

Swords & Wizardry™

Player Name _____

Dungeon Master _____

Date Character Created _____

Campaign _____

Level: _____ Race: _____

Class: _____

Alignment: Law Neutral Chaos

XP: _____ XP Bonus: _____

Diety: _____ Age: _____ Gender: _____

Character Name

Ability Scores

Ability Modifiers

Str

Melee To-Hit Mod: _____
 Damage Modifier: _____
 Open Doors: _____ out of 6
 Carry Modifier: _____

Dex

Missile To-Hit Mod: _____
 Effect on AC: _____

Con

Hit Point Modifier: _____
 Raise Dead Survival: _____

Int

Max Additional Lang: _____
 Max Spell Level: _____
 % to Learn New Spell: _____
 Min/Max Spells: _____

Wis

+%5 XP bonus (if Wis > 13)

Cha

Max # of Hirelings: _____
 +%5 XP bonus (if Cha > 13)

Base Attack Bonus



Saving Throw



Armor Class



Class Prime Attribute: _____

+5% XP Bonus (if all prime attributes > 13)

Armor/Shield Permitted: _____

Weapons Permitted: _____

Magic Items Permitted: _____

Hit Points

Hit Point Maximum: _____

Current Hit Points

Hit Die

Gain ___ hp/
level after
___ level

Thieving Skills

	Total	Base	Racial	Misc.
Climb Walls:	_____	_____	_____	_____
Hear Sounds:	_____	_____	_____	_____
Move Silently:	_____	_____	_____	_____
Delicate Tasks:	_____	_____	_____	_____
Hide in Shadows:	_____	_____	_____	_____
Open Locks:	_____	_____	_____	_____

Character Sketch

Equipped Items

Armor: _____
 Effect on AC: _____ Weight: _____
 Properties: _____

Shield: _____
 Effect on AC: _____ Weight: _____
 Properties: _____

Name: _____
 Properties: _____

Name: _____
 Properties: _____

Name: _____
 Properties: _____

Name: _____
 Properties: _____

Name: _____
 Properties: _____

Name: _____
 Properties: _____



Combat

Weapons Carried

Weapon: _____ To Hit: _____ Dmg: _____

Range: _____ Rate of Fire: _____ Base Dmg: _____

Ammunition: _____ ○○○○○○○○○○

Weapon: _____ To Hit: _____ Dmg: _____

Range: _____ Rate of Fire: _____ Base Dmg: _____

Ammunition: _____ ○○○○○○○○○○

Weapon: _____ To Hit: _____ Dmg: _____

Range: _____ Rate of Fire: _____ Base Dmg: _____

Ammunition: _____ ○○○○○○○○○○

Weapon: _____ To Hit: _____ Dmg: _____

Range: _____ Rate of Fire: _____ Base Dmg: _____

Ammunition: _____ ○○○○○○○○○○

Weapon: _____ To Hit: _____ Dmg: _____

Range: _____ Rate of Fire: _____ Base Dmg: _____

Ammunition: _____ ○○○○○○○○○○

Currency

Platinum:

Gold:

Silver:

Copper:

Saving Throw Modifiers

_____ vs. _____
 _____ vs. _____
 _____ vs. _____
 _____ vs. _____
 _____ vs. _____

Languages: _____

