

PERSONAL ATTRIBUTES:

| | | |
|--------------------|-------------------------|--------------------|
| Name: | XP[†]: | Age: |
| Class(es*): | HP: | Height: |
| Alignment: | AC: | Weight: |
| Race: | Lvl[†]: | Sex: |
| *Multiple Classes: | †Multiple Classes: | *Multiple Classes: |

OSRIC™
 OLD SCHOOL REFERENCE
 AND INDEX COMPILATION
**PLAYER CHARACTER
 REFERENCE SHEET**

ABILITIES:

| | | | | | |
|-------------|-----------------|-----------------|--------------|-------------|-------------|
| Str: | To Hit: | Damage: | Encumbrance: | Minor Test: | Major Test: |
| Dex: | Surprise: | Missile To Hit: | AC: | | |
| Con: | HP: | Major Test: | Minor Test: | | |
| Int: | Add. Languages: | | | | |
| Wis: | Mental Save: | | | | |
| Cha: | Max. Henchmen: | Loyalty: | Reaction: | | |

SAVE VS ...:

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|--------------------------|-----------------------|---------------------------------|---------------------------------|---------------|
| Aimed Magic Items | Breath Weapons | Death, Paralysis, Poison | Petrification, Polymorph | Spells |
| | | | | |

WEAPONS & ARMOUR:

| Weapons | | Damage vs S-M | Damage vs L | Rate of Fire | Range (-2 to hit per) | Encumbrance | | | | | | | | | | | | | | |
|-----------------------------------|----|---------------|-------------|--------------|-----------------------|-------------|-------------------|----|----|---|---|---|----|-------------------|---|---|---|---|---|----|
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| Roll required to hit Armour Class | | | | | | | | | | | | | | | | | | | | |
| -10 | -9 | -8 | -7 | -6 | -5 | -4 | -3 | -2 | -1 | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| | | | | | | | | | | | | | | | | | | | | |
| Armour/Protection | | | | | | AC | Armour/Protection | | | | | | AC | Armour/Protection | | | | | | AC |
| | | | | | | | | | | | | | | | | | | | | |
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EQUIPMENT:

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WEALTH:

| Coin/Monetary: | Gems/Jewellery: | Other: |
|-----------------------|------------------------|---------------|
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SPECIAL ABILITIES (RACE):

SPECIAL ABILITIES (CLASS):

NOTES: