OSRIC
Player Character Sheet

Character Name: Player:

Class: Level: Alignment:

Race: Age: Height/Weight:

Abilities

		Hit	Dmg	Enc. Adj.	Minor Test	Major Test
Str						
Dex		Surprise	Missile		Ac	
Con		Hp	Minor Test		Major Test	
Int		Additional Languages	Understand Spell %	Min Known / Max Known		
Wis		Mental Save	Spell Fail %	Spell Bonuses Per Lvl	1 / 2 / 3 / 4	
Cha		Henchmen Max	Loyalty		Reaction	

Saving Throws

Aimed Magic Items

Breath Weapons

Death, Paralysis, Poison

Petrifaction, Polymorph

Spells

Combat

HP

AC

Wounds

Thac0

Armour/Protection	AC	Armour/Protection	AC	Armour/Protection	AC

Weapon	Dmg. vs Small	Dmg. vs Large	Rate of Fire	Range	Encumbrance

Other Abilities

Weapon Proficiencies

Number of Proficiencies ____ Non-proficiency Penalty ____

Movement

- ☐ Light _____
- ☐ Normal _____
- ☐ Heavy _____
- ☐ 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 _____

Thieving Abilities

Climb Walls	Find Traps	Hear Noise	Hide in Shadows	Move Quietly	Open Locks	Pick Pockets	Read Languages
%	%	%	%	%	%	%	%

Special Abilities

Notes

Equipment Carried

Item	Location	Wt.

Encumbrance Strength Adjustment		
	Total Equipment Encumbrance	
	Total Magic Encumbrance	
	Total Wealth Encumbrance	
	Total Encumbrance	

Magic Items

Item	Description	Wt.
	Total Magic Item Encumbrance	

Spell Components

Qty.	Component	Qty.	Component

Animals

Name	Move	AC	HP	HD	# Att.	Dmg.

Wealth

Type	Stored	Carried
Copper		
Silver		
Electrum		
Gold		
Platinum		
Total Wealth Encumbrance		

Gems

Jewelry

Miscellaneous	

Companions

Name	Class/Level	Race	Notes

Experience

Level	Class	10% Bonus	Total Gained	Next Level

Character:_____

Spell Book

Page: ___

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

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