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

Player	

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 Mat	
9	
8	
7	
6	
5	
4	
3	
2	
1	
0	

Equipped Weapons Quick Reference			
Name	Damage	Range	Special

Skills, Features, Languages

Skills and Features

	Langu	ıages	

Movement

Base Movement*	
Overland: 1/5 base Move rate	
Exploration: = base move	
Encounter: 1/3 base move rate	

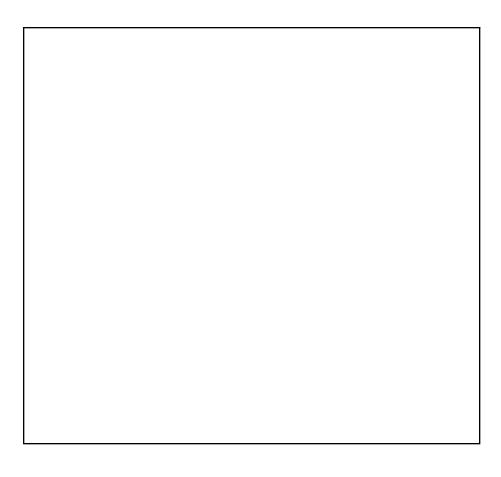
Inventory

	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

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

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

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