

OLD-SCHOOL ESSENTIALS

CHARACTER RECORD SHEET

PC	<input type="text"/>	Character name
Class	<input type="text"/>	Alignment: Law, Neutrality, Chaos
Title	<input type="text"/>	Experience level

ABILITY SCORES

STR	<input type="text"/>	Melee att./damage, Open doors
INT	<input type="text"/>	Languages, Literacy
WIS	<input type="text"/>	Saves vs magic
DEX	<input type="text"/>	Missile attacks, AC, Initiative
CON	<input type="text"/>	Hit points
CHA	<input type="text"/>	Reactions, #Retainers, Loyalty

Ability check: Roll under or equal on 1d20

SAVING THROWS

D	<input type="text"/>	Death, poison
W	<input type="text"/>	Magic wands
P	<input type="text"/>	Paralysis, petrification
B	<input type="text"/>	Breath attacks
S	<input type="text"/>	Spells, magic rods, magic staves
±	<input type="text"/>	WIS modifier to saves vs magic

Saving throw: Roll over or equal on 1d20

Character portrait, symbol, description

COMBAT

HP	<input type="text"/>	Hit points
AC	<input type="text"/>	Armour Class
Att	<input type="text"/>	Attack bonus
Max	<input type="text"/>	Maximum hit points
±	<input type="text"/>	CON modifier to hit points
Un	<input type="text"/>	Unarmoured AC: 10 + DEX modifier
±	<input type="text"/>	DEX modifier to Armour Class
Mel	<input type="text"/>	STR modifier to melee att./damage
Mis	<input type="text"/>	DEX modifier to missile attacks

ENCOUNTERS

Init	<input type="text"/>	DEX modifier to initiative (optional)
±	<input type="text"/>	CHA modifier to reaction rolls

EXPLORATION

LD	<input type="text"/>	-in-6 Listen at door (1-in-6 or by class)
OD	<input type="text"/>	-in-6 Open stuck door (based on STR)
SD	<input type="text"/>	-in-6 Find secret door (1-in-6 or by class)
FT	<input type="text"/>	-in-6 Find room trap (1-in-6 or by class)

ABILITIES, SKILLS, WEAPONS

MOVEMENT

Ov	<input type="text"/>	Overland: 1/5 base mv. rate (miles/day)
Ex	<input type="text"/>	Exploration: base mv. rate (feet/turn)
En	<input type="text"/>	Encounter: 1/5 base mv. rate (feet/round)

LANGUAGES

By class; extra langs. if INT 13+

Literate

EQUIPMENT

WEAPONS & ARMOUR

MAGIC ITEMS

TREASURE

OTHER NOTES

*Spells, mounts, retainers,
areas explored, clues*

COINS

PP	
GP	
EP	
SP	
CP	

ENCUMBRANCE (Optional rule)

TR		<i>Weight of treasure & coins</i>
EQ		<i>Weight of weapons, armour & gear</i>
+		<i>Total weight carried (max=1,600cn)</i>

XP		<i>Experience points</i>
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Next		<i>Experience points for next level</i>
%		<i>Prime requisite modifier to XP</i>