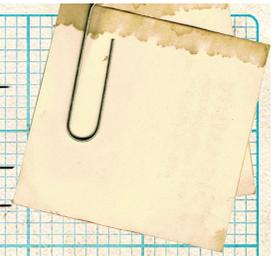


# OSR 1985



Player: \_\_\_\_\_ Description: \_\_\_\_\_  
Class: \_\_\_\_\_ Alignment: \_\_\_\_\_ Level/XP: \_\_\_\_\_



## ATTRIBUTES

<input type="text"/>	Strength	<input type="text"/> Max:	Hit Points
<input type="text"/>	Intelligence	<input type="text"/>	Armor Class
<input type="text"/>	Wisdom	<input type="text"/>	Melee Bonus
<input type="text"/>	Dexterity	<input type="text"/>	Ranged Bonus
<input type="text"/>	Constitution	<input type="text"/>	Survival Points
<input type="text"/>	Charisma		

## CLASS ABILITIES

## STUFF

## SAVING THROWS

- Courage
- Critical
- Death
- Mental
- Poison

## SKILLS

# OSR 1985



Player: \_\_\_\_\_ Description: \_\_\_\_\_  
Class: \_\_\_\_\_ Alignment: \_\_\_\_\_ Level/XP: \_\_\_\_\_



## ATTRIBUTES

<input type="text"/>	Strength	<input type="text"/> Max:	Hit Points
<input type="text"/>	Intelligence	<input type="text"/>	Armor Class
<input type="text"/>	Wisdom	<input type="text"/>	Melee Bonus
<input type="text"/>	Dexterity	<input type="text"/>	Ranged Bonus
<input type="text"/>	Constitution	<input type="text"/>	Survival Points
<input type="text"/>	Charisma		

## CLASS ABILITIES

## STUFF

## SAVING THROWS

- Courage
- Critical
- Death
- Mental
- Poison

## SKILLS