

OSRIC™ REFEREE

SCREEN CHARTS

COMPATIBLE WITH OSRIC™

These sheets have been compiled from Version 2.00 of the OSRIC rules. The intent is to allow you to print them out and insert/glue/attach or otherwise secure them to your Referee screen of choice. There are 3 pages of screens/charts available.

On some of the charts, columns (mainly cost in gold) have been omitted to allow as much information as possible onto the screen. See the OSRIC Appendix A “Compiled Tables” for additional information.

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Monster/NPC Morale

Base Morale: 50% + 5% per HD

HD	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
Base Morale	50	55	60	65	70	75	80	85	90	95	100	105	110	115	120	125	130	135

Roll d100% and apply following modifiers (cumulative):

Situation	Modifier
Per friend killed, surrendered or fled	5%
Own side taken 25% casualties	5%
Numerical inferiority	10%
Own side taken 50% casualties	15%
Own side greatly outnumbered (2-1 or more)	20%
Own leader dead from combat	25%
Per foe killed, surrendered or fled	-5%
Own side inflicted 25% casualties	-5%
Numerical superiority	-10%
Own side inflicted 50% casualties	-15%

Results for failure:

Fail by 25% or less	Fighting Withdrawal
Fail by 26% to 50%	Flee
Fail by 51%	Surrender

Two morale check successes or no surrender seen possible results in fight to the death.

Cleric Turning Table

Undead	Cleric Lvl Example	1	2	3	4	5	6	7	8	9-13	14-18
1	Skeleton	10	7	4	T	T	D	D	D	D	D
2	Zombie	13	10	7	T	T	D	D	D	D	D
3	Ghoul	16	13	10	4	T	T	D	D	D	D
4	Shadow	19	16	13	7	4	T	T	D	D	D
5	Wight	20	19	16	10	7	4	T	T	D	D
6	Ghast	-	20	19	13	10	7	4	T	T	D
7	Wraith	-	-	20	16	13	10	7	4	T	T
8	Mummy	-	-	-	19	13	13	10	7	4	T
9	Spectre	-	-	-	20	19	16	13	10	7	T
10	Vampire	-	-	-	-	20	19	16	13	10	7
11	Ghost	-	-	-	-	-	20	19	16	13	10
12	Lich	-	-	-	-	-	-	20	19	16	13
13	Fiend	-	-	-	-	-	-	-	20	19	16

2d6 Creatures affected – Paladins/Type 13 1d2 – D affects 1d6+6

Falling Damage

6-10 ft	11 to 20 ft	21 to 30 ft	31 to 40 ft	41 to 50 ft	51+ ft
1d6	3d6	6d6	10d6	15d6	20d6

Encumbrance Rules

Weight carried	Max Movement	Surprise
Up to 35lbs	120 ft/round	+1 (for armour lighter than chain mail only)
36-70 lbs.	90 ft/round	Normal bonuses apply
71-105 lbs.	60 ft/round	No normal bonuses apply (but penalties do)
106-150 lbs.	30 ft/round	No normal bonuses apply (but penalties do); -1 extra penalty

The most weight a character can carry is 150 lbs, plus whatever additional weight is allowed for the character's strength. No movement is possible if attempting to carry more than 150 lbs (as adjusted). Subtract weight bonus from weight carried to determine a character's level of encumbrance.

A character wearing armour has a maximum movement rate based on that armour, independent of all weight calculations (due to bulkiness). Thus, armour sets a maximum movement rate and also affects the total weight a character carries.

Note that the table above assumes that the character in question has a base 120 ft move. If the character is of small race (such as a dwarf, gnome or halfling), a base move of 90 ft may apply (deduct 30 ft from all movement rates, with a minimum of 30 ft; but do NOT change the effect of encumbrance on surprise/ initiative).

