РС	
Class	AL
Title	Level

## **Ability Scores**

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

Ability check: Roll under or equal on 1d20

### Combat

HP	<i>Hit points</i>	N
	Armour Class	ι
AC		
A	Attack bonus	N
Att		N

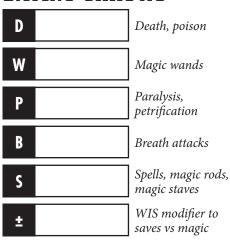
	-
Max	Maximum hit points
±	CON modifier to hit points
Un	Unarmoured AC: 10 + DEX modifier
±	DEX modifier to Armour Class
Mel	STR modifier to melee att./damage
Mis	DEX modifier to missile attacks

# Abilities, Skills, Weapons

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Character name
Alignment: Law,
Neutrality, Chaos
Experience level

# Saving Throws



Saving throw: Roll over or equal on 1d20

#### OLD-SCHOOL ESSENTIALS CHARACTER RECORD SHEET


Character portrait, symbol, description

#### Encounters

In	it		
-			

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	<i>-in-</i> 6	Find room trap (1-in-6 or by class)

#### MOVEMENT

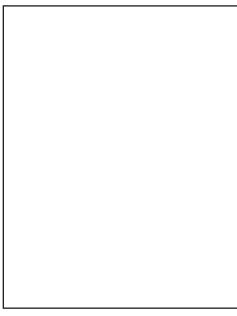
0v	Overland travel: miles/day
Ex	<i>Exploration: feet/turn</i>
En	Encounters: feet/round

#### Languages

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# Equipment

# WEAPONS & ARMOUR



# Magic Items

### Treasure

PP

GP

EP

r		
L		
_		
<b>П</b>		
DAIL		
Coins		

# **Other Notes**

Spells, mounts, retainers, areas explored, clues

				SP	
				СР	
				Encume	RANCE (Optional rule)
				TR	Weight of treasure & coins
ХР	Experience points	Next	<i>Experience points for next level</i>	EQ	Weight of weapons, armour & gear
Ar		%	Prime requisite modifier to XP	+	Total weight carried (max=1,600cn)