

# OSRIC

## Player Character Sheet

Character Name:

Player:

Class:

Level:

Alignment:

Race:

Age:

Height/Weight:


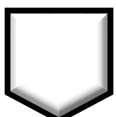


### Abilities

STR	HIT	DMG	ENC. ADJ.	MINOR TEST	MAJOR TEST
DEX	SURPRISE	MISSILE		AC	
CON	HP	MINOR TEST	MAJOR TEST		
INT	ADDITIONAL LANGUAGES	UNDERSTAND SPELL %	MIN KNOWN <span style="float:right">MAX KNOWN</span>		
WIS	MENTAL SAVE	SPELL FAIL %	SPELL BONUSES PER LVL	1	2 3 4
CHA	HENCHMEN MAX	LOYALTY		REACTION	

### Saving Throws

Aimed Magic Items	<input type="radio"/>
Breath Weapons	<input type="radio"/>
Death, Paralysis, Poison	<input type="radio"/>
Petrification, Polymorph	<input type="radio"/>
Spells	<input type="radio"/>

### Combat

HP 	Armour/Protection	AC	Armour/Protection	AC	Armour/Protection	AC	AC 	
Wounds 	Weapon	Dmg. vs Small	Dmg. vs Large	Rate of Fire	Range	Encumbrance	Thac0 	

### Other Abilities

#### Weapon Proficiencies

Number of Proficiencies	<input type="text"/>	Non-proficiency Penalty	<input type="text"/>

#### Movement

<input type="checkbox"/> Light	_____
<input type="checkbox"/> Normal	_____
<input type="checkbox"/> Heavy	_____
<input type="checkbox"/> Encumbered	_____

#### Spells per Day

Type	1st	2nd	3rd	4th	5th	6th	7th	8th	9th

#### Turning Undead

1	2	3	4	5	6	7
8	9	10	11	12	13	

#### Detections

Detection Type	Range	Chance
		%
		%
		%
		%

#### Languages


#### Senses

Vision _____	Range _____
Hearing _____	Range _____
Climb Walls _____	Find Traps _____
Hear Noise _____	Hide in Shadows _____
Move Quietly _____	Open Locks _____
Pick Pockets _____	Read Languages _____

#### Thieving Abilities

_____ %	_____ %	_____ %	_____ %	_____ %	_____ %	_____ %
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#### Special Abilities


Notes



Character: \_\_\_\_\_

# Spell Book

Page: \_\_\_\_

Level	Spell Name	Range	Duration	Area of Affect	Compenents	Casting Time	Saving Throw
Material Components							
Description							

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