

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 |
| AL | <input type="text"/> | |
| Level | <input type="text"/> | |

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 |
| Mel | <input type="text"/> | STR modifier to melee att./damage |

| | | |
|------------|----------------------|---------------------------------|
| Max | <input type="text"/> | Maximum hit points |
| ± | <input type="text"/> | CON modifier to hit points |
| Un | <input type="text"/> | Unarmoured AC: 9 + DEX modifier |
| ± | <input type="text"/> | DEX modifier to Armour Class |
| 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) |

ATTACK VALUE MATRIX

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|---|---|---|---|---|---|---|---|---|---|

Attack roll: Look up attack roll in matrix to determine hit Armour 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> |
|-----------|--|--------------------------|

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