

PC		Character name
Class		DS <input type="text"/> <input type="text"/> <input type="text"/> Death Saves
Title		Level <input type="text"/> Experience level

ABILITY SCORES

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

Ability check: Roll 1d20 + modifier vs DC

SAVING THROWS

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

Saving throw: Roll over or equal on 1d20

COMBAT

HP	<input type="text"/>	Hit points
AC	<input type="text"/>	Armour Class
Att	<input type="text"/>	Attack bonus
Max	<input type="text"/>	Maximum hit points
±	<input type="text"/>	CON modifier to hit points
Un	<input type="text"/>	Unarmoured AC: 10 + DEX modifier
±	<input type="text"/>	DEX modifier to Armour Class
Mel	<input type="text"/>	STR modifier to melee att./damage
Mis	<input type="text"/>	DEX modifier to missile attacks

ABILITIES, SKILLS, WEAPONS

OLD-SCHOOL ESSENTIALS

CHARACTER RECORD SHEET

CULTURE:	ANCESTRY:
PHYSIQUE:	FACE:
SKIN:	HAIR:
CLOTHING:	SPEECH:
VIRTUE:	VICE:
BACKGROUND:	MISFORTUNE:

Character portrait, symbol, description

ENCOUNTERS

Init	<input type="text"/>	DEX modifier to initiative (optional)
±	<input type="text"/>	CON modifier to reaction rolls

EXPLORATION

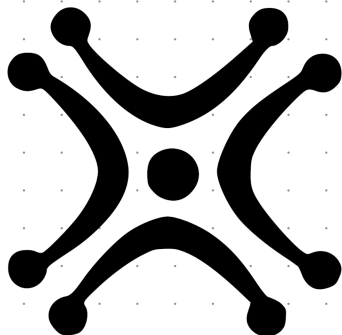
OD	<input type="text"/>	-in-6	Open stuck door (based on STR)
<input type="text"/>	<input type="text"/>	-in-6	
<input type="text"/>	<input type="text"/>	-in-6	
<input type="text"/>	<input type="text"/>	-in-6	

MOVEMENT

Ov	<input type="text"/>	Base mv. rate = 120, unless encumbered
Ex	<input type="text"/>	Overland: 1/5 base mv. rate (miles/day)
En	<input type="text"/>	Exploration: base mv. rate (feet/turn)
En	<input type="text"/>	Encounter: 1/5 base mv. rate (feet/round)

LANGUAGES

By class; extra langs. if INT 13+
Literate <input type="checkbox"/>



INVENTORY SHEET

QUICK ACCESS

CON

STR

DEX

INT

WIS

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

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CHA

Loyalty:

XP

NEXT LEVEL

DEBT

Encumbrance Points

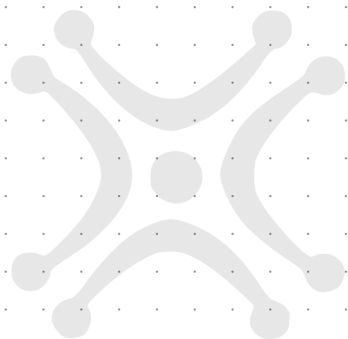
Draw a horizontal line through the line equal to each ability score. For each box below these lines that contains an item, you gain 1 Encumbrance Point.

Pts	Travel per day	Explore per turn	Combat per round	Climb per round
0-1	24 miles	120'	40'	6'
2	18 miles	90'	30'	3'
3	12 miles	60'	20'	2'
4	6 miles	30'	10'	1'
5	0 miles	0'	0'	0'

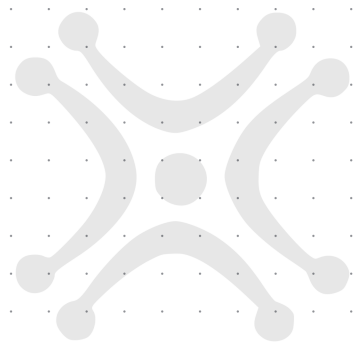
Days Since Eating

Penalty

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