PC

Class   **XP**

Level   *Experience level*

NT   *XP Required for Next Level*

OLD-SCHOOL ESSENTIALS
CHARACTER RECORD SHEET

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

Notes and Spells

Combat *AC: Armor + Shield + DEX*

HP		Max		*From Class, Level, and CON*
AC		Un		*Unarmored AC (10 or by class)*
Att			*STR modifier to melee att./dam.*
			DEX modifier to missile attacks

Exploration

| LD | | *-in-6* | *Listen at door (1-in-6 or by class)* |
| OD | | *-in-6* | *Open stuck door (based on STR)* |

Languages

Literate ☐

Unencumbering Items *Negligible*

Base Mv. Rate

120' (40')

Packed Items *Backpack*

	STR 18+
	STR 16+
	STR 13+
	STR 9+
	STR 6+
	STR 4+

Equipped Items *Weapons, Armor, Scrolls*

90' (30')

60' (20')

30' (10')