

<b>PC</b>	Sir Barnabas, Knight of the Bard Table	Character name
<b>Class</b>	Fighter	<b>AL</b> Law Alignment: Law, Neutrality, Chaos
<b>Title</b>	Manservant	<b>Level</b> 3 Experience level

# OLD-SCHOOL ESSENTIALS

## CHARACTER RECORD SHEET

## ABILITY SCORES

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

Ability check: Roll under or equal on 1d20

## SAVING THROWS

<b>D</b>	12	Death, poison
<b>W</b>	13	Magic wands
<b>P</b>	14	Paralysis, petrification
<b>B</b>	15	Breath attacks
<b>S</b>	16	Spells, magic rods, magic staves
<b>±</b>	+1	WIS modifier to saves vs magic

Saving throw: Roll over or equal on 1d20

Character portrait, symbol, description

## COMBAT

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

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

## ENCOUNTERS

<b>Init</b>	+1	DEX modifier to initiative (optional)
<b>±</b>	0	CHA modifier to reaction rolls

## EXPLORATION

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

## ABILITIES, SKILLS, WEAPONS

Sword	10	1d8
Plate	40	AC 16
dagger x 2	6	1d4
shield	10	

## MOVEMENT

<b>Ov</b>	24	Overland travel: miles/day
<b>Ex</b>	120	Exploration: feet/turn
<b>En</b>	40	Encounters: feet/round

## LANGUAGES

Common
Alignment
Goblinoid
Literate <input checked="" type="checkbox"/>

## EQUIPMENT

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  
lantern 10  
oilx3 6 10'  
pole 1 3  
stakes + mallet 3  
tinderbox 3  
wine 2 pints  
wax 1  
chalk 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

## OTHER 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

PP	
GP	140 + 540 + 45
EP	
SP	7
CP	

## ENCUMBRANCE (Optional rule)

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

XP	4120	Experience points
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Next	8000	Experience points for next level
%	10	Prime requisite modifier to XP