

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 travel: miles/day
Ex		Exploration: feet/turn
En		Encounters: feet/round

LANGUAGES

Literate ☐

EQUIPMENT

WEAPONS & ARMOUR

MAGIC ITEMS

TREASURE

OTHER NOTES

Spells, mounts, retainers,
areas explored, clues

XP

Experience points

Next

Experience points for next level

%

Prime requisite modifier to XP

COINS

PP

GP

EP

SP

CP

ENCUMBRANCE (Optional rule)

TR

Weight of treasure & coins

EQ

Weight of weapons, armour & gear

+

Total weight carried (max=1,600cn)