

Swords & Wizardry

CHARACTER RECORD SHEET

Character Name

Race

Class & Level

Movement

Hit Points



Armor Class



Saving Throw

Strength

Intelligence

Wisdom

Dexterity

Constitution

Charisma

Melee Hit Bonus

Missile Hit Bonus

To-Hit Bonus:

Damage Bonus:

Open Doors:

Carry Modifier:

Missile To-Hit Bonus:

Armor Class Bonus:

Hit Point Bonus:

Raise Dead Survival:

Max Additional Languages:

Max Spell Level:

Chance to Learn Spell:

Bonus 1st level Magic-User Spell:

Bonus 1st level Cleric Spell:

Special Hirelings:

Weapons, Armor, and Combat Notes

Spells

Race & Class Features

Equipment & Magic Items

Experience

Next Level: _____

Wealth

Misc. & Notes