

WILDERLANDS CAMPAIGN

CHARACTER RECORD SHEET

CLASS		KEY		MODIFIERS			
	SKILL	ABILITY	TOTAL	RANKS	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					
☐							
☐							

Proficiencies

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

Familiar Regions

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

AMMUNITION

AMMUNITION

AMMUNITION

Equipment

Movement

RUN

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$$= 4 \times \text{BASE SPEED}$$

Lifting

PUSH OR DRAG

$$= 5 \times \text{MAX LOAD}$$

Encumbrance			
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Money & Gems

Gems —

Experience Points

XP's Needed for Next Level

Languages

Turn Undead

MODIFIERS

EVEL

MISC

1

10

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Spells

**BONUS
SPELLS**

SPLLLS

9th

9th

9th

9th

9th

9th

9th

9th

9th

