Character _____   Player _____

Judges Guild

Class & Level _____   Race _____

Deity/religion _____   Alignment _____

WILDERLANDS CAMPAIGN
CHARACTER RECORD SHEET

Origin _____

Size _____   Age _____   Gender _____   Height _____   Weight _____   Eyes _____   Hair _____

ABILITY	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP HIT POINTS   TOTAL _____   CURRENT HIT POINT TOTAL

DIE TYPE(S) _____

DAMAGE REDUCTION _____

SPELL RESISTANCE _____   NONLETHAL DAMAGE _____

AC ARMOR CLASS
TOTAL _____ = 10 + | ARMOR | SHIELD | DEX | SIZE | NATURAL | DEFLECTION | MISC | MISC |

Flat-footed ARMOR CLASS
_____ = 10 +

Touch ARMOR CLASS
_____ = 10 +

MAX DEX BONUS _____
CHECK PENALTY _____
ARCANE FAILURE _____

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX	CHECK PENALTY	ARCANE FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SAVING THROWS	TOTAL	CLASS BASE				MODIFIERS			
		A	B	C	D	ABILITY	MAGIC	MISC	MISC
Fortitude CONSTITUTION									
Reflex DEXTERITY									
Will WISDOM									

Initiative DEXTERITY
TOTAL _____   DEX _____   MISC _____

ATTACK BONUSES	TOTAL	MULTIPLE ATTACKS			CLASS BASE				MODIFIERS			
		2ND	3RD	4TH	A	B	C	D	ABILITY	SIZE	MISC	MISC	MISC
Melee STRENGTH												
Ranged DEXTERITY												
Grapple STRENGTH												

Feats & Special Abilities

_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____
_____   _____

Skills

CLASS	SKILL	KEY ABILITY	TOTAL	RANKS	MODIFIERS ABILITY	MISC	MISC
❏	Appraise ■	Int					
❏	Balance ■	Dex*					
❏	Bluff ■	Cha					
❏	Climb ■	Str*					
❏	Concentration ■	Con					
❏	Craft ■ (_____)	Int					
❏	Craft ■ (_____)	Int					
❏	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					
❏	Hide ■	Dex*					
❏	Intimidate ■	Cha					
❏	Jump ■	Str*					
❏	Knowledge (_____)	Int					
❏	Knowledge (_____)	Int					
❏	Knowledge (_____)	Int					
❏	Knowledge (_____)	Int					
❏	Knowledge (_____)	Int					
❏	Knowledge (_____)	Int					
❏	Knowledge (_____)	Int					
❏	Listen ■	Wis					
❏	Move Silently ■	Dex*					
❏	Open Lock	Dex					
❏	Perform (_____)	Cha					
❏	Perform (_____)	Cha					
❏	Perform (_____)	Cha					
❏	Profession	Wis					
❏	Ride ■	Dex					
❏	Sail	Dex					
❏	Search ■	Int					
❏	Sense Motive ■	Wis					
❏	Sleight of Hand ■	Dex*					
❏	Spellcraft	Int					
❏	Spot ■	Wis					
❏	Survival ■	Wis					
❏	Swim ■	Str*					
❏	Tumble ■	Dex*					
❏	Use Magic Device	Cha					
❏	Use Rope ■	Dex					
❏	_____						
❏	_____						

■ DENOTES SKILL CAN BE USED UNTRAINED — * ARMOR CHECK PENALTY APPLIES (DOUBLE FOR SWIM)

Proficiencies

WEAPONS: ❏ SIMPLE   ❏ MARTIAL   ARMOR: ❏ LIGHT   ❏ MEDIUM   ❏ HEAVY   ❏ SHIELDS

_____
_____

Familiar Regions

_____
_____
_____
_____
_____
_____

WEAPON	ENHANCE	MISC	ATTACK BONUSES TOTAL	2ND	3RD	4TH	5TH	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	NOTES

AMMUNITION ❏❏❏❏❏❏❏❏❏❏❏❏❏❏   AMMUNITION ❏❏❏❏❏❏❏❏❏❏❏❏❏❏   AMMUNITION ❏❏❏❏❏❏❏❏❏❏❏❏❏❏

Equipment

ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT	ITEM	LOCATION	WEIGHT

Current Load   **Total Weight Carried**

Movement

	WALK	HUSTLE	RUN
	= BASE SPEED	= 2 × BASE SPEED	= 4 × BASE SPEED

Lifting

	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
	= MAX LOAD	= 2 × MAX LOAD	= 5 × MAX LOAD

Encumbrance

Load	Capacity	Max Dex	Enc Pen	Run
Light		normal	normal	normal
Medium		+3	−3	×4
Heavy		+1	−6	×3

Money & Gems

cp —

sp —

gp —

pp —

Gems —

Experience Points

Total Experience

XPs Needed for Next Level

Languages

Description & Background

Turn Undead

	TOTAL		CHA	MODIFIERS LEVEL	MISC
Check		= 3 +			
Times/Day		=			
Damage		+ 2d6 =			

Notes

Spells

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		