Carrying Capacities

Container	Capacity
Small Pouch or Purse	1/4 cu. ft. or 2.5 lbs
Large Pouch	1/2 cu. ft. or 5 lbs
Small Sack	1 cu. ft. or 10 lbs
Backpack	3 cu. ft. or 30 lbs
Large Sack	4 cu. ft. or 40 lbs
Waterskin	3 pints

Armour Table

Armour Type	Encumbrance*	Max Move Rate	Effect on AC (Base AC 10)
Banded	35 lbs	90 ft	-6
Mail hauberk or byrnie (chain)	30 lbs	90 ft	-5
Mail, elfin (chain)	15 lbs	120 ft	-5
Leather	15 lbs	120 ft	-2
Padded Gambeson	10 lbs	90 ft	-2
Plate	45 lbs	60 ft	-7
Ring	35 lbs	90 ft	-3
Scale or lamellar	40 lbs	60 ft	-4
Shield, large	10 lbs	N/A	-1
Shield, medium	8 lbs	N/A	-1
Shield, small	5 lbs	N/A	-1
Splint	40 lbs	60 ft	-6
Studded	20 lbs	90 ft	-3

* For non-magic armour. Magic armour is un-encumbering, and allows a maximum move rate 30 ft faster than normal (up to 120 ft). Magic shields weigh as much as normal shields of the same type.

Saving Throws

	Rod, Staff, Wand	Breath Weapons	Death, Paralysis, Poison	Petrification, Polymorph	Spells
Fighter					
0	18	20	16	17	19
1-2	16	17	14	15	17
3-4	15	16	13	14	16
5-6	13	13	11	12	14
7-8	12	12	10	11	13
9-10	10	9	8	9	11
11-12	9	8	7	8	10
13-14	7	5	5	6	8
15-16	6	4	4	5	7
17-18	5	4	3	4	6
19+	4	3	2	3	5
Cleric					
1-3	14	16	10	13	15
4-6	13	15	9	12	14
7-9	11	13	7	10	12
10-12	10	12	6	9	11
13-15	9	11	5	8	10
16-18	8	10	4	7	9
19+	6	8	2	5	7
MU					
1-5	11	15	14	13	12
6-10	9	13	13	11	10
11-15	7	11	11	9	8
16-20	5	9	10	7	6
21+	3	7	8	5	4
Thief					
1-4	14	16	13	12	15
5-8	12	15	12	11	13
9-12	10	14	11	10	11
13-16	8	13	10	9	9
17-20	6	12	9	8	7
21+	4	11	8	7	5

Combat Modifiers

Concealment: Anything that obscures an opponent's vision, such as tree limbs or smoke, but does not physically block incoming attacks.

- 25% concealment: -1 AC
- 50% concealment: -2 AC
- 75% concealment: -3 AC
- 90% concealment: -4 AC

Cover: Protection behind something that can actually block incoming attacks, such as a wall or arrow slit.

- 25% cover: -2 AC
- 50% cover: -4 AC
- 75% cover: -7 AC
- 90% cover: -10 AC

Flank/Rear: Attack from unshielded flank denies the target any defensive advantages from shield. Attack from rear negates benefit a shield and any dexterity bonus and are made at +2 to hit.

Invisible opponent: Can only be attacked if the general location is known. Attack is at -4 to hit. Powerful magical monsters, or those 11+ HD, will almost always see invisible creatures normally.

Prone Opponent: Benefit of a shield and dexterity bonuses are negated. Attacks made at +4 to hit.

Sleeping Opponent: Sleeping opponents (natural sleep, not magical sleep) may be attacked with the same chance to kill as if the attacker were an assassin.

Stunned Opponent: A stunned opponent receives no shield or dexterity bonus, and may be attacked at +4.

Two-weapon fighting: The off-hand weapon must be either a dagger or a hand axe. The weapon in the primary hand attacks with a -2 modifier, and the off-hand weapon attacks at -4. Dexterity bonus (or penalty) for missile weapons is added to both attacks to offset penalties but never results in bonus.

Weapon Damage

Weapon Type	vs Small/Med	vs Large	Encumbrance
Arrows	1d6	1d6	4 (per dozen)
Axe, battle	1d8	1d8	7
Axe, hand	1d6	1d4	5
Bolt, heavy crossbow	1d6+1	1d6+1	4 (per dozen)
Bolt, light crossbow	1d4+1	1d4+1	2 (per dozen)
Club	1d4	1d3	3
Dagger	1d4	1d3	1
Dart	1d3	1d2	½
Flail, heavy	1d6+1	2d4	10
Flail, light	1d4+1	1d4+1	4
Halberd	1d10	2d6	18
Hammer, war, heavy	1d6+1	1d6	10
Hammer, war, light	1d4+1	1d4	5
Javelin*	1d6	1d4	4
Lance*	2d4+1	3d6	15
Mace, heavy	1d6+1	1d6	10
Mace, light	1d4+1	1d4+1	5
Morning star	2d4	1d6+1	12
Pick, heavy	1d6+1	2d4	10
Pick, light	1d4+1	1d4	4
Pole arm*	1d6+1	1d10	8
Sling bullet	1d4+1	1d6+1	4 (per dozen)
Sling stone	1d4	1d4	2 (per dozen)
Spear*	1d6	1d8	5
Staff	1d6	1d6	5
Sword, claymore/bastard	2d4	2d8	10
Sword, broad	2d4	1d6+1	8
Sword, long	1d8	1d12	7
Sword, scimitar	1d8	1d8	5
Sword, short	1d6	1d8	3
Sword, two-handed	1d10	3d6	25
Trident*	1d6+1	3d4	5

