CHARACTER SHEET

Swords & Wizardry

Character Name: _____

Class: _____ Race: _____ Gender: _____

Alignment: _____ Deity: _____ Age _____

Prime Attribute: _____ XP Bonus: _____

LEVEL: _____ Experience Points (XP) _____

Player: _____

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:

Thieving Skills

Climb Walls _____

Hear Sounds _____

Move Silently _____

Delicate Tasks _____

Hide in Shadows _____

Open Locks _____

Gold & Treasure

Coins _____

Gems _____

Other _____

Spells

Class Abilities

Items & Equipment

Roll Needed to Hit Armor Class:

0 1 2 3 4 5 6 7 8 9