

OSR Character Sheet

Player Name: _____
 Character Name: _____
 Class: _____ Level: _____

XP: _____
 XP Needed: _____
 XP % Bonus: _____

ST: ___ Mods: _____
 DX: ___ Mods: _____
 CN: ___ Mods: _____
 IN: ___ Mods: _____
 WS: ___ Mods: _____
 CH: ___ Mods: _____

Armor: _____
 Full AC: _____
 Back AC: _____
 No Shield: _____
 Move: _____

Saving Throws

Death Ray: _____ Mods: _____
 Wands/Rods: _____ Mods: _____
 Petrification: _____ Mods: _____
 Dragon Breath: _____ Mods: _____
 Staves/Spells: _____ Mods: _____

Attack	/	/	/	/	/	/	/	/	/	/	/	/
AC	9	8	7	6	5	4	3	2	1	0	-1	-2

Attack Notes: _____

Weapon: _____	Damage: _____	Range: _____/_____/_____	Weight: _____
Weapon: _____	Damage: _____	Range: _____/_____/_____	Weight: _____
Weapon: _____	Damage: _____	Range: _____/_____/_____	Weight: _____
Weapon: _____	Damage: _____	Range: _____/_____/_____	Weight: _____

Inventory

Skills and Powers

Copper: _____ Silver: _____ Electrum: _____
 Gold: _____ Platinum: _____

NPC CARDS

Name: _____
Armor Class: _____
Hit Dice: _____
Move: _____
Attacks: _____
Damage: _____
No. Appearing: _____
Save As: _____
Morale: _____
Treasure: _____
Alignment: _____

Notes: _____

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Damage: _____
No. Appearing: _____
Save As: _____
Morale: _____
Treasure: _____
Alignment: _____

Notes: _____

Campaign Sheet

Player/PC 1: _____ Class/Level: _____ St_Dx_Cn_In_Ws_Ch____
Player/PC 2: _____ Class/Level: _____ St_Dx_Cn_In_Ws_Ch____
Player/PC 3: _____ Class/Level: _____ St_Dx_Cn_In_Ws_Ch____
Player/PC 4: _____ Class/Level: _____ St_Dx_Cn_In_Ws_Ch____
Player/PC 5: _____ Class/Level: _____ St_Dx_Cn_In_Ws_Ch____
Player/PC 6: _____ Class/Level: _____ St_Dx_Cn_In_Ws_Ch____
Player/PC 7: _____ Class/Level: _____ St_Dx_Cn_In_Ws_Ch____
Player/PC 8: _____ Class/Level: _____ St_Dx_Cn_In_Ws_Ch____

Campaign Setting: _____

Starting XP: _____ Starting Gold: _____

Starting Point: _____

Major Problem: _____

Enemies: _____

Current Quest: _____

Long Term Goal: _____

