

# DUNGEONS & DRAGONS

## CHARACTER SHEET

# WILDER

CHARACTER NAME \_\_\_\_\_

PLAYER \_\_\_\_\_

CLASS AND LEVEL \_\_\_\_\_

RACE \_\_\_\_\_

ALIGNMENT \_\_\_\_\_

DEITY \_\_\_\_\_

SIZE \_\_\_\_\_

AGE \_\_\_\_\_

GENDER \_\_\_\_\_

HEIGHT \_\_\_\_\_

WEIGHT \_\_\_\_\_

CAMPAIGN \_\_\_\_\_

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
<b>AC</b> ARMOR CLASS							

**TOUCH**  
ARMOR CLASS**FLAT-FOOTED**  
ARMOR CLASS

TOTAL	NONLETHAL DAMAGE	
<b>HP</b> HIT POINTS		
WOUNDS/CURRENT HP		
DAMAGE REDUCTION		
TOTAL	DEX MODIFIER	MISC. MODIFIER
<b>INITIATIVE</b> MODIFIER		

**CONDITIONAL AC MODIFIERS**

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)							
<b>REFLEX</b> (DEXTERITY)							
<b>WILL</b> (WISDOM)							

**BASE ATTACK BONUS****SPELL RESISTANCE****GRAPPLE**  
MODIFIER**SPEED**

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		
AMMUNITION				
ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		
AMMUNITION				
ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		
AMMUNITION				
ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		
AMMUNITION				
ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES		
AMMUNITION				

CLASS SKILL	SKILL NAME	KEY ABILITY	MAX RANKS (CLASS/CROSS-CLASS)		
			SKILL MODIFIER	ABILITY MODIFIER	RANKS
<input type="checkbox"/>	APPRAISE ■	INT			
<input checked="" type="checkbox"/>	AUTOHYPNOSIS	WIS			
<input checked="" type="checkbox"/>	BALANCE ■	DEX*			
<input checked="" type="checkbox"/>	BLUFF ■	CHA			
<input checked="" type="checkbox"/>	CLIMB ■	STR*			
<input checked="" type="checkbox"/>	CONCENTRATION ■	CON			
<input checked="" type="checkbox"/>	CRAFT ■ ( )	INT			
<input type="checkbox"/>	CRAFT ■ ( )	INT			
<input type="checkbox"/>	CRAFT ■ ( )	INT			
<input type="checkbox"/>	DECIPHER SCRIPT	INT			
<input type="checkbox"/>	DIPLOMACY ■	CHA			
<input type="checkbox"/>	DISABLE DEVICE	INT			
<input type="checkbox"/>	DISGUISE ■	CHA			
<input checked="" type="checkbox"/>	ESCAPE ARTIST ■	DEX*			
<input type="checkbox"/>	FORGERY ■	INT			
<input type="checkbox"/>	GATHER INFORMATION ■	CHA			
<input type="checkbox"/>	HANDLE ANIMAL	CHA			
<input type="checkbox"/>	HEAL ■	WIS			
<input type="checkbox"/>	HIDE ■	DEX*			
<input checked="" type="checkbox"/>	INTIMIDATE ■	CHA			
<input checked="" type="checkbox"/>	JUMP ■	STR*			
<input checked="" type="checkbox"/>	KNOWLEDGE ( PSIONICS )	INT			
<input type="checkbox"/>	KNOWLEDGE ( )	INT			
<input type="checkbox"/>	KNOWLEDGE ( )	INT			
<input type="checkbox"/>	KNOWLEDGE ( )	INT			
<input checked="" type="checkbox"/>	LISTEN ■	WIS			
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*			
<input type="checkbox"/>	OPEN LOCK	DEX			
<input type="checkbox"/>	PERFORM ■ ( )	CHA			
<input type="checkbox"/>	PERFORM ■ ( )	CHA			
<input type="checkbox"/>	PERFORM ■ ( )	CHA			
<input checked="" type="checkbox"/>	PROFESSION ( )	WIS			
<input type="checkbox"/>	PROFESSION ( )	WIS			
<input checked="" type="checkbox"/>	PSICRAFT	INT			
<input type="checkbox"/>	RIDE ■	DEX			
<input type="checkbox"/>	SEARCH ■	INT			
<input checked="" type="checkbox"/>	SENSE MOTIVE ■	WIS			
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*			
<input checked="" type="checkbox"/>	SPOT ■	WIS			
<input type="checkbox"/>	SURVIVAL ■	WIS			
<input checked="" type="checkbox"/>	SWIM ■	STR*			
<input checked="" type="checkbox"/>	TUMBLE	DEX*			
<input type="checkbox"/>	USE PSIONIC DEVICE	CHA			
<input type="checkbox"/>	USE ROPE ■	DEX			
<input type="checkbox"/>					

■ Denotes a skill that can be used untrained. □ Check this box if the skill is a class skill for the character.  
\*Armor check penalty, if any, applies. (Double penalty for Swim.)

## POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT

ITEM	LOCATION	PAGE REF.	WEIGHT

TOTAL WEIGHT  
CARRIED

## DORJES, PSICROWNS & COGNIZANCE CRYSTALS

DORJE	ML	DC	CHARGES SPENT
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
PSICROWN	ML	DC	PP

COGNIZANCE CRYSTALS
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## LANGUAGES

INITIAL LANGUAGES = Common + racial languages + Int bonus  
EACH ADDITIONAL LANGUAGE (Speak Language) = 1 skill point


## CONTAINERS

CONTAINER	CAPACITY	WEIGHT

## WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

POWERS				
POWER SAVE				
CONDITIONAL MODIFIERS				
POWERS KNOWN	POWER SAVE DC	LEVEL	POWER POINTS/DAY	BONUS POWER POINTS/DAY
<input type="text"/>	<input type="text"/>	1st	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4th	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5th	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6th	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7th	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8th	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9th	<input type="text"/>	<input type="text"/>

## NOTES

## EXPERIENCE

EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

## ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

## RACIAL TRAITS

---



---



---



---



---



---



---



---



---



---

## NOTES