

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
Mel		STR modifier to melee att./damage

Max		Maximum hit points
±		CON modifier to hit points
Un		Unarmoured AC: 9 + DEX modifier
±		DEX modifier to Armour Class
Mis		DEX modifier to missile attacks

ATTACK VALUE MATRIX

9		8		7		6		5		4		3		2		1		0	
---	--	---	--	---	--	---	--	---	--	---	--	---	--	---	--	---	--	---	--

Attack roll: Look up attack roll in matrix to determine hit Armour Class

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

Literate <input type="checkbox"/>

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)

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
Mel		STR modifier to melee att./damage

Max		Maximum hit points
±		CON modifier to hit points
Un		Unarmoured AC: 9 + DEX modifier
±		DEX modifier to Armour Class
Mis		DEX modifier to missile attacks

ATTACK VALUE MATRIX

9	8	7	6	5	4	3	2	1	0
---	---	---	---	---	---	---	---	---	---

Attack roll: Look up attack roll in matrix to determine hit Armour Class

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"/>

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)

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
Mel		STR modifier to melee att./damage

Max		Maximum hit points
±		CON modifier to hit points
Un		Unarmoured AC: 9 + DEX modifier
±		DEX modifier to Armour Class
Mis		DEX modifier to missile attacks

ATTACK VALUE MATRIX

9		8		7		6		5		4		3		2		1		0	
---	--	---	--	---	--	---	--	---	--	---	--	---	--	---	--	---	--	---	--

Attack roll: Look up attack roll in matrix to determine hit Armour Class

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

Literate <input type="checkbox"/>

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)

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
Mel		STR modifier to melee att./damage

Max		Maximum hit points
±		CON modifier to hit points
Un		Unarmoured AC: 9 + DEX modifier
±		DEX modifier to Armour Class
Mis		DEX modifier to missile attacks

ATTACK VALUE MATRIX

9	8	7	6	5	4	3	2	1	0
---	---	---	---	---	---	---	---	---	---

Attack roll: Look up attack roll in matrix to determine hit Armour Class

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"/>

EQUIPMENT

WEAPONS & ARMOUR

MAGIC ITEMS

TREASURE

OTHER NOTES

Spells, mounts, retainers,
areas explored, clues

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)

XP

Experience points

Next

Experience points for next level

%

Prime requisite modifier to XP

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
Mel		STR modifier to melee att./damage

Max		Maximum hit points
±		CON modifier to hit points
Un		Unarmoured AC: 9 + DEX modifier
±		DEX modifier to Armour Class
Mis		DEX modifier to missile attacks

ATTACK VALUE MATRIX

9	8	7	6	5	4	3	2	1	0
---	---	---	---	---	---	---	---	---	---

Attack roll: Look up attack roll in matrix to determine hit Armour Class

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"/>

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)

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
Mel		STR modifier to melee att./damage

Max		Maximum hit points
±		CON modifier to hit points
Un		Unarmoured AC: 9 + DEX modifier
±		DEX modifier to Armour Class
Mis		DEX modifier to missile attacks

ATTACK VALUE MATRIX

9	8	7	6	5	4	3	2	1	0
---	---	---	---	---	---	---	---	---	---

Attack roll: Look up attack roll in matrix to determine hit Armour Class

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"/>

EQUIPMENT

WEAPONS & ARMOUR

MAGIC ITEMS

TREASURE

OTHER NOTES

Spells, mounts, retainers,
areas explored, clues

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)

XP

Experience points

Next

Experience points for next level

%

Prime requisite modifier to XP

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
Mel		STR modifier to melee att./damage

Max		Maximum hit points
±		CON modifier to hit points
Un		Unarmoured AC: 9 + DEX modifier
±		DEX modifier to Armour Class
Mis		DEX modifier to missile attacks

ATTACK VALUE MATRIX

9	8	7	6	5	4	3	2	1	0
---	---	---	---	---	---	---	---	---	---

Attack roll: Look up attack roll in matrix to determine hit Armour Class

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

--

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)

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
Mel		STR modifier to melee att./damage

Max		Maximum hit points
±		CON modifier to hit points
Un		Unarmoured AC: 9 + DEX modifier
±		DEX modifier to Armour Class
Mis		DEX modifier to missile attacks

ATTACK VALUE MATRIX

9	8	7	6	5	4	3	2	1	0
---	---	---	---	---	---	---	---	---	---

Attack roll: Look up attack roll in matrix to determine hit Armour Class

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"/>

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)

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
Mel		STR modifier to melee att./damage

Max		Maximum hit points
±		CON modifier to hit points
Un		Unarmoured AC: 9 + DEX modifier
±		DEX modifier to Armour Class
Mis		DEX modifier to missile attacks

ATTACK VALUE MATRIX

9	8	7	6	5	4	3	2	1	0
---	---	---	---	---	---	---	---	---	---

Attack roll: Look up attack roll in matrix to determine hit Armour Class

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

--

Literate ☐

EQUIPMENT

WEAPONS & ARMOUR

MAGIC ITEMS

TREASURE

OTHER NOTES

Spells, mounts, retainers,
areas explored, clues

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)

XP

Experience points

Next

Experience points for next level

%

Prime requisite modifier to XP

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
Mel		STR modifier to melee att./damage

Max		Maximum hit points
±		CON modifier to hit points
Un		Unarmoured AC: 9 + DEX modifier
±		DEX modifier to Armour Class
Mis		DEX modifier to missile attacks

ATTACK VALUE MATRIX

9	8	7	6	5	4	3	2	1	0
---	---	---	---	---	---	---	---	---	---

Attack roll: Look up attack roll in matrix to determine hit Armour Class

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

--

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)