

PC		Character name
Class		Alignment: Law, Neutrality, Chaos
Title		Experience level

ABILITY SCORES

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

Ability check: Roll under or equal on 1d20

SAVING THROWS

D		Death, poison
W		Magic wands
P		Paralysis, petrification
B		Breath attacks
S		Spells, magic rods, magic staves
±		WIS modifier to saves vs magic

Saving throw: Roll over or equal on 1d20

COMBAT

HP		Hit points
AC		Armour Class
Att		Attack bonus

Max		Maximum hit points
±		CON modifier to hit points
Un		Unarmoured AC: 10 + DEX modifier
±		DEX modifier to Armour Class
Mel		STR modifier to melee att./damage
Mis		DEX modifier to missile attacks

ABILITIES, SKILLS, WEAPONS

OLD-SCHOOL ESSENTIALS

CHARACTER RECORD SHEET

Character portrait, symbol, description

ENCOUNTERS

Init		DEX modifier to initiative (optional)
±		CHA modifier to reaction rolls

EXPLORATION

LD		-in-6 Listen at door (1-in-6 or by class)
OD		-in-6 Open stuck door (based on STR)
SD		-in-6 Find secret door (1-in-6 or by class)
FT		-in-6 Find room trap (1-in-6 or by class)

MOVEMENT

Ov		Overland: 1/5 base mv. rate (miles/day)
Ex		Exploration: base mv. rate (feet/turn)
En		Encounter: 1/5 base mv. rate (feet/round)

LANGUAGES


By class; extra langs. if INT 13+
Literate <input type="checkbox"/>

[illegible]

EQUIPPED ITEMS

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There is a vertical margin line on the left side, creating a narrow left margin. The paper appears to be from a notebook or a standard sheet of stationery.

OTHER NOTES



120' (40')

90' (30')

60' (20')

30' (10')

Backpack

Lg Sack (2 hd)

Sm Sack
(1 hd, 0.5 pack capacity)

[illegible]

STR modifier (optional): Optionally, remove slots at the top of the list based on the character's STR score.

If not using this optional rule: Remove the top 3 slots.

XP	Experience points
----	-------------------

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