

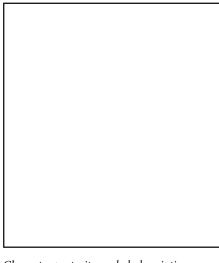
OLD-SCHOOL ESSENTIALS

ABILITY SCORES

STR 18	Melee att./damage, Open doors
INT 15	Languages, Literacy
WIS 13	Saves vs magic
DEX 15	Missile attacks, AC, Initiative
CON 15	Hit points
CHA 12	Reactions, #Retainers, Loyalty

SAVING THROWS





Ability check: Roll under or equal on 1d20

Saving throw: Roll over or equal on 1d20

Character portrait, symbol, description

COMBAT

25 HP	Hit points
16+1+1 = 18 AC	Armour Class
+3 Att	Attack bonus

Max 8 + 1	Maximum hit points
± +1	CON modifier to hit points
Un 11	Unarmoured AC: 10 + DEX modifier
± +1	DEX modifier to Armour Class
Mel 3	STR modifier to melee att./damage
Mis +1	DEX modifier to missile attacks

Encounters

Init	+1	DEX modifier to initiative (optional)
±	0	CHA modifier to reaction rolls

ARILITIES, SKILLS, WEAPONS

Sword 10 1d8 Plate 40 AC 16 dagger x 2 6 1d4 shield 10	ADIUITED, UNIUD, ITEAFUND
dagger x 2 6 1d4	
	dagger x 2 6 1d4

Exploration

LD 1	-in-6 Listen at door (1-in-6 or by class)
OD 5	-in-6 Open stuck door (based on STR)
SD 1	-in-6 Find secret door (1-in-6 or by class)
FT ¹	-in-6 Find room trap (1-in-6 or by class)

Movement

Ov 24	Overland travel: miles/day
Ex 120	Exploration: feet/turn
40	Encounters:

Languages

	Common
	Alignment
	Goblinoid
Literate 🗹	

backpack

Sword 10 1d8

Chainmail 40 AC 16 (+1 DEX, net AC 15, + shield, net AC 18)

Shield 10

dagger x 2 6 1d4

backpack 5

crowbar 10

llantern 10

oilx3 6 10'

pole 13

stakes + mallet 3

tinderbox 3

wine 2 pints

wax 1

lchalk 1

iron rationsx7 sacks 2 rope 50' 1

Weapons & Armour

Sword 10 1d8 Plate 60 AC 16

Shield 10 AC + 1 (+1 dex, net

18)

dagger x 2 6 1d4

Magic Items

Potion of extra healing (1d8 + 8)

TREASURE

Nther Notes

Spells, mounts, retainers, areas explored, clues

Bodyguard of Citel, tithes reluctantly horse "princess"

Squishy shoe from mucus - fun armorer

- it's a baby gelatenouse cube! cute! lives in a bag. feed it silver
- named "squishy"

Flashback to goblin village, spectral troll symmetrical glass bottle of wine.

Coins

140 + 540 + 45 GP

ΕP

SP

ENCUMBRANCE (Optional rule)

(max=1,600cn)

Weight of treasure TR & coins Weight of weapons, EQ armour & gear Total weight carried

4120 Experience points XP

8000 Experience points Next for next level 10 Prime requisite % modifier to XP