

# Old School Essentials Character Sheet (Item-Based Encumbrance and DAC)

Player	
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## Basic Information

Name	
Class	
Level + Title	
Alignment	

## Experience

Current XP	
XP to next level	
Prime Req Modifier to XP	

## Ability Scores

Strength	
Intelligence	
Wisdom	
Dexterity	
Constitution	
Charisma	

## Saves

Death, Poison	
Magic Wands	
Paralysis, Petrification	
Breath Attacks	
Spells, magic rods, magic staves	
Wisdom Modifier to magic saves	

## Combat and Encounters

Max HP	
Current HP	
Total AC	
Unarmored AC	
Str Mod to Melee	
Dex Mod to Missiles	
Initiative	
Cha mod to Reactions	

Attack Value Matrix	
9	
8	
7	
6	
5	
4	
3	
2	
1	
0	

Equipped Weapons Quick Reference			
Name	Damage	Range	Special

Skills, Features, Languages

Skills and Features

Languages

## Movement

Base Movement*	
Overland: $\frac{1}{5}$ base Move rate	
Exploration: = base move	
Encounter: $\frac{1}{3}$ base move rate	

## Inventory

Equipped Items	
1	
2	
3	
4	
5	
6	
7	
8	
9	

Packed Items**	
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	



Non-Encumbering Items	

Character Notes



## Formulae

<b>*Item-Based Encumbrance</b>		
<b>Equipped</b>	<b>Packed</b>	<b>Base Move</b>
0-3	0-10	120
4-5	11-12	90
6-7	13-14	60
8-9	15+	30

<b>**Packed Items Max</b>	
<b>Strength</b>	<b>Items</b>
1-3	13
4-5	14
6-8	15
9-12	16
13-15	17
16-17	18
18+	19

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