| PC | | Character name |

| Class | | AL | | Alignment: Law, Neutrality, Chaos |
| Title | | Level | | Experience 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

Character portrait, symbol, description

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

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)

Abilities, Skills, Weapons

Movement
Base mv. rate = 120, unless encumbered

Ov		Overland: ⅕ base mv. rate (miles/day)
Ex		Exploration: base mv. rate (feet/turn)
En		Encounter: ⅓ base mv. rate (feet/round)

Languages
By class; extra langs. if INT 13+

Literate ☐

Equipment

Weapons & Armour

Magic Items

Treasure

Other Notes

Spells, mounts, retainers, areas explored, clues

Coins

PP	
GP	
EP	
SP	
CP	

XP		*Experience points*

Next		*Experience points for next level*
%		*Prime requisite modifier to XP*

Encumbrance *(Optional rule)*

TR		*Weight of treasure & coins*
EQ		*Weight of weapons, armour & gear*
+		*Total weight carried (max=1,600cn)*