

EQUIPMENT

WEAPONS & ARMOUR

MAGIC ITEMS

OTHER NOTES

Spells, mounts, retainers,
areas explored, clues

XP

Experience points

Next

Experience points
for next level

%

Prime requisite
modifier to XP

ENCUMBRANCE

(Optional rule)

TR

Weight of treasure
& coins

EQ

Weight of weapons,
armour & gear

+

Total weight carried
(max=1,600cn)

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

PC

Character name

Class

AL

Alignment: Law,
Neutrality, Chaos

Title

Level

Experience level

OLD-SCHOOL
ESSENTIALS

CHARACTER RECORD SHEET

Character portrait, symbol, description

COMBAT

HP

Hit points

AC

Armour Class

Att

Attack bonus

ENCOUNTERS

Init

DEX modifier to
initiative (optional)

±

CHA modifier to
reaction rolls

EXPLORATION

LD

-in-6

Listen at door

OD

-in-6

Open stuck door

SD

-in-6

Find secret door

FT

-in-6

Find room trap

ABILITIES, SKILLS, WEAPONS

MOVEMENT

Ov

Overland travel:
miles/day

Ex

Exploration:
feet/turn

En

Encounters:
feet/round

LANGUAGES

Literate

☐

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TREASURE

POINS

PP

GP

EP

SP

CP

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COMBAT

HP

Hit points

Max

Maximum hit
points

±

CON modifier to
hit points

AC

Armour Class

Un

Unarmoured AC:
10 + DEX modifier

±

DEX modifier to
Armour Class

Mei

STR modifier to
melee att./damage

Att

Attack bonus

Mis

DEX modifier to
missile attacks

ABILITIES, SKILLS, WEAPONS

OLD-SCHOOL
ESSENTIALS

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