



Swords & Wizardry

Player: _____

Character Name: _____

Class: _____ Race: _____ Gender: _____

Alignment: _____ Deity: _____ Age: _____

Prime Attribute: _____ XP Bonus: _____

LEVEL: _____ Experience Points (XP): _____

STRENGTH:

DEXTERITY:

CONSTITUTION:

INTELLIGENCE:

WISDOM:

CHARISMA:

ATTRIBUTE BONUSES

Bonus to Hit (STR): _____

Open Doors (STR): _____

Damage Bonus (STR): _____

Carry Modifier (STR): _____

Bonus to Missiles (DEX): _____

Armor Bonus (DEX): _____

Hit Point Bonus (CON): _____

Raise Dead Survival (CON): _____

Additional Languages: _____

Max # of Special Hirelings: _____

HIT POINTS:

SAVING THROW:

ARMOR CLASS:

GOLD & TREASURES:

THIEVING SKILLS

Climb Walls: _____

Hear Sounds: _____

Move Silently: _____

Delicate Tasks: _____

Hide in Shadows: _____

Open Locks: _____

WEAPONS

Weapon:	Damage:	To-Hit Bonus:	Range:
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

NOTES



LEVEL: _____ **Experience Points (XP):** _____

□

Max # of Special Hirelings: _____

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Open Locks: _____

[illegible]

