

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"/>