

### Personal Attributes:

<b>Name:</b>	<b>XP<sup>†</sup>:</b>	<b>Age:</b>
<b>Class(es*):</b>	<b>HP:</b>	<b>Height:</b>
<b>Alignment:</b>	<b>AC:</b>	<b>Weight:</b>
<b>Race:</b>	<b>Lvl<sup>‡</sup>:</b>	<b>Sex:</b>
*Multiple Classes:	<sup>†</sup> Multiple Classes:	<sup>‡</sup> Multiple Classes:

OSRIC™

OLD SCHOOL REFERENCE  
AND INDEX COMPILATION

## PLAYER CHARACTER REFERENCE SHEET

### Abilities:

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

## Save vs ...:

<b>Aimed Magic Items</b>	<b>Breath Weapons</b>	<b>Death, Paralysis, Poison</b>	<b>Petrifaction, Polymorph</b>	<b>Spells</b>

## 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	