PC — *Character name*

Class

Title

AL — *Alignment: Law, Neutrality, Chaos*

Level — *Experience level*

OLD-SCHOOL ESSENTIALS
CHARACTER RECORD SHEET

Ability Scores

STR		*Melee att./damage, Open doors*
INT		*Languages, Literacy*
WIS		*Saves vs magic*
DEX		*Missile attacks, AC, Initiative*
CON		*Hit points*
CHA		*Reactions, #Retainers, Loyalty*

Ability check: Roll under or equal on 1d20

Saving Throws

D		*Death, poison*
W		*Magic wands*
P		*Paralysis, petrification*
B		*Breath attacks*
S		*Spells, magic rods, magic staves*
±		*WIS modifier to saves vs magic*

Saving throw: Roll over or equal on 1d20

Character portrait, symbol, description

Combat

HP		*Hit points*
AC		*Armour Class*
Att		*Attack bonus*

Max		*Maximum hit points*
±		*CON modifier to hit points*
Un		*Unarmoured AC: 10 + DEX modifier*
±		*DEX modifier to Armour Class*
Mel		*STR modifier to melee att./damage*
Mis		*DEX modifier to missile attacks*

Abilities, Skills, Weapons

Encounters

Init		*DEX modifier to initiative (optional)*
±		*CHA modifier to reaction rolls*

Exploration

LD	*-in-6*	*Listen at door (1-in-6 or by class)*
OD	*-in-6*	*Open stuck door (based on STR)*
SD	*-in-6*	*Find secret door (1-in-6 or by class)*
FT	*-in-6*	*Find room trap (1-in-6 or by class)*

Movement

Ov		*Overland travel: miles/day*
Ex		*Exploration: feet/turn*
En		*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		Weight of treasure & coins
EQ		Weight of weapons, armour & gear
+		Total weight carried (max=1,600cn)

XP		*Experience points*

Next		*Experience points for next level*
%		*Prime requisite modifier to XP*