

PC

Class	XP
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XP

ABILITY SCORES

STR	<i>Melee att./damage, Open doors</i>
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INT Languages, Literacy

WIS *Saves vs magic*

DEX	<i>Missile attacks, AC, Initiative</i>
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CON *Hit points*

CHA Reactions,
#Retainers, Loyalty

Ability check: Roll under or equal on 1d20

Level	Experience level
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AL *Alignment: Law, Neutrality, Chaos*

SAVING THROWS

D	<i>Death, poison</i>
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W	<i>Magic wands</i>
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P	<i>Paralysis, petrification</i>
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B		<i>Breath attacks</i>
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S	<i>Spells, magic rods, magic staves</i>
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+ *WIS modifier to saves vs magic*

Saving throw: Roll over or equal on 1d20

OLD-SCHOOL ESSENTIALS

CHARACTER RECORD SHEET

NOTES

[illegible]

COMBAT

HP		Max	
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AC		Un	
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Att	<i>STR</i> modifier to melee att./damage
	<i>DEX</i> modifier to missile attacks

Max

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EXPLORATION

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

SPELLS

UNENCUMBERING ITEMS

EQUIPPED ITEMS

[illegible]

**Base
Mv. Rate**

120' (40')

90' (30')

60' (20')

30' (10')

PACKED ITEMS

[illegible]