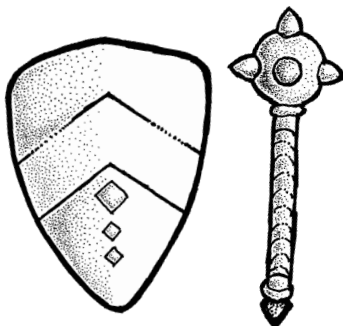


Old School Essentials House Rules Character Sheet

Name		Alignment	
Class		Level	XP

Total HP	
Current HP	
AC	
THACO	
Movement	



Portrait

Ability Scores		Modifiers	
Strength		Melee	
		Open Doors	
Intelligence		Spoken Languages	
		Literacy	
Wisdom		Magic Saves	
Dexterity		AC	
		Missile	
		Initiative	
Constitution		HP	
Charisma		NPC Reactions	
		Retainer Max #	
		Retainer Loyalty	

Saving Throws	
Death or Poison	
Wands	
Paralysis or Petrification	
Breath Attacks	
Spells, Rods, or Staves	

Inventory
1.
2.
3.
4.
5.
6.
7.
8.
9.
10.

Backpack
1.
2.
3.
4.
5.



Inventory House Rules:

- 10 Inventory Slots
- 1 item per slot
- 200 coins take 1 slot

-Items sold in stacks take 1 slot, for example 6 torches take 1 slot

-Backpacks offer 5 extra slots, take 1 original slot, only allowed 1

-Large sacks offer 3 extra slots, small sacks offer 2 extra slots, each take 1 original slot, only allowed 2 in use at once

Skills/Abilities/Spells	

Coins	GP		SP		CP		EP		PP	
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