

# Swords & Wizardry

Player:

Character Name:

Class:

Alignment:

Level:

Race:

Deity:

Experience Points (XP):

Gender:

Age:

Strength:

Bonus to Hit (STR):

Hit Points:

Dexterity:

Open Doors (STR):

Saving Throw:

Constitution:

Armor Bonus (DEX):

Armor Class:

Intelligence:

Bonus to Missles (DEX):

Gold Pieces:

Wisdom:

Hit Point Bonus (CON):

Charisma:

Experience Point Bonus:

Roll Needed to Hit Armor Class

0	1	2	3	4	5	6	7	8	9

**Spells**

**Special**

**Equipment**