PC			Character name	al D	-50	HOOL:
Class		AL	Alignment: Law, Neutrality, Chaos			TIALS
Title		Level	Experience level			CORD SHEET
ABILITY	Scores	Saving	Throws			
STR	Melee att./damage, Open doors	D	Death, poison			
INT	Languages, Literacy	W	Magic wands			
WIS	Saves vs magic	P	Paralysis, petrification			
DEX	Missile attacks, AC, Initiative	В	Breath attacks			
CON	Hit points	S	Spells, magic rods, magic staves			
СНА	Reactions, #Retainers, Loyalty	±	WIS modifier to saves vs magic			
Ability check: I	Roll under or equal on 1d20	Saving throw:	Roll over or equal on 1d20	Character port	trait, symb	ol, description
COMBAT	1			Encoun	ITERS	
	Hit points	Max	Maximum hit points	Init		DEX modifier to initiative (optional)
HP		±	CON modifier to hit points	±		CHA modifier to reaction rolls
	Armour Class	Un	Unarmoured AC: 10 + DEX modifier	EXPLOR	ZTIA1	1
AC		±	DEX modifier to Armour Class	LAPLUK LD		Listen at door
	Attack bonus	Mel	STR modifier to melee att./damage	OD		(1-in-6 or by class) Open stuck door
Att		Mis	DEX modifier to missile attacks			(based on STR) Find secret door
Anti imi	po Curro Wea	DONC		SD		(1-in-6 or by class) Find room trap
ABILITI	es, Skills, Wea	PUND		FT		(1-in-6 or by class)
				Moyem	ENT	
				Ov		Overland travel: miles/day
				Ex		Exploration: feet/turn
				En		Encounters: feet/round
				Langua	GES	
						Literate 🔲

EQUIPMENT		Weapons & Armour		
Magic Items		Treasure		
Other Notes	Spells, mounts, retainers, areas explored, clues	Coins		
		PP		
		GP		
		EP		
		SP		
		СР		
		ENCUMBRANCE (Optional rule		
		Weight of treasure & coins		
Experience points Next	Experience points for next level	Weight of weapons, armour & gear		
XP %	Prime requisite modifier to XP	Total weight carried (max=1,600cn)		