

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

## ABILITY SCORES

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

Ability check: Roll 1d20 + modifier vs DC

## SAVING THROWS

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

Saving throw: Roll over or equal on 1d20

## COMBAT

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

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

## EXPLORATION

<b>OD</b>	<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

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

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11

12

13

14

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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