bonus, 10 min)
- Large Size (-1 AC, -1 Att, 10 ft. reach)
- Weapon Focus - Hammer (+1 to Hit)
- Weapon Specialization - Hammer (+2 Damage)

EQUIPMENT AND SPELLS

Equipment

- Backpack
- Flint & Steel
- Trail Rations, 3 Days
- Water Flask, Full
- Quiver, 20 Arrows MW
- Healer's Kit
- Plate Mail, Spiked MW (1d6 damage during grapple)
- Explorer's Outfit
- Large Shield +1, MW
- Giant's Hammer (MW, Silver)
- Giant's Mighty Bow (+6, MW)
- Signal Whistle
- Pouch, Belt
- Boars Hide Cape - Mantle of the Boar
- Sunrod (2)

Total Weight of Equipment: 215 lbs., carried

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	

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Spells Readied

Packed onto to the mule:
Saddle Bags, Feed-15 days, Trail Rations-15 days,
Shovel, 3 Small Sacks, Water Flask, Hammer,
15 Spikes, Silk Rope-150ft., Spare Bow,
Full Spare Quiver, Bullseye Lantern, 10 Oil Flasks,
Steel Mirror, Healer's Kit (2), Whistle (2), Chalk (3)
Fishing Line & Hooks, Sunrod (5), Smokestick (5)