

# 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

Ability check: Roll under or equal on 1d20

## 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

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>Att</b>	<input type="text"/>	Attack bonus
<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: 10 + DEX modifier
<b>±</b>	<input type="text"/>	DEX modifier to Armour Class
<b>Mel</b>	<input type="text"/>	STR modifier to melee att./damage
<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 (1-in-6 or by class)
<b>OD</b>	<input type="text"/>	-in-6 Open stuck door (based on STR)
<b>SD</b>	<input type="text"/>	-in-6 Find secret door (1-in-6 or by class)
<b>FT</b>	<input type="text"/>	-in-6 Find room trap (1-in-6 or by class)

## ABILITIES, SKILLS, WEAPONS

## MOVEMENT

<b>Ov</b>	<input type="text"/>	Overland: 1/5 base mv. rate (miles/day)
<b>Ex</b>	<input type="text"/>	Exploration: base mv. rate (feet/turn)
<b>En</b>	<input type="text"/>	Encounter: 1/5 base mv. rate (feet/round)

## LANGUAGES

By class; extra langs. if INT 13+

Literate

