

<b>PC</b>		Character name
<b>Class</b>		Alignment: Law, Neutrality, Chaos
<b>Title</b>		Experience level

## ABILITY SCORES

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

**Ability check:** Roll under or equal on 1d20

## SAVING THROWS

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

**Saving throw:** Roll over or equal on 1d20

## COMBAT

<b>HP</b>		Hit points
<b>AC</b>		Armour Class
<b>Att</b>		Attack bonus

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

## ABILITIES, SKILLS, WEAPONS

# OLD-SCHOOL ESSENTIALS

## CHARACTER RECORD SHEET

Character portrait, symbol, description

## ENCOUNTERS

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

## EXPLORATION

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

## MOVEMENT

<b>Ov</b>		Overland travel: miles/day
<b>Ex</b>		Exploration: feet/turn
<b>En</b>		Encounters: 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)