

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 ...:

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														
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

EQUIPMENT:

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WEALTH:

Coin/Monetary:	Gems/Jewellery:	Other:

SPECIAL ABILITIES (RACE):

SPECIAL ABILITIES (CLASS):

NOTES: