

# OLD-SCHOOL ESSENTIALS

## CHARACTER RECORD SHEET

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

### ABILITY SCORES

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

### 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

Ability check: Roll under or equal on 1d20

Saving throw: Roll over or equal on 1d20

Character portrait, symbol, description

### COMBAT

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

<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: 9 + DEX modifier
<b>±</b>	<input type="text"/>	DEX modifier to Armour Class
<b>Mis</b>	<input type="text"/>	DEX modifier to missile attacks

### ENCOUNTERS

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

### EXPLORATION

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

### ATTACK VALUE MATRIX

9	8	7	6	5	4	3	2	1	0
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Attack roll: Look up attack roll in matrix to determine hit Armour Class

### ABILITIES, SKILLS, WEAPONS

### MOVEMENT

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

### LANGUAGES

Literate

# EQUIPMENT

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# WEAPONS & ARMOUR

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# MAGIC ITEMS

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# TREASURE

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# OTHER NOTES

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

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# COINS

PP	
GP	
EP	
SP	
CP	

# ENCUMBRANCE (Optional rule)

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

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