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:

<u> </u>		W	eapons	6		ı	Damage vs S-M			Damage vs L Rate of Fire			Range (-2 to hit per)			er)	Encumbrance			
							R	oll red	quired	to hit	Armo	ur Cla	ass							
-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
	Arn	nour/P	rotectio	on		AC		Arn	nour/P	rotectio	on		AC		Arn	nour/P	rotectio	on		AC

EQUIPMENT:

W	Æ	Æ	L	T	H	٠

WEMLIH.		
Coin/Monetary:	Gems/Jewellery:	Other:
	1	
SPECIAL ABILITIES	(RACE):	
	6	
SPECIAL ABILITIES	(CLASS):	
NOTEC.		
NOTES:		