

\_\_\_\_\_  
Player Name

\_\_\_\_\_  
Character Name

\_\_\_\_\_  
Race

\_\_\_\_\_  
Height

\_\_\_\_\_  
Class

\_\_\_\_\_  
Weight

\_\_\_\_\_  
Level

\_\_\_\_\_  
Eyes/Hair

\_\_\_\_\_  
XP Total

\_\_\_\_\_  
XP Adjustment

\_\_\_\_\_  
XP for  
Next Level

\_\_\_\_\_  
Weapon

\_\_\_\_\_  
To Hit

\_\_\_\_\_  
Damage

\_\_\_\_\_  
Wt.

\_\_\_\_\_  
Armor Type

\_\_\_\_\_  
AC Modifier

\_\_\_\_\_  
Wt.



Hit Points



Armor  
Class



Saving  
Throw



Save vs.  
Poison



Save vs.  
Magic

## Swords & Wizardry Character



Character Sketch or Symbol

\_\_\_\_\_  
Equipment & Treasure

\_\_\_\_\_  
Wt.

\_\_\_\_\_  
Notes

STRENGTH



Melee  
To Hit



Melee &  
Thrown  
Damage



Open  
Doors



DEXTERITY



Ranged  
To Hit



AC  
Adj



Initiative  
Adj



CONSTITUTION



Hit Point  
Adj



INTELLIGENCE



Languages



Max Spell  
Level



Bonus  
Spell



WISDOM



XP Adj



Bonus Spell



CHARISMA



XP Adj



Reaction  
Adj



Max Number  
Henchmen