* Long-hafted, pointed weapons inflict double damage when set to receive a charge and the foe charges.

Missile Damage/Range

Weapon Type	vs Small or Med	vs Large	Rate of fire (shots/rnd)	Range	Encumbrance
Axe, hand	1d6	1d4	1	10 ft	5
Bow, long †	1d6	1d6	2	70 ft	12
Bow, short †	1d6	1d6	2	50 ft	8
Club	1d4	1d3	1	10 ft	3
Composite bow, long †	1d6	1d6	2	60 ft	13
Composite bow, short †	1d6	1d6	2	50 ft	9
Crossbow, heavy*	1d6+1	1d6+1	½	60 ft	12
Crossbow, light	1d4+1	1d4+1	1	60 ft	4
Dart	1d3	1d2	3	15 ft	½
Hammer	1d4+1	1d4	1	10 ft	5
Javelin	1d6	1d4	1	20 ft	2
Sling	1d4+1 or 1d4	1d6+1 or 1d4	1	35 ft	½
Spear	1d6	1d8	1	15 ft	5

* Heavy crossbows may not be used from horseback; only a footman can brace them correctly before firing.

† Some specially-made bows (sold at special cost if at all—GM's discretion) permit the user to add his or her strength bonus to damage inflicted with the weapon.

- Strength damage bonus with missile weapons is restricted to hurled weapons (axes, hammers, clubs, darts, javelins and spears)

- For Range, -2 to hit per increment of range.

Combat Sequence			Surprise is checked only once per combat, at the beginning of an encounter. Each side rolls a d6. If the result is a 1, the group is surprised for one segment. If the result is a 2, the group is surprised for two segments. If one side is surprised while another is not, the unsurprised party may act for a number of "surprise" segments. Dexterity cannot create surprise; only alter the number of segments for which surprise lasts.
Surprise		Determine surprise (d6)	
Declaration	1.	Players declare their actions and spells	
Initiative	2.	Both sides roll 1d6 for initiative; high roll wins. Die rolls indicate which segment opposite party acts.	
Party with Initiative	3.	Party with initiative acts first in segment indicated: casting, attacking, moving, etc.	
Spells take effect	4.	Any spells cast that will finish casting prior to losing party's segment take effect.	
Party without Initiative	5.	Party without initiative acts next in segment indicated: casting, attacking, moving, etc.	
Spells take effect	6.	Any spells that were cast that have not taken effect by the losing side's segment take effect.	

To Hit Tables		-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
Fighter	0	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
	1	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
	2	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
	3	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
	4	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
	5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
	6	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
	7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
	8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
	9	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
	10	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
	11	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	12	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
	13	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
	14	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
	15	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
	17	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
	18	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
	19	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
20+	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	
Cleric	1-3	25	24	23	22	21	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	
	4-6	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
	7-9	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
	10-12	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
	13-15	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
	16-18	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	19+	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
MU	1-5	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
	6-10	24	23	22	21	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
	11-15	22	21	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
	16-20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
	21+	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
Thief	1-4	26	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11
	5-8	24	23	22	21	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
	9-12	21	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
	13-16	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
	17-20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
	21+	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Monster Equivalent Level			
Monster HD	Equivalent Level	Monster HD	Equivalent Level
Up to 1-1	0	9+1 to 10	11
1-Jan	1	10+1 to 11	12
1	2	11+1 to 12	13
1+1 to 2	3	12+1 to 13	14
2+1 to 3	4	13+1 to 14	15
3+1 to 4	5	14+1 to 15	16
4+1 to 5	6	15+1 to 16	17
5+1 to 6	7	16+1 to 17	18
6+1 to 7	8	17+1 to 18	19
7+1 to 8	9	18+1 to 19	20
8+1 to 9	10	19+1 or higher	21

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