

OLD-SCHOOL ESSENTIALS

CHARACTER RECORD SHEET

PC	<input type="text"/>	Character name
Class	<input type="text"/>	Alignment: Law, Neutrality, Chaos
Title	<input type="text"/>	Experience level
AL	<input type="text"/>	
Level	<input type="text"/>	

ABILITY SCORES

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

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

Ability check: Roll under or equal on 1d20

Saving throw: Roll over or equal on 1d20

Character portrait, symbol, description

COMBAT

HP	<input type="text"/>	Hit points
AC	<input type="text"/>	Armour Class
Mel	<input type="text"/>	STR modifier to melee att./damage

Max	<input type="text"/>	Maximum hit points
±	<input type="text"/>	CON modifier to hit points
Un	<input type="text"/>	Unarmoured AC: 9 + DEX modifier
±	<input type="text"/>	DEX modifier to Armour Class
Mis	<input type="text"/>	DEX modifier to missile attacks

ENCOUNTERS

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

EXPLORATION

LD	<input type="text"/>	-in-6 Listen at door
OD	<input type="text"/>	-in-6 Open stuck door
SD	<input type="text"/>	-in-6 Find secret door
FT	<input type="text"/>	-in-6 Find room trap

ATTACK VALUE MATRIX

9	8	7	6	5	4	3	2	1	0
---	---	---	---	---	---	---	---	---	---

Attack roll: Look up attack roll in matrix to determine hit Armour Class

ABILITIES, SKILLS, WEAPONS

MOVEMENT

Ov	<input type="text"/>	Overland travel: miles/day
Ex	<input type="text"/>	Exploration: feet/turn
En	<input type="text"/>	Encounters: feet/round

LANGUAGES

Literate

EQUIPMENT

--

WEAPONS & ARMOUR

--

MAGIC ITEMS

--

TREASURE

--

OTHER NOTES

*Spells, mounts, retainers,
areas explored, clues*

--

COINS

PP	
GP	
EP	
SP	
CP	

ENCUMBRANCE (Optional rule)

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

XP		<i>Experience points</i>
-----------	--	--------------------------

Next		<i>Experience points for next level</i>
%		<i>Prime requisite modifier to XP</i>