Character _____ Player _____

Class & Level _____ Race _____

Deity/religion _____ Alignment _____

Origin _____

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

Judges Guild

WILDERLANDS CAMPAIGN
CHARACTER RECORD SHEET

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

DIE TYPE(S)

DAMAGE REDUCTION

SPELL RESISTANCE

CURRENT HIT POINT TOTAL

NONLETHAL DAMAGE

	TOTAL		MODIFIERS								
			ARMOR	SHIELD	DEX	SIZE	NATURAL	DEFLECTION	MISC	MISC	
AC ARMOR CLASS		= 10 +									MAX DEX BONUS
Flat-footed ARMOR CLASS		= 10 +									CHECK PENALTY
Touch ARMOR CLASS		= 10 +									ARCANE FAILURE

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

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

Initiative DEXTERITY — TOTAL _____ DEX _____ MISC _____

ATTACK BONUSES	TOTAL	MULTIPLE ATTACKS 2ND	3RD	4TH	CLASS BASE A	B	C	D	MODIFIERS 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

Turn Undead

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

Description & Background

Notes

Spells

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

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