| PC | | *Character name* |

| Class | | AL | | *Alignment: Law, Neutrality, Chaos* |
| Title | | 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*
Mel		*STR modifier to melee att./damage*

Max		*Maximum hit points*
±		*CON modifier to hit points*
Un		*Unarmoured AC: 9 + DEX modifier*
±		*DEX modifier to Armour Class*
Mis		*DEX modifier to missile attacks*

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)*

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
Base mv. rate = 120, unless encumbered

Ov		*Overland: ⅕ base mv. rate (miles/day)*
Ex		*Exploration: base mv. rate (feet/turn)*
En		*Encounter: ⅓ base mv. rate (feet/round)*

Languages
By class; extra langs. if INT 13+

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*