PLAYER:

Wildside Character Sheet

GM:

DATE STARTED:

DATE ENDED:

WORLD:

Character Name:

		DAMAGE BONUS	PENETRATE BONUS
	STR		

		DAMAGE RECEIVED	ATTACKER ROLLS
	SPE		

		COMBAT BONUS	CALLED SHOT
	COO		

		INFECTION %	HEAL RATE
	FOR		

		ARCHERY BONUS	SIGHT %
	EYE		

		SKILL POINTS	ED POINT RATE
	INT		

		GULLIBILITY %	RUMORS
	SEN		

		PERSUASION %	LANGUAGE POINTS
	LEA		

		SYMPATHY	SENSUALITY
	BEA		

Height

Weight

Eyes

Hair

Sex

Age: Physical / Actual

Birthdate:

Birthplace:

Nationality:

Religion:

Sketch / Notes:

Background & Upbringing:

Family:

Languages Spoken & Written:

Notes:

WEAPONS & MAGIC	LVL	+	PTS	ED	ND
Unarmed					

STATIC SKILLS	LEVEL	ROLLS
Alcohol Resistance		

Weight Factor

Fatigue Rate

Normal
–1
–2
–3
–4
–5

Speed Resistance

Sense Resistance

Poison Resistance

Hearing

Smell

Shock

ARMOR WORN

Condition:

1 hand	5 neck	9 groin
2 forearm	6 head	10 thigh
3 upper arm	7 chest	11 calf
4 shoulder	8 belly	12 foot

SPELL POINTS

Total

Current

SPELL FAILURE

2 x INT +SEN + FOR + Roll + Level =

	LEVEL	SUC	FAIL	PTS	ED	ND
Fingersmith						
Lockpick						

The Wildside Gaming System

www.wildsidegame.com