

PERSONAL ATTRIBUTES

Name	XP	Age	OSRIC OLD SCHOOL REFERENCE AND INDEX COMPILATION PLAYER CHARACTER REFERENCE SHEET
Class	HP	Height	
Alignment	AC	Weight	
Race	Level	Sex	

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		

SAVES

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

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					

TO HIT (ARMOR CLASS)

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
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ARMOR

Armor/Protection	AC	Armor/Protection	AC	Armor/Protection	AC
Armor		Gloves/Rings		Boots/Footwear	
Shield		Bracers		Capes/Cloaks	
Other		Other		Other	

EQUIPMENT

