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	Petrifaction, Polymorph	Spells

WEAPONS & ARMOUR:

Weapons	Damage vs S-M	Damage vs L	Rate of Fire	Range (-2 to hit per)	Encumbrance
Weapon in Hand					
Secondary Weapon					
Missile Weapon					
Other					
Other					

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
Armour		Gloves/Rings		Boots/Footwear	
Shield		Bracers		Capes/Cloaks	
Other		Other		Other	

EQUIPMENT:

WEALTH:

Coin/Monetary:	Gems/Jewellery:	Other:
C.P		
S.P.		
E.P.		
G.P.		
P.P.		

SPECIAL ABILITIES (RACE):

SPECIAL ABILITIES (CLASS):

NOTES: