

PC		Character name
Class		Alignment: Law, Neutrality, Chaos
Title		Experience level

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

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

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

OLD-SCHOOL ESSENTIALS

CHARACTER RECORD SHEET

Character portrait, symbol, description

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: 1/5 base mv. rate (miles/day)
Ex		Exploration: base mv. rate (feet/turn)
En		Encounter: 1/5 base mv. rate (feet/round)

LANGUAGES

By class; extra langs. if INT 13+
Literate ☐

UNENCUMBERING ITEMS

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Clothing, necklaces, rings, etc. Not encumbering unless carried in large numbers (referee's judgement).

EQUIPPED ITEMS

[illegible]

*Anything held, actively in use, or ready to use at short notice:
armour worn, shields or weapons held, sheathed weapons,
items worn on the belt.*

OTHER NOTES

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



Base
Mv. Rate

PACKED ITEMS

[illegible]

All other equipment, packed into sacks, backpacks, etc. In combat, retrieving a packed item optionally takes one round.

STR modifier (optional): Optionally, remove slots at the top of the list based on the character's STR score.

If not using this optional rule: Remove the top 3 slots.

